

Ket3-01

Lowest of the Low

A One Round D&D LIVING GREYHAWK[®]

Ket Regional Adventure

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What is the cost, if innocence is ignored? Of course in Ket, what does innocence truly mean? Come to the village of Yern in Polvar Province and ask around for yourself. Be sure to look for a bargain in the bazaar. An adventure for characters 1-6.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard,

or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring

their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Ket. Characters native to Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per time unit. Rich Upkeep costs 50gp per time unit. Luxury Upkeep costs 100gp per time unit.

Adventure Summary and Background

The adventure takes place in a small village called Yern, a day's ride northwest of Polvar City. It is largely a quarrying town left over from former glory days and has now become a way station for patrols and ore caravans heading of into the Yatil mountains.

The story revolves around the misdeeds that spring forth from a love triangle. The PC's have the task of cleaning up the aftermath.

Sanjar and Armaiti were in love and had plans on getting married. But two weeks ago Armaiti turned up dead. Left strangled and lying face down in the river, Sanjar became main suspect. He was arrested, tried, and convicted. However, he is innocent of the actual crime of murder, his chaotic actions and other minor infractions were enough to have the Jurat (mistakenly and wrongfully) convict him.

The beautiful Armaiti was secretly seeing another man, named Barmak, and she broke off relations with him shortly before she died. Barmak went mad with jealousy and he killed her. To cover up his tracks, Barmak, disguised as a Thresher (using a stolen uniform, some forged papers and the name Kamrab Al'Tresher) approached Kobad Al'Jurat (fresh to the squad of three, that service this area of villages in Polvar Province) in an attempt to have him judge the trial.

Barmak had heard tales of Kobad Al'Jurat's ego and hubris, and planned to use this and the Jurat's unfamiliarity with the jurisdiction to his own advantage.

Kobad was quick to disregard any nagging feelings of the situation being out of place, once Barmak handed over a bag of coins, claiming it to be the advancement of stipends from the Bey of Yern.

Circuit Jurats collect such stipends from each settlement they visit. The locals are glad to pay, since it brings about order into their lives. The fact that the bag was so much larger than what would normally be expected, merely played upon Kobad's ego, that he being such a great servant of the High Cleric, he would be given extra gifts.

With the single mindedness of a Mullah of the True Faith, Kobad headed to Yern and immediately set about investigating the crime, and setting up a trial.

Normally more formal channels would be used, but Kobad felt it was his place to make a strong first

impression to the wicked and chaotic people that infest his lands.

This being the case, Kobad unknowingly skipped by meetings and introductions, that may have clued him in to the entire deception. He would have figured out that Kamrab was a fraud, and his suspicions of Sanjar were also fraudulent and biased.

With Kobad Al'Jurat's whirlwind arrival, he started to give orders and demand the Threshers carry out the investigation (with as if divine inspiration on Sanjar's involvement). Threshers live to follow the orders of Jurats, even the lesser examples of Jurats. These orders are followed without question, accept for the most extreme cases.

Barmak knew that his ruse would not last forever, and that one day soon, Kobad would discover that there is no such Thresher as the one he claimed to be, or that the true Threshers of the town would learn of an imposter. Barmak came up with a new plan, but it is many days before he is ready to slip away from town, and never return to the civilized lands of Ket. If only his ruse holds out that long. Upon the same day the PCs arrive, Barmak sets his plan in motion.

To ensure that the trial would go the way he desired, Barmak returned to the scene of the crime and slipped his belt (the murder weapon) into Sanjar's quarters and then let the Threshers and Kobad make their own conclusions.

No other Jurat was scheduled to pass through Yern for quite some time and Kobad showed up just as the murder was being discovered. There was no need to summon or inform any of the other Jurats. The Thresher sergeant took this as a blessing from the High Cleric.

Kobad took a zealous interest in the case, placing on hold all other lesser matters. Within hours of his arrival, Kobad had Sanjar in front of him for trial. With some questioning and a *detect chaos* spell, Kobad knew Sanjar was hiding something and was not an ideal citizen of Ket. Though Sanjar's disorderly willpower proved a match for Kobad's *zone of truth* spell, the Jurat carried on with the small trial.

In the end, circumstance, and Kobad's 'Opinion of Character' sentenced Sanjar to life in the copper mines. A red hot brand marked Sanjar's entrance into slavery.

After all this, Barmak isn't done tormenting Sanjar. Due to a recent shortage of troops in the area (most have been transferred to the east and west borders recently) the caravan company Barmak works for is responsible for transporting slaves to the state run mines in Polvar Province. He is supposed to transport Sanjar there but Barmak has no intention of doing so.

Barmak has been selling slaves off to a hobgoblin mercenary group for a while now and that's what he has planned for Sanjar. Once in the hills, a few choice slaves with life sentences are handed over to the hobgoblins, who don't completely understand that what they are doing is not exactly the correct thing to do in Ket. A slave is a slave to them.

These hobgoblins have worked for a short time as mercenaries in Ket. Their service has ended, and they have been granted permission from the Ket government to build a lair 'within the borders of Ket'. They have a spot picked out, but now they need labor to help build.

While the Slave Caravan is taking the slaves through Yern, the wagon carrying Sanjar crashed into another wagon and tipped over. The caged wagon split open and set all the slaves free near the marketplace. In the ensuing chaos, Sanjar escapes and bumps into the PCs and ask for their help. While the PC's are pondering this, another escaped slave takes a hostage and it's a standoff. Most of the guards are kept busy holding onto the other prisoners and are unable to muster in a large group to handle this event. The PC's can step in and try to save the hostage. They are then free to pursue Sanjar's request that leads them to his father, Yousef.

It is here that the Threshers learn (either from recaptured knife wielding slave, or from someone he bragged to among the slaves) of a band of brigands camped to the north. The Threshers quickly start to muster all their resources to prepare an ambush.

Yousef has spent considerable time and coin trying to prove his son's innocence. He stumbled onto the irregularity of Kobad's payment through a contact that he has within the Bey's household.

It seems that Kobad refused the stipends offered to him, making an off the cuff comment about 'that the earlier generosity and homage to the High Cleric was enough'. The issue was dropped, since the Bey did not wish to pay twice if he didn't have to. The Bey was

more than willing to let the Jurat keep believing the money came from him.

Yousef's son also had doubts about Armaiti's faithfulness and suspected that she was seeing someone else, and confessed this to his father. Yousef gives the PC's all the information that he has gathered.

If the PC's approach Kobad, he could tell them that a Thresher approached him (while he was at another village, about two hours ride away) and informed him of Yern's need for a Jurat for a murder investigation. Unless they are disrespectful to him, Kobad gives the additional information. He was given his stipends via this Thresher. The Thresher was named Kamrab and he can describe him to the PC's. Kobad retells the fake Thresher's story of heading off to Polvar City with unrelated but important business, but the number one suspect is the women's fiancée.

If the PC's go to Armaiti's place they find her grief stricken mother still agonizing over her daughter's death. The PC's can look around for the diary, if they help Armaiti's mother, and inside of book is information about Armaiti's relationship with Barmak. She refers to him by name and also on one of their more intimate encounters, how he wore the uniform of a Thresher that he had acquired.

Upon leaving her place the PC's are approached by a Bard named Kiaras. Kiaras is a street performer and is looking to impress some people for some coin. If the PC's tell Kiaras about their investigation he relates to them what he knows (that Barmak was the other lover but Kiaras never knew his name).

With this evidence the PC's can approach the Threshers and argue Sanjar's case. Threshers don't like imposters or frame-ups (makes them look bad, as well, takes some of the fun out of the job) but there is little they can do till morning. The Threshers are very busy planning the ambush of the brigands.

The PC's also have an option to turn Kobad Al'Jurat into the Church Inquisition by reporting him to the local head Mullah. This stops the adventure though, as suddenly everyone involved is locked down while the investigation proceeds.

The PC's can pick up some clues and pursue Barmak along the wagon trail and then on to the edge of the Yatil Mountains. First the PC's find an abandoned slave wagon and five dead guards.

A foot trail leads the PC's towards the Yatils, and to a rope bridge. It is here that Barmak has just finished exchanging the slaves to the Hobgoblins. At this point, the Hobgoblins leave Barmak to the wrath of the PC's and a rope bridge fight ensues.

Meanwhile, the Hobgoblins leave with the paid for slaves. The PC's are given a chance to chase after the slow moving Hobgoblins and recover the slaves.

Introduction

After some lengthy adventuring, you have made your way into the quarrying village of Yern to replenish your supplies and to get some rest. Snaking your way through all of the mining carts that are fully laden with mining equipment and lining the streets, you spot the bustling tents of the bazaar. Once in the bazaar you all begin to take stock of what you need in supplies. Its early in the afternoon and the sky is slightly overcast and looks like it's ready to rain, but the bazaar is busy with commoners walking, jugglers juggling, and merchants milling about.

There is nothing out of the ordinary going on and everything seems to be typical of the area. Merchants are plying their wares and people are wandering into and out of tents and shops looking at the various goods. This village is heavy into mining and there are many small mines and quarries outlining the hills and valleys of the province. These mines produce silver and copper. Some of these mines are state sanctioned, slave run mines. Others are more typical mines, owned by nobles and influential organizations.

On a more rare occasion, some of the mines are secret and illegal, for whatever cause. The most famous mine is called Kurag's lair and it is a privately owned silver mine. It's named after the famous prospector who found it.

Development: At a later date, the PC's may come back to the bazaar asking questions. Spending an hour and making a Gather Information check of DC:12, the PC's can find out that Barmak has recently sold many of his personal items for cash, but seemed to be taking what ever price was offered, haggling little.

Encounter One: The Slave's Story

Having taken stock of your needs and wants equipment wise you hear an odd sound over the busy crowd. This sound grows into a bout of shouts and screams coming from down the street.

Ask the PC's if they go to investigate. If they do read the following

The shouts are coming from the crowd of people and caravan guards gathered around two wagons. One of the wagons has barred windows and a padlocked door but has had its side knocked loose as it lies on its side in the middle of the road. The other looks to be a simple supply wagon and it has the name " Arxa Caravans " painted on the side. Suddenly, a disheveled and dirty man shoots past you and disappears into the crowd and soon is followed by another man. Then someone shouts "they're getting away!" just as another man of similar dress goes by you. Smelly, unkempt slaves are running amongst the crowd, trying to escape. The guards, those that aren't injured, are quickly trying to round them up. What do you do?

For the two wagons there are eight caravan guards and one captain (Barmak). Three of the guards are injured. The escaped slaves number 25 and they are not shackled together. The PC's can round up slaves if they wish. The wagons were involved in an accident. One of the horses on the rear wagon (carrying the slaves) was spooked and charged ahead into the other wagon. At the last minute the horse turned sharply (to avoid becoming cornered) and sent the wagon toppling over, breaking the side of the wagon with the impact. No one knows what spooked the horse. The slaves are not manacled together. They don't have enough chain and manacles to do so.

♣ **Guards (4):** war2, hp10. They are busy rounding up slaves by beating them with saps.

♣ **Slaves (20):** com1, hp4. non combatant. surrender if approached/threatened

No matter what the PC's do read the box text below.

A slave drops to his knees in front of you from the gathered crowd and says "in the name of the High Cleric, I beg you, please don't harm me. I am Sanjar and I desire only to have my freedom reclaimed. I

have been wrongfully imprisoned and I can no longer attempt to prove my innocence. I need your help most desperately. Good and honorable adventurers are my last hope of gaining my freedom." A guardsman approaches and Sanjar spots him.

"My father can help you. His name is Yousef and he runs the Bits and Bites here in the village" You can see that his right arm is partially crippled.

As the slave finishes speaking you see a guardsman step to the slave cautiously with his weapon ready. Sanjar does not resist but only lowers his head and cries as the guard takes him into custody.

Sanjar is young and has a quiet, soft spoken demeanor and do not fight, though he can be rather impulsive. He surrenders if faced with hostility. He is also speaking the truth. Sanjar was hoping a small miracle will save him and this accident has firmed his belief that the gods are finally listening to him. The guard pulls Sanjar away towards the other group of recaptured prisoners and sit him amongst them. The gathered crowd do not interfere with either the guards or the PC's actions. If the PC's act violently (causing real damage, etc) towards any slave then the Threshers are summoned and they are dealt with accordingly.

As the PC's are taking this in, another commotion draws their attention (Go immediately to encounter 2)

♣**Sanjar:** Male human Com2; hp 8;

Development: If the PC's listen to Sanjar's story then they have the ability to help him win his freedom. If the PC's do not listen to Sanjar's story then his father seeks them out upon hearing of their involvement in recapturing the slaves. (see Father's Story)

Encounter Two: The Round-Up's Story

Suddenly, there is a scream from the crowd and you can see a knife wielding slave has a woman by the hair and has pressed a jambiya to her throat. "EVERYONE BACK UP OR I'LL SLIT HER THROAT!" He holds the blade against her skin menacingly. The woman is wide eyed with terror. Stepping up alongside the pair is a man in long robes who is waving them over to an alleyway.

Everyone is stunned in place, even the nearby guards. No one seems to be taking the initiative.

At this point you should tell the players that their characters have one minute to whisper and innuendo amongst themselves. They have to use this time to stop Dunbar from escaping. After one minute he makes it to the sewer hatch in the alleyway. Use a watch to count off the minute. If they speak with normal tones or louder, use grand gestures, or discuss who should do what openly then shout a warning at them as the prisoner can see and hear what they are doing. If they do it again, Dunbar feels threatened and attempts the coup de gras.

He does not attempt the attack if the PC's JUST try to talk to him. After one minute (10 rounds) has elapsed then Dunbar makes it to the sewer entrance. He starts off 60 ft away and struggles to the entrance and on rounds 9-10 he is inside the sewer.

Note the amount of time that it takes the PC's to react to Dunbar, as this tells you how far away he is from the sewer entrance. On round 10 Kiran webs the entrance.

The escaping slave, Dunbar, is part of a bandit group to the south. Dunbar has a jambiya and is holding the hostage. He also has a longsword that he grabbed on his way through the marketplace. He uses the sword to gesture and point, while the dagger is at the woman's throat. The other is a sorcerer named Kiran (from the same bandit group). He caused the accident that set them all free (by using *cause fear* to scare the horse). He is there to ensure that Dunbar escapes. Kiran tries to lead Dunbar down an alleyway that leads to a sewer opening. They want to make their escape there. They let the woman go after they have all passed through the sewer opening.

♣**Hostage:** Human woman (hp3, ac10) non combatant

APL 2 (EL 4)

♣**Kiran:** Human male Sor3; hp 11; see appendix A

♣**Dunbar:** Human Ftr1/Rog1; hp 16; see appendix A

APL 4 (EL 6)

♣**Kiran:** Human male Sor5; hp 17; see appendix A

♣**Dunbar:** Human male Ftr2/Rog1; hp 26; see appendix A

APL 6 (EL 8)

♣**Kiran:** Human male Sor7; hp 23; see appendix A

♣**Dunbar:** Human Ftr3/Rog2; hp40; see appendix A

Tactics (APL 2, APL 4): Kiran runs interference by casting spells on the alleyway as Dunbar retreats down it. If Dunbar doesn't make it to the sewer opening then Kiran drinks his *potion of invisibility* and escape.

Dunbar is the last one to go down the alleyway. If left alone, Dunbar takes the hostage with him into the sewers, but discards her, as she would just slow him down. If the PC's do attack Dunbar, they have a problem. Dunbar then attempts a coup de gras (which is a full round action) against the hostage. He only draws attacks of opportunity from those people around him that go before his initiative and are standing around him.

He can only take a five foot move while threatening because he is holding someone and the hostage is treated as an mobile but helpless defender.

Dunbar also gets three-quarters cover against missile fire and there is an additional 50% chance that missile weapons aimed at Dunbar hit the hostage.

The sorcerer waits in the sewers, with a readied *web* to see if Dunbar can make his escape.(at APL 2 he throws a *tanglefoot* bag instead of the *web* spell)

(APL 6): **Kiran** has the same tactics as APL4, except that he stays to back up Dunbar's retreat by hitting the PC's with *magic missile* and *slow* spells.

A Note about the Yern Sewers:

Yern was once planned to be a large thriving town, but this has not come to be. A small network of tunnels run from the center of the village out to a stream in a rocky section outside of town. Except for after a recent rain, the water levels in these relatively flat and basic sewers are never more then ½ feet deep. Some places, its completely dry.

Development: If the hostage is injured and the PC's are involved, then they have repercussions to face. Their names are sullied and they gain the "*Curse of the Bad Name*" See the AR for details.

Note on 'The Brigands':

There is a large force of brigands in the hills. They plan to wait for Dunbar and Kiran to make it back to them before moving on. They have a camp set up in some secluded caves. They won't wait more than a few days.

Once Dunbar and Kiran are captured, the authorities get the information out of them, and prepare to round up the brigands. This leaves them short on resources when the PC's approach the Threshers about other troubles.

The caravan guards take Dunbar back and Kiran is handed over to the Threshers once they arrive.

Killing people in Ket is in most cases a murder charge. Even if the death was self-defense. Subdual damage must be used. There are some exceptions (such as battling other worldly threats, or an evil/chaotic cultist with magical powers that threatens society as a whole) but this is not such an occasion.

In this type of situation (a crime being committed and order disturbed), it is deemed lawful and orderly by the Threshers, for a citizen (or an orderly visitor) to try and subdue an opponent (in this case, the escaped slaves). Subdual damage must be used.

After all the combat is finished and the slaves have been captured or have escaped, the PCs are approached by the captain of the slave caravan, a man named Barmak. He says;

"Thank you for being so heroic. My employer will no doubt appreciate the recapture of his slaves."

Barmak has moved back to outside the market place and gotten his jail wagon back in working order. He does not wish to stick around for too long. If asked of him by some one who he thinks may have a right to see them, he has all the proper paper work for transferring the slaves.

Barmak is embarrassed with the escape and doesn't want to deal with the Threshers. If the PC's wish to talk to him, he politely declines and says that he has many questions to answer to his employer and he just doesn't have the time. He goes back to the caravan and continues on with his duties.

If asked who his employer is, he tells them it is Bey Arxa of Polvar City, owner of Arxa Caravans. They hold title to the transportation rights of slaves in this part of Polvar Province.

The Arxa Caravan charter owns a small house in the village that is used by its people for stopovers and such.

Barmak Leaves the City:

Now the question of timing comes into play. It is about Noon when Barmak and his caravan get underway. They are traveling along a trail that cuts through the hills that line the Yatils.

About half way through the trail, is a rough offshoot trail that leads up into the Yatils. It takes six hours (traveling at 1.5 miles an hour) for the caravan to reach this exchange point with the Hobgoblins.

Treasure:

APL 2 – L: 10 gp; C: 0 gp; M: *Scroll of Web* (12.5 gp per character); 2 *Potions of Cure Light Wounds* (8 gp per character); 2 *Potions of Invisibility* (50 gp per character)

APL 4 – L: 10 gp; C: 0 gp; M: *Scroll of Web* (12.5 gp per character); 2 *Potions of Cure Light Wounds* (8 gp per character); 2 *Potions of Invisibility* (50 gp per character)

APL 6 – L: 10 gp; C: 0 gp; M: *Scroll of Web* (12.5 gp per character); 2 *Potions of Cure Light Wounds* (8 gp per character); 2 *Potions of Invisibility* (50 gp per character)

Encounter Three: The Father's Story

After the business near the bazaar, the PCs might want to check out Sanjar's story. Yousef, Sanjar's father, owns the Bits and Bites. It's a harness/bridle/leather shop that has horse related gear; Barding armor, bridles, packs, saddle bags and all typically related gear can be found in his shop. The shop is located elsewhere in the village, away from the bazaar (this is common knowledge gained from any passer by).

If the PCs do not pursue Sanjar's request then Yousef sends a messenger the next day to the PCs requesting their appearance. He is looking for some good natured mercenaries to investigate what he has learned about his son's conviction.

When the PC's do show up at his establishment read the following

Before you is a well kept tack and harness shop, full of various mount related gear and equipment. As you walk through the racks of leather goods in the shop you can see a gray haired craftsmen, in loose flowing garbs, sitting at a counter at the other end of the shop. He looks up from the saddle he is repairing. "Can I help you?" he says.

Yousef, Human male Expert4; Hp20;

Description: Yousef is an aging middle class craftsmen. He is a little portly, grey haired, and generous in nature, and he is fair in all dealings. He seems somewhat in despair at the moment. With all that has happened to his son, it isn't hard to see why he has his current underlying sadness.

If the PC's announce themselves, he replies.

"Oh! It's the adventurers that I've been waiting for. Please, come with me." He takes you into a back room, where the smell of incense and the soft glow of candlelight soften your senses. He directs you all to a group of cushions rimming a squat, round table with a few covered platters and he motions you all to sit. He removes the cover from one of the platters. It is a small tea set with half a dozen cups and a teakettle. He pours you all steaming drinks of mint tea as he speaks. He paces around you while he talks. "I am Yousef. You might have met my son, Sanjar, yesterday in the bazaar, but I doubt you would have spoken to him for long. My son is now a slave. He has been accused of strangling his fiancée and was found guilty of that crime last week. I am one of the few who will tell you that he is, in fact, innocent. I believe this with all my heart," he takes a sip from his teacup and passes drinks around the table to those that want one. He removes the lid off of the other two plates to reveal a platter of dates and grapes and a platter of bread and cheese, which he offers to the table.

He slips a date in between sips as he returns to his story" My son has an injury to his right arm. He received it in an accident when he was very young. A young calf kicked him and the wound never healed properly. Because of it he can not grip anything with strength with his right hand. This is important because his fiancée, Armaiti, was strangled to death. The Threshers did point out, however, that he still has one good arm, belying the extreme difficulty that such an act would then become.

In addition, there are other strange coincidences that occurred. The Jurat that presided over my son's trial appeared rather mysteriously in town, only an hour after the body had been discovered. The timing does not work.

This Jurat is named Kobad, and I believe he is still within the village, preparing to hear any other cases that might be brought forward, before moving on. I have a friend within the Bey's household, who told me of something she overheard the Jurat say while he was there.

It seems that Kobad refused the stipends offered to him, making an off the cuff comment about the earlier generosity and homage to the High Cleric was more than enough. The issue was dropped by the Bey, who I'm sure did not want to pay the money if he did not have to.

The Jurat that presided over my son's trial is new to this area. This is the first time he has passed through this village. He is a prideful, arrogant man. I suspect he had spent too much time away from his fellows Mullah's, and grown to believe he alone is the source of the High Clerics wisdom.

He sips from his tea, pauses in thought, then he looks in the distance before he continues. "My son had admitted to me some time ago that he believed that Armaiti, his betrothed, and him were not entirely exclusive. He suspected that she was seeing someone on the side and became angry at this. He believed this after Armaiti took great offence to my son's accidental involvement with the diary, when it fell open once. Her demeanor changed to that of someone hiding something. My son tells me the diary was never left out again. They did make amends prior to her death as she was quite happy accepting my son's wedding proposal. But, her diary has not been found and I believe that it might hold some information vital to proving my sons innocence.

I have spoken to Armaiti's mother and she hasn't been able to find the diary anywhere. What I would like for you all to do for me is to answer these questions that I have and help me to free my son. Will you help me?"

After speaking he puts down his cup and looks ready to answer the PCs. He awaits their questions.

Here is what Yousef knows:

- Armaiti was killed one weeks ago. She was beaten and strangled then dumped into the river that flows from the hills north of town. The body was found near the Lover's Foot Bridge. No one saw what had happened as it is a reclusive area.
- She was strangled with a belt, a typical, thick, leathered horsemen's belt. Yousef says that he repairs belts in his shop so thinking of tracking down the belt's owner is likely to point back to Sanjar . A belt with blood on it, was found in Sanjar's room but Sanjar denies that it is his. That belt was determined to be the murder weapon.
- Kobad, the judge (Jurat), normally collect's stipends from the Bey or other government authority figure for the area he arrives in to preside over. This is enough for him to pay his expenses and such. He is not paid by the case, but is instead paid upon arrival and for each week that is needed to perform his duty. Jurats usually never stay more than two weeks. Eventually, another of the regions designated Jurats will pass through town and do their duty. The Jurat has finished up sentencing of all the lesser trials, and will probably leave soon. He is staying at the cottage attached to the Courthouse.
- The other two veteran Jurats of this region are embroiled in many trials to the south, due to heavy bandit activity. This is common knowledge to all those of the area.
- Armaiti's diary would likely be in her room at her mother's house. He asked her mother for it, but she's been unable to find it. He does not know what it could contain.

"I have gone through a great expense of time, money, and energy in an effort to clear my son's name. I can't help but think that it might have been me, or my business; that I am the real target. Going after my son to weaken me. But I have no clue as to who would do something like this. " He sits down and sighs in despair.

Yousef is paranoid about other businesses trying to undermine his stability. That is not the case here. But Yousef doesn't know this. He just believes that there is some underlying scheme that is aimed at him. This avenue is a red herring.

If the PC's decide to help Yousef then he offers to pay them a reward of 50 gp each if they can prove his son's innocence.. Yousef has an old mage friend, who still owes him a few favors. Once the PC's have saved his son, Yousef remembers that the mage can construct for them a *Saddle of the Zephyr*. This is only offered if the PC's save Yousef's son.

The PC's can go about investigating the irregularities in any order. Each one is affected by the information that is brought into the encounter and there is nothing about not going back to another encounter to get another piece of information.

Encounter Four: The Judge's Story

This encounter occurs if the PC's decide to confront Kobad about his questionable payment, or just want to feel him out for what is really going on.

This is also the man to see, should the PC's wish to seek a fully sanctioned method hunting down Barmak.

Kobad can be found residing in the living quarters of the small courthouse, off of the village's Thresher Square. This is not far from the place of punishment and the Thresher Barracks.

Though he has no case at the moment, he holding a meeting with several acolytes from the village temple. They are going over the needs that must be met for the large case that is about to come up. It's Kobad's plan to ride out with the Threshers and guards to supervise the subduing of the brigands who are responsible for the prison break earlier.

It is easy to find Kobad. Asking at the Temple of Al'Akbar or any authority figure knows that visiting Jurats stay in the Courthouse living quarters.

Read the following when the PC's get to the Courthouse.

The Courthouse of Yern is a large, pristine, white marble building, placed facing Thresher Square, the area of public punishment. The marble structure looks out of place, compared to the more simple structures of the village. But where one would expect more fancier decorations on what is

obviously a large investment, only simple, functional attachments are noticeable.

The main entrance is a 10 foot high archway that supports two large, bronze doors that are currently open.

The sounds of a zealous discussion can be heard from inside. It seems to be somewhat one sided. A laymen is busy cleaning and polishing the bronze doors.

If the PC's ask for the whereabouts of Kobad they are be directed inside the courthouse. Kobad is holding a briefing with a group of three young acolytes who are acting as court aids during the upcoming bandit trials.

Any PC wishing to listen in, hears Kobad lecturing bits of law and procedure (mixed with anecdotes of how the High Cleric brought about justice, with him as an instrument).

♣ Kobad, human male Clr3/Exp2: Hp 28;

Description: Kobad is a man filled with hubris. He believes that he should be at the center of everything to do with the law, that he is always right, and that excluding him is an affront to the High Cleric.

A middle aged, overweight man with short hair and a moustache, Kobad is a slow individual, in many ways. He is not dumb, just on occasion not too bright. A simple philosophized man, the PC's have to play up his arrogance if they want to get any information from him.

Kobad has earned himself somewhat of a reputation among certain circles. He came from an influential family, with his father being a Jurat. Kobad was originally posted as a junior Jurat for Polvar City, but quickly started to earn the displeasure of his superiors. His personality and occasional questionable judgements (mistakes really) found Kobad being 'promoted' to circuit Jurat of this region of Polvar Province.

A Knowledge Local (DC15) or Bardic Lore (DC14) can garner the above information on Kobad's reputation.

Barmak knew all about Kobad and his weaknesses (for Barmak spends time traveling Polvar Province) and used it to trick the Jurat into the whole situation.

When the PC's approach Kobad read the following

Before you is an overweight, shorthaired man with a moustache and he is explaining something to a group of assembled acolytes that are sitting around him. He looks up at you as you approach. He seems to be instructing those assembled in judicial procedure for some up coming case.

When the PC's say that they are there to ask him some questions he responds with.

"Ah, more lost children seeking my advice. How may I help you... find your way?" Kobad waves his students off as he looks at you.

Kobad is rather full of himself at the moment, and in a good mood because of it. He is the center of attention and shows that he is a power of the High Cleric to be reckoned with.

Kobad exempts other clerics of the true faith from being called children and call them brothers instead.

If there is no mullah among the party, then Kobad quickly questions the PC's as to their faith in Al'Akbar and to the Order that he represents in Ket society. Though in this, he has little to say, but lots of words to say it in. Unless the PC's are belligerent or show open contempt for The High Cleric, the Law and Order of Ket, or to Kobad himself, carry on.

If at any time, the PC's insult Kobad or what he believes in, it takes an opposed Diplomacy check to not have him send them away (calling for guards if necessary).

Be wary of the PC's interrupting him. Kobad considers this an insult (unless the PCs can back it up with a Diplomacy Check)

Elves and foreigners (DM's discretion on what Foreigner is) suffer a -2 circumstance penalty to diplomacy checks with Kobad.

Remember, Kobad not evil, just arrogant, set in his ways and not the brightest. He has a habit of misusing large words.

When the PCs ask him about Sanjar's case he says;

" Ah, I remember. That chaotic, murdering man. You wish to know about him? He is pure disorder. I have seen it within him. The High Cleric has given me the insight to see his chaotic machinations. He

strangled that poor, young lady and laid her to rest on the Lover's Bridge in the park.

Do you realize how many people who used to court on that bridge, are now coming to the Mullahs for counsel? People now believe that place to be cursed. It is a deep tragedy for the whole village and I am glad to have solved it." With that he stands to his full height and takes in a deep breath." What do you want to know about that case?"

Sanjar knew that he was innocent and was offended by the whole line of questioning that Kobad was putting him through. Sanjar, being the young, chaotic, man that he is, smart mouthed Kobad. Kobad mistakenly believed that Sanjar was somehow overcoming his zone of truth and deduced that he was lying (a mistaken deduction but logical in reasoning). That's why Kobad thought that Sanjar was lying, and with the belt and no decent alibi, he sentenced as guilty.

When the PC's ask him about the payment Kobad responds with;

" I received generous stipends from the governing officials of this village to cover my expenses, nothing more. Besides, a Thresher approached me on behalf of the Bey. He informed me that my fellow Jurats are busy down south, and that I was urgently needed for a murder investigation. I did what came naturally to me and headed straight to this village.

Asking about the Thresher that gave him the money, he says;

"I remember that he is tall, dark, baklunish. I don't remember much more about him. He looked like any thresher that you would see in the square. I do remember that his name was Kamrab. He passed on to me the stipends then said he must rush off to Polvar City for other business"

Any accusations of misconduct or bribery sends Kobad in a fit of rage and he immediately orders the PC's to leave as they have dishonored a servant of the state, and faithful of the High Cleric.

It takes a Diplomacy Check (DC 30) to bring him out of his rage.

If the PC's do not leave as requested, he continues to raise his voice, then calls for the guards. Several laymen and the three acolytes are still in the building and all within earshot. The Thresher Barracks is only across

the road, and two Threshers appear within two minutes. This is not meant to be a combat type encounter. They make a show of force but if the PC's obviously outclass them they are not going to commit suicide. The threat of the Thresher's and the Law should be a motivating factor here.

☛ **Thresher(2):** human male; Ftr3: hp28, hp 30

☛ **Acolytes (3):** human male; Clr1: hp 8

☛ **Guards (2):** human male, war1, hp 8

☛ **Laymen(4):** human male; com1; hp 4 non-combative

If the PC's ask about any previous case history with Kobad he tries to avoid letting it slip that he had bungled a case before

The exact reason for Kobad banishment from Polvar City, is that ordered the wrong man released and took too long to realize his mistake, even when other Jurats tried to point out the error.

Kobad has one strike against him, in a one strike system. Kobad's background is the only thing that saved him.

This is the main reason why Kobad is now forced to wander the backwaters of Polvar province.

Kobad is extremely embarrassed about it and asking him about it takes the wind out of his sails. He is then on guard, but not as pushy and arrogant with the PC's.

Development: The PC's should now be curious of the Thresher named Kamrab. Kamrab is Barmak backwards, he is not the most original of criminals. Barmak disguised himself as a Thresher to approach Kobad and make him want to preside the case.

Kobad has a history of being over zealous and he has made a wrongful conviction before. Barmak knows of this incident which is why he chose to manipulate Kobad into taking on the case.

The PC's should gain knowledge of the fake Thresher, Kamrab, in this encounter if they are cool headed and smart.

Further Development: Should the PC's bring some sort of proof that Sanjar was mistakenly convicted, and that Barmak is the true culprit, and perhaps that Kobad has been deceived (be it by Barmak, or by his own ego) then Kobad can offer the PC's an opportunity.

Assuming the PC's have not spoiled their relationship with Kobad (Diplomacy Check of 30 to restore it) they

can be granted a special warrant to apprehend the fugitive.

This special warrant comes only because the authority figures are all staged to conduct the raid on the brigands, and there is not time to do both. The PC's are charged with bringing Barmak in alive. They have little other authority in the matter.

Note: Kobad has not lied, or intentionally done something wrong. He firmly believed that he was doing right. It's only now, that he has a nagging feeling in the back of his mind, that he might have been rash, but his ego blocks most of that.

What if a PC blows the whistle on Kobad?

Should a PC decide to instead report Kobad, then they must do it very carefully. To report something like this to the Threshers could be very costly. The PC's would need a lot of proof.

It would be a crime (1 TU worth of Stocks) to accuse a Jurat of corruption with out catching him red handed. So, reporting it to the Threshers gets the PC's into the stocks, but at the same time, the Threshers start to look into things.

If the PC's report it to the senior Mullah at the local temple, it is some time before its looked into (another Jurat needs to be called).

In this case, assuming the PC's have not said anything to the Threshers, they are allowed to continue on with the adventure, but do not receive the Church Inquisitor Special on the AR.

If *three* points of influence with the Church of the True Faith are used (this can be combined from different players), then things are sped up. The Senior Mullah takes a risk, and trust the words of the PC's and bring about an emergency investigation.

The five Threshers still lead the guards on the bandit attack, but the PC's are required to stay in town, under the careful watch of the Mullahs. (This costs an additional TU)

This means, most likely, that Barmak gets away, unless the PC's have split up. In which case, inform the sequestered PC's that they're part in the Scenario has ended, but then continue with the following to see if they gain the reward. Once done, continue on with the adventure for any PC's who wish to do so.

But, PC's who are successful in this attempt to bring Kobad down, are granted the 'Special' requirement for attaining the Church Inquisitor Prestige Class (as per the Adventure Record).

To gain this 'Special', its important that the PC's switch their goals, and make clear to the Church that they found the corruption in the Church, to be more important than an escaping possible criminal.

To prove this, the PC's must spend an additional two TU's per check (repeat as many times as they like) and succeed at a Diplomacy check of DC 12. This represents them showing diligence and using proper New Speak with the intent of ratting out everyone that they can to the Inquisitor.

The Church Inquisitors are interested in corruption in the Church and blasphemy. They are not so much interested in the laws of man.

If the PC's only turn Kobad in after the fact (they go to round up Barmak), the Church is still thankful, but they won't offer the Special. (They are still charged one TU for this)

To sum TU costs; They two entries stack for costs.

- ◆ +1 TU if; The PC's report the accusation to the Threshers; or Use three points of influence to with the Mullahs to start an emergency investigation; or Attempting either of the previous, after completed the Scenario's set encounters.
- ◆ +2 TU's per attempt at convincing the Inquisitors that the PC played a pivotal role in rooting out this corruption and is loyal to the cause among the Church of the True Faith. This is a DC:13 Diplomacy check.

This investigation ends the Scenario. Barmak has gotten away.

Only because of Kobad Al'Jurats already questionable reputation, are the PC's allowed to do this. Should they ever attempt this with a more powerful and secure Jurat (for one, they would need much more then three points of influence), or worse, one that is innocent of the charges, the PC would pay a terrible price. The Mines for starters, and Death for enders. Though, it is possible that the government may allow a special form of repayment for the crimes, if the adventurers seem skilled enough as well as willing. But all of this has little bearing on the matter at hand.

Encounter Five: The Thresher's Story

Like all civilized settlements in Ket, a prominent part of the village is the Thresher Square. The Thresher's barracks is a fully functioning outpost for the Justice of Ket. Though, like most villages, these barracks probably hold no more than five permanent Threshers.

In front of the barracks is the area of public punishment. The stocks are currently empty though. Book Ending this place of punishment is the Courthouse, on the other end of the square.

Upon entering the barracks, you are spotted by a Thresher who is sitting behind a desk. He shouts at you over the bustling activity "What do you want!"

For a small village, activity seems to rather high. Soldiers are gathering in the training courtyard, as Threshers converse with the leaders of the soldiers.

If the PC's decide to check in about the Thresher Kamrab, or have the diary, the bard's tale, or Kobad's story, then the Thresher Sgt will agree to hear the PCs.

Currently, all the Threshers are busy with the impromptu plans to ambush the brigands camped not too far from the village. This attack begins in just a few hours.

The soldiers are from the local Samsir Regiment. The attack is being coordinated and lead by the Threshers. They are trying to keep the operation semi-secret, but with the rush, they are not succeeding.

If the PCs have all three possible points of evidence (The Diary, the Bard's Testimony, Kobad's story) they are admitted fairly quickly to see the Thresher Sergeant.

Try to brush off PC's if they only have one or two items so that they try to get more evidence. Have the Thresher at the desk remind them of the severity of such accusations, and that he would hate to see such nice and loyal adventurers meet the inside of a stock. That, perhaps if they had more to back up their story, that they could do something about this, under the current circumstances, they have priorities to keep.

If the PCs claim to know who is the real culprit, and ask if they can hunt him down themselves (since the Threshers have said they do not have the priority to investigate the matter at the moment) then the Threshers tell the PC's there is only one rarely used option.

***"Under rare circumstances, A Jurat will swear out a Writ of Arrest to third parties. This can be done at times when the proper authorities are otherwise engaged. Though getting the proof to convince a Jurat of this, and that you warrant the honor, can be a quest in of itself. But if that is the route you wish to follow, then so be it, but I do wish you good luck. Otherwise, we shall be back from our more pressing business sometime tomorrow morning. At which time, we will start our investigation of this matter."* explains the Thresher.**

They PC's can ask any of the five local Threshers about Kamrab. All of them are able to tell the PCs there is no such Thresher, not in this Barracks, or that they have ever heard at all, anywhere.

If the PC's suggest that someone has been impersonating a Thresher, then the Threshers will become visibly enraged.

***"What?! This is outrageous. Who? Where? Give me all the details you have. I also want to know who you are. First thing come morning, we will turn this town inside out. There is no where in Ket that this man will be able to escape our reach."* fumes the Thresher.**

Even if the PC's explain that the man is getting away, the Threshers, despite their rage, can not turn back on their plans to ambush the Brigands. They can not even send one Thresher, for the plans of the ambush call for the efforts of all of five Threshers.

If the PC's have told the Threshers of the possibility of an imposter and they ask for it, the Threshers give a letter of recommendation to Jurat Kobad to grant these PCs the Writ of Arrest (assuming a name of some type has been given).

The most this letter does, is give the PCs a +2 Circumstance Check to Diplomacy, when dealing with the Kobad.

Where is Barmak now?

Having left Yern at around Noon, Barmak should be somewhere near his meeting spot. As he reaches this wagon-proof side trail, he slips his fellow guards an ale mixed with poison. It's enough to weaken them so that

he may kill them. Then all the prisoners are marched up the trail. It takes about an hour to do this.

It has probably taken the PC's roughly four hours of game time to accomplish all the encounters in town. This means, if they hurry on horse back, they can reach Barmak just after he has made the exchange.

What's a Writ of Arrest do?

The Writ makes it clear, that the named holders of the document, have the limited authority to apprehend the named fugitive. It does not supercede any other Authority who may also be interested in the fugitive. The PC's do not have the right to arrest any who is not on the Writ, though they may defend themselves as usual. The holder of the Writ is sworn to bring in the fugitive alive and without any undue stress or harm. The Writ has an expiry date of 24 hours.

What is the punishment for Thresher Impersonation?

To do this is Treason. Once the person is caught, and sentenced, they are executed in a fitting manner. They are not sent to the mines.

"Come on guys, we don't need no stinking Law on our side. Lets get this guy without the Writ!"

If the PC's handle the situation correctly, nothing horrible happens to them. If they subdue and bring in Barmak alive, the Threshers start a large-scale investigation. This costs the PC's **One TU** extra, as they must wait around, and face repeated questioning. But assuming the PC's committed no law breaking, they are let go at the end of it.

"Oh come on, take ten minutes and come arrest this guy for us!"

The Arxa Caravan charter owns a small house in the village that is used by its people for stopovers and such. Currently, only the laymen caretaker is there. At either the sign of a Thresher, or the Writ of Arrest, he opens up the house to what ever searching the PC's want to do. They find that (unlike the other guards) all of Barmak's important things seem to be missing (he packed them).

"Do you know anything about these Slave Caravans?"

This is the nearest settlement, before the trail to the Slave Mines of So'umpela. Caravans bring their small numbers of criminal slaves to a holding pen here in the

village. It's currently empty. The slaves are then taken away. Usually about once a month, 20 or so slaves are carted off, collected mostly from Polvar and Falwar provinces.

The trail has become treacherous over the last year or so. The weather seems to have picked up a bit, as well as small vermin attacks on the caravans.

In all, the Caravan Captain (Barmak) has reported about 3-5 deaths on each trip due to elements, poor health, and occasional small vermin attacks (snakes, centipedes, bunnies with a mean streak, etc). The bodies are disposed of on route (dumping into gorges and such) to limit the risk of any contagion spread, and to lighten the load on the animals.

The Caravan Captain (Barmak) even reported once, seeing an Elven scouting party at a distance. Though no combat ensued, a military patrol was sent to investigate, but the foot hills and mountains are a big place. The elves or evidence of their presence was never found, but that's not unusual. Not so much of late, but in years gone by, Elves of Highfolk made forays across the Yatils to keep track of Ket forces.

Development:

The PC's should now suspect Barmak and should be trying to bring him in. Barmak is on the road and the PC's can find that out by going to the Arxa Caravan Charter's house. It's the small building that is used as an office and layover spot for employees of the Caravan. A laymen there is able to tell the PC's that the slave caravan left the village at around noon. Its no secret the route they would take through the hills.

As well, the Threshers (since they would be the ones to transfer the Slaves to the custody of the Caravan) would know the timing of the Caravan, as well as the route taken.

Note: This is the same caravan that Sanjar is on.

Encounter Six: The Diary's Story

This encounter occurs when the PC's go to Armaiti's house to search for the missing diary. Armaiti's mother, Banubai, resides there and talks with the PC's. If they are convincing enough, she lets them search her daughter's room for the missing diary. The diary

has details of Armaiti's relationship with Barmak and should put him on the top of the PC's suspect list. Yousef can give directions to Armaiti's house or Local Knowledge (DC 20) or Gather info (30) from anywhere else.

Armaiti's house is on the southwest side of the village, tucked neatly into a short alleyway leading off a main road. It's a one-story clay building, with a sod roof and closed shutters, except for one of those shutters is gently swaying in the breeze. The house is located across the street from a small field of tents, where there seem to be some jugglers practicing their art to the merriment for a clutch of children. Common people are walking calmly up and down the street and nothing seems out of the ordinary.

If the PC's go to watch the jugglers go on to **encounter 7**. If they go on to the house continue.

When the PC's knock on the door, at first there is no response. Banubai is slow to reach the door as she is a woman in her early fifties and she has a limp. Banubai was doing laundry (not her own as that is how she is supporting herself) and her hands are being dried in her apron.

An aged woman opens the door for you. She looks to be drying her hands in her apron as she looks at you and says "If you have come for the laundry I am almost finished with it." She then steps back into the doorway allowing you to enter.

Banubai is not a healthy woman and she looks like she is exhausted from doing the laundry. There are three bags of laundry over by a wash basin and a fourth one has half of its contents lying in a pile around the basin. If any PC does Banubai's laundry for her (even one load), all of the DC's involving charisma based checks with her are reduced by 25% for each load (note how many loads of laundry the PC's do, each takes an hour). She asks what the PC's are there for and goes back to doing her laundry. She answers the PC's questions as she works and any PC (with a sense motive DC of 10) can see that she is in discomfort during her labors.

If the PC's tell her why they are there, then she sighs and starts to talk about how beautiful, happy, and generous her daughter was. Banubai needs to be convinced that the PC's should be allowed to search for the diary as she has already dealt with the loss of her daughter and doesn't want to reopen the wound.

It takes a good Diplomacy check (DC 25) or an argument that seeks justice for her daughter. Any argument that doesn't have her daughter as its main focus does not convince her as does a failed diplomacy attempt.

An Intimidate or a Bluff check (DC 32) around the premise that she could go to the stocks also works. She is in great despair and cares nothing of her nation so anything based on national pride is ineffective but fear of the Threshers works. If the PC's fail to convince Banubai to let them search then she asks them to leave.

If the PC's gain permission read the following:

"You can go and look for my daughters diary and, praise the High Cleric, may you have the eyes of the dragon when you do as I have looked for her diary all around her area, there in the back, and I have not yet found it. If you do find it I hope that it will put your spirits to rest. May the true faith guide you in your search."

The Players can now search Armaiti's area for her diary. Her diary is located in a secret ceiling panel. It takes a search DC 30 to find it or 20 if general area is known. A spot DC of 20 notices scuff marks on the floor near her armoire (she would need to slide the armoire into place to reach the ceiling panel) An INT check (DC 15) suggests to the PC's that the armoire was moved. Moving the armoire and then looking in the area (or a direct search of the ceiling) allows for the general area search DC of 20.

The Diary:

"After spending some time reading through its Common script, it leads you to a few conclusions."

- Armaiti was having a secret relationship with a older man, of better means.
- As the relationship went on, the man (who she never mentions by true name, only as My Man in Uniform, or My Guardian, or sometimes more intimate nicknames), became stressed, and violent.
- This man was out of the village numerous times on business, sometimes for weeks at a time.
- On some occasions, her lover would wear a Threshers Uniform, that he acquired some place or other, for their more intimate meetings.
- She had kept the secret from everyone, including her own mother, as well as Sanjay.

- She found that she did indeed love Sanjay, even if he made less money and held less station then her secrete lover.
- In one entry, written in obvious anger, she refers to her lover as 'Barmak'. Its clear that she is referring to the same person as all the other entries.
- Her lover seemed to know lots of things about people and places beyond Yern, the way he talked, he knew a lot of important people across the province.
- The last entry of the diary talks about Armaiti arranging a meeting with her man, to try and break off the relationship gently. The meeting was to take place at the Lover's Bridge. She was prepared to tell him that the relationship was over and that she would marry Sanjay.

Development:

The diary is the biggest clue that the PC's can get. In it are details of Barmak and Armaiti and their intimate relationship that she decided to break off.

She became alarmed at Barmak when he started to show signs of violence towards her and her worries become more apparent further into her journal.

She started to fear Barmak and wanted to try to calm him down and speak to him reasonably so that he would stop harassing her. She made an arrangement to meet on Lover's Bridge to talk about their problems and she tried to reason with him there.

Barmak thought that, since she called him to Lover's Bridge, she was going to reconsider their break up and get back together. She told him about Sanjar and that their relationship was over.

The truth was too much for his ego to take and he killed her in a fit of jealousy. This information helps the PC's to approach the Threshers for help.

She mentions Barmak by name in her diary, but the name means nothing to her Mother.

When the PC's leave Armaiti's house go to Encounter Seven unless that encounter has already been completed.

Encounter Seven: The Bard's Story

As you are leaving Armaiti's house you see a local band of street performers has taken up to practicing in the street across from you. Some are juggling while others are up on boxes telling stories about the greatness of Ket. One of these performers sees you and approaches while juggling beanbags. "Hello brave travelers! Let your boredom pass you by as I use my flair and grace to impress upon you one of my newest tales of heroism and bravery. It's a wonderful tale of our conquest of Bissel and, for only two lances each, I would be very honored to share it with you."

When the PC's leave Armaiti's house there is a traveling group of street performers across the street from them. One of their numbers, a juggling storyteller named Kiaras, asks the PC's to hear his story for a little bit of coin.

If they offer money, Kiaras recounts tales of the last invasion of Bissel for the PC's with great enthusiasm. Afterwards, he asks the PC's to recount what has happened to them in their travels, that has brought them there.

When the PC's tell Kiaras what they are doing he has information that he is able to provide. He tells the PC's that he frequents the area and has seen the dead woman before. He has also seen her two lovers. As the PC's press him for more details he might sense their urgency for the information (sense motive vs DC 15 unless a PC attempts to bluff then it goes against the bluff roll).

If Kiaras' check passes then he asks for money in advance of relating any more details. If his check fails, or there is a PC bard present, then he offers what he knows free of charge. If the PC's don't offer him any money, or offer to tell him anything then he does not tell them his story and goes on his way without revealing what he knows.

Make note if there is a PC bard in the party, as Kiaras tries to show him up with witty banter.

Kiaras is trying his best to impress the PC's. He goes into his story after the PC's have paid him.

"In the year 584, Ketite Calvary charged out of Bramblewood gap and stampeded past all the Bisselite watchtowers that they could find before they surrounded the city of Thornward. Shortly after the siege and fall of Thornward, Bissel begged for peace."

What you might not know is who some of the heroes of that conflict were. Arad Darkeye is one of them. He earned his fame by sacking a caravan that was sending a payment to the Bisselite mercenaries. Without their payment, those mercenaries chose to side with Ket and that brought about the quick conquest of Thornward."

Another hero is the Mullah Ardarvan of Lopolla who marched all the way through the Bramblewood pass without shelter and without stopping, just to rally the reinforcements assembling near Lopolla."

And one of my favorites is the tale of young Lilya, the brave daughter of a Somb soldier who rode from Polvar to Falwur by herself, on the very edge of the Bramblewoods, to deliver her father's sword. When asked why she rode all that way she said "My father had to leave without his favorite sword and I didn't want him to go into a fight without having it by his side. I want him to come home." And survive he did, but sadly, Lilya disappeared on her way back home after she delivered the sword. Her father has been looking for her ever since."

After telling his story he awaits the PC's reactions. He asks them how they enjoyed the tale. He is pleased if the PC's enjoyed it. Because the PC's have paid him and given him time to tell his story he asks the PC's for some of their exploits. If the PC's are bashful and don't want to say much then Kiaras recounts what he saw them do in the marketplace.

"You have all been very generous with your time and money. Could you tell me what kind of adventures you all have been on as I am always in search of a new, and potentially good, story."

The PC's can tell Kiaras about any adventures that they have been on and he listens with great enthusiasm. To gain anything worthwhile here, the PC's must tell Kiaras about how they are helping Sanjar. After the PC's tell him of their attempt to prove Sanjar's innocence, Kiaras offers up what he knows but he asks for a little donation first (1gp per person), unless there is a bard amongst the group. Kiaras does not offer what

he knows for free except with a PC bard present. Kiaras then offers the information freely to help the group. If the group doesn't pay and there is no bard present Kiaras does not talk.

"Armaiti? That's her house over there. (he points to her house). I've seen her come and go frequently as I usually practice here. She likes to stop by and listen to some of my stories. I heard that she died two weeks ago and that it was by nefarious means. I'll help you in any way that I can."

Only when asked about any other visitors or male friends that Armaiti had, answer with

"Let me see. I do remember that she had some male companions and more than one male friend that I would see stop by, but I believe that those were casual relationships. As for serious love interests...(pause in thought)... she had two in fact. One was a younger man, of craftsmen background, with dark hair and he always brought her a flower and he held it kind'a funny. The second was an older man, dressed in a guardsman's uniform, probably one of those private Caravan groups. I think he was just promoted because I saw him a couple of weeks or so ago dressed like a Thresher. He has a moustache and beard and would come only late in the evening. I saw him and Armaiti talking in her window."

Kiaras believes that Armaiti had only two serious lovers due to personally watching her and those with she met. He had an attraction to her but it never went anywhere. He is strongly motivated to help the PC's with any information that he can give at this point or any aid that he can offer.

Kiaras knows what Barmak looks like and he would be willing to go to the Threshers and tell them that if the PC's suggest it.

Kiaras also knows that Barmak was dressed in a caravan guard's uniform and he knows that it was the " Arxa Caravan Charter " that the guards uniform was from. Though, on second thought, it does seem odd that someone would be made a Thresher from those ranks. Perhaps he was on a secret mission.

Kiaras also knows about the laws regarding vigilantism in Ket and he warns the PC's if they don't know about doing subdual.

With Barmak's description and connection to Armaiti provided by Kiaras, the PC's now have a big clue as to who to suspect. If the PC's have all of the clues from encounters 4,6, and 7 then they can go on to encounter 5 and talk to the Threshers.

If the PC's ask about Kobad the Jurat:

Kiaras also knows about Kobad's failing as a Jurat. The story has been passed to him by a Bard out of Polvar City. It is a common joke in Polvar City, " Kobad 'nothing under the hat Jurat'. (See The Jurat's Story for details).

Encounter Eight: The Chase's Story

Before you is the north western trail that skirts the Yatils, through the sometimes rugged foothills that buffer the mountains and the valley of Ket. Though many side trails exist, most traffic that takes this trail is heading towards the Slave Mines of So'umpela. The mine is about twenty miles of rough wagon trail to the slave mine. To the east, the Yatil Mountains loom. Everything should be fine, as long as the weather holds.

Armed with the Writ of Arrest from Kobad (or not), the hunt for Barmak is on.

There are several already listed sources that the PC's can use to find out the route that Barmak and the Caravan are supposed to take. The PC's need to have gained access to one of these (or come up with a source not specifically listed in the Scenario).

Having left Yern at around Noon, Barmak should be somewhere near his meeting spot. As he reaches this wagon-proof side trail, he slips his fellow guards an ale mixed with poison. It's enough to weaken them so that he may kill them. Then all the prisoners are marched up the trail. It takes about an hour to do this.

It has probably taken the PC's roughly four hours of game time to accomplish all the encounters in town. This means, if they hurry on horseback, they can reach Barmak just after he has made the exchange.

Travel on this trail is $\frac{3}{4}$ normal movement rate. Though you can suggest impending weather in a few days, nothing actually reaches the PC's during this Scenario.

To reach the abandoned wagon (and the trail leading up into the Yatils) the PC's must travel for nine miles. A hustle on a medium loaded horse comes out to about six miles an hour.

The foot trail up into the Yatils is another two miles to the rope-bridge. The tied slave gang takes two hours to reach the bridge and another half an hour to cross it and be delivered into the hands of the hobgoblins.

The PC's are not able to safely take their horses up the foot trail. But if they hustle up the trail, they should be able to reach Barmak just after the slaves have been exchanged. Don't try to time this to the minute though.

If the PC's are two or more hours ahead of the Scenario's Schedule (such as, they skipped the whole 'collect evidence' thing, and went straight to following Barmak), then they reach the caravan early and have to fight Barmak as well as his five guards. See Alternate Wagon Fight (Below) for the stats. Barmak assumes the jig is up on the murder charge, and the guards think it's about the missing slaves.

If the PC's an hour or more late, then Barmak has escaped into the Yatils, but the trail of the slow moving Hobgoblin slave gang is easy to pick up (see Encounter Nine).

The Alternate Wagon Fight:

The PC's have arrived early, and caught Barmak and his crew while they are still on the trail.

Barmak and the guards are on edge. Barmak suspects the worst (does not matter who it is approaching them) and attack first, once the PC's are in range. A round later, the guards follow suite.

Note: The CRs for the guards are not included in the EL, due to the PC's choice in method. The guards should be confused as to what is going on and suspicious of Barmak. Play the guards as tentative and looking out for themselves as opposed to wanting to wipe the PC's out.

APL 2 (EL 4)

♣**Barmak:** Male human Ftr2/Rog2; hp28; see appendix A

♣**Caravan Guards(5):** Male human War2; hp 14(x5); see appendix A

APL 4 (EL 6)

♣**Barmak:** Male human Ftr3/Rog3; hp47; see appendix A

♣**Caravan Guards(5):** Male human War2; hp 14(x5); see appendix A.

APL 6 (EL 8)

♣**Barmak:** Male human Ftr5/Rog4; hp64; see appendix A

♣**Caravan Guards(5):** Male human War2; hp 14(x5); see appendix A

If the PC's are extremely persuasive (a *charm person* spell would work, or a *Intimidate* on one of the guards), the guards (but not Barmak) give the following;

"It's all Barmak's plan. He's been making us stop about half way along the route, while he brings out, sometimes as many as five slaves, and marches them up a foot path, towards the mountains. He's gone for a couple of hours, then comes back. He's selling them, and he gives us a cut, but he says if we don't take it, he'll kill us, or worse, turn us in. We each get a garnet gem out of it. I'm so, so sorry..."

Well, he's sorry he got caught. If they think they can get something out of it, a guard might give the PC's directions to the foot trail.

If the PC's decide to follow up on what Barmak has been doing, then once the PC's reach the rope bridge, the hobgoblins quickly cut it, and retreat. They first escape from missile range (the trail on their side turns and quickly blocks line of sight) then only stop to engage, should any PC's managed to make it over the gorge in time to engage them. Then they escape into the Yatils.

(See Encounter Nine for details on the Hobgoblins).

The Wagon:

Assuming the PC's are within the Scenario's Schedule;

You traveled perhaps nine miles, along this curving and sometimes treacherous trail. The elevation has increased, and the trail has swung closer to the Yatils then any other point, so far.

Clearing a bend in the trail, up ahead is a prison wagon. It bares the marks of Arxa Caravan Charter. Scattered about are the bodies of the five guards. They seem to have died in battle. Arrows can be seen piercing their bodies.

The slave pen of the wagon is hanging empty.

PC's investigating the wagon and the bodies can ascertain the following;

- All of the guards have severe wounds from a slashing weapon.
- All the guards have arrows in them. These arrows are of actual Elven make. The fletching, design of the head, as well as elven markings on the arrows prove this. A Knowledge Local (DC 20) or Knowledge Weaponry (DC12) can identify these as arrows made by Bramblewood elves. An Elven character from Highfolk Region, can automatically identify that these are not traditional Highfolk make, but they are of elven design. These arrows were bought by Barmak in the Polvar City Bazaar. They were captured off some dead Bramblewood elves, and being sold as oddities.
- A Heal check (DC:15) can tell that not only were these arrows not the cause of death, but they weren't even shot into the bodies. They were pushed in, as most are not very deep at all, just enough to hold the arrow in.
- Mugs of ale and rations can be found on the ground. A firkin of ale rests on the ground. It has been poisoned with Lich Dust (pg 80 of the *Dungeon Masters Handbook*). Detect poison and the Alchemy skill can detect it as normal. There was enough Lich Dust in the firkin to effect five or so people. Though the effect would be diluted a bit.
- The lock on the cage is present and still intact. The key to open is still in the lock.
- All of the ropes and manacles for the prisoners are missing (they're still on the prisoners).
- A Tracking check of DC 13 can detect the shuffling feet of the chained slave gang being led up the foot trail towards the lower reaches of the Yatils.

To continue the chase, the PC's have to take the foot trail up towards the Yatils. This is not a horse friendly track. Advise the PC's that trying to take a horse is extremely slow, as well as an accident waiting to happen.

The rope-bridge is two miles away, along the foot trail. There is an overland movement penalty of ½.

If the PC's hustle, they should be able to catch up to Barmak and the slave gang, just after they have finished the transfer.

The PC's either have to leave their horses here, or return with them. Any delays such as this, allows both Barmak and the Hobgoblins to escape. Taking horses along slows the PC's to aprox one mile an hour. This gives Barmak enough time to escape, but they still might be able to catch up with the Hobgoblins (though good luck with having the horses cross the rope bridge).

Horses that are left behind with the wagon are safe until the PC's return, or Threshers come by the next morning, searching for Barmak.

The Rope Bridge:

The foot trail has lead you to the lower reaches of the Yatil mountains. They loom over you to the east. Before you is a ledge of even ground and a gorge. A rope bridge stretches across the gorge to the other side, some eighty feet in distance.

On the far side of the gorge, a wagon not of human make, has a cage filled with pathetic looking human slaves. Several hobgoblins stand guard. They are armed with short bows and longswords.

A man, who appears to be Barmak, stands about forty feet out on the bridge, yelling instructions at two slaves who are just finishing transporting a heavy trunk to the far side of the gorge. Once they set it down, a Hobgoblin stops them from returning. The largest hobgoblin speaks, addressing Barmak in its native tongue.

Note: Read the Goblin tongue speech as is, only if a PC speaks that language. Otherwise, consider it gibberish. Barmak replies in Goblin.

"We have given you the payment that your government has asked for. But, before we continue any farther, we must discuss payment for this safe passage and escort you ask of us. Let us come to a fair price" says the largest Hobgoblin.

Barmak yells back in a rage, "What? You sneaky, cheating, son of an Elf. You waited for this moment to tell me that you desire an extra fee?"

The Hobgoblin motions towards Barmak, then the mountains behind him.

"It was you, who failed to mention to us, that you would be coming along with this large cargo. We expected no more than five, as per our usual arrangement. Though we are happy to take this many, we will need to use extra effort to accommodate them into our plans. As for you, who acts like a fleeing youngling, instead of a strong representative of your government, to transport you safely will cost extra coin, as long as you bring no undue hardships to us. You won't bring undue hardships to us, will you?" replies the Hobgoblin.

"Damn you. Very well, I will pay the coin. I have a secret mission, on behalf of my government, to fulfil. I will bring no undue hardships. Just protect me from the land and the creatures that infest it. No offence. Shall we say, One Hundred Greatshields?" offers Barmak.

A horn sounds out loud, and from much higher up, above the Hobgoblin's position, a voice booms out in the goblin tongue. "Blood In the Air! Armed men of unknown tribe approach. " then some movement can be seen about 80 feet above. It seems scouts have a clear view of the approach to the gorge.

Barmak turns and curses in common.

The Hobgoblins arms himself as his minions prepare to leave. He yells to Barmak in goblin, "I've spent long enough among your people to recognize what those are. Adventurers, perhaps even bounty hunters. It seems you would have brought undue hardships." Then the hobgoblin yells even louder still, probably addressing you.

In common, he says, "You me thinks, hunt this one on the bridge. Our lawful trade ended. Do not cross to our side. If do, my warriors cut ropes, you fall. " with a sneer, he and his band turn to leave with the slave filled wagon.

Two Hobgoblins (extra and above the numbers listed in Encounter Nine) take positions to cut the ropes, should Barmak or anyone else attempt to cross over to their side. Only if a PC comes within 20 feet of them do they cut the ropes. Otherwise, they wait for the

fight with Barmak to start, then hustle away, to regroup with their band.

In addition, a hobgoblin scout fires upon anyone coming within 20 feet of the hobgoblin side. This scout is armed with a longbow.

🗡️ **Scout:** hobgoblin male Rgr3: hp 25; +6 (+7 elves) ranged (1d8/x3). AC 23 (Studded Leather +3, Dex +3, Cover +7). Consider approx 100 feet distance from section of rope bridge twenty feet from the ledge)

🗡️ **Hobgoblin (2):** hp 5, hp5; Armed with shortbows, but otherwise, see *Monster Manual* for details

Once the PC's have started to combat Barmak in melee (or strike him dead with arrows), only then do the hobgoblin warriors and scout slink off and hustle back to regroup.

If the PC's instead decide to try and wait Barmak out, until he comes off the bridge, the hobgoblins wait twenty rounds (two mins) get nervous, then cut the ropes.

The Face Off with Barmak:

Barmak realizes he can't make it to the far edge without the Hobgoblins cutting the ropes or shooting him down. On the other hand, he would rather be dead, than to be taken in by the PC's.

As long as the Hobgoblins are blocking his escape, he takes his chances fighting the PC's on the rope-bridge. He has his crossbow with him, so he can pepper the PC's with that, till they try to fight him on the bridge. He never surrenders, but he might make a run for it should the opportunity present itself.

See the Tactics entry for combat directives.

Barmak's Escape Attempt:

If at any time during the bridge fight, after the hobgoblins rope cutters have left, and Barmak is free to try, he tries to escape to the far side of the bridge. He then cuts the ropes after he has crossed to safety.

Read the following if he does the escape:

The wind begins to pick up out over the gorge, whistling through the ropes of the bridge and gently rocking it back and forth. Barmak raises his

voice so that he can be heard over it. "You are here for me?" he says mockingly, "then you should have brought more support! I will not go quietly! He then backs up over to the other side of the bridge. He starts to cut the ropes.

All is quiet now except for the creaking of the ropes and the whistling of the wind.

APL 2 (EL 4)

♣**Barmak:** Male human Ftr2/Rog2; hp28; see appendix A

APL 4 (EL 6)

♣**Barmak:** Male human Ftr3/Rog3; hp47; see appendix A

APL 6 (EL 8)

♣**Barmak:** Male human Ftr5/Rog4; hp64; see appendix A

Tactics : Barmak takes a defensive position on the bridge and waits for any challenging PC unless the PC's are start to fire missile weapons. In which case, Barmak fires back with his crossbow. Barmak shoots at spellcasters, then archers with his crossbow until he is challenged by melee at which point he tries to make trip attacks against his opponents.

The Hobgoblin Scout has a readied action to shoot anyone coming across or he responds to arrows with arrows. The other two have readied actions to cut the ropes to the bridge should any PC try to cross it.

Only after melee combat starts on the bridge, or after the PC's have downed Barmak with missile fire or spells, do the rear guard hobgoblins leave. Unless of course, the PC's don't start attacking. In which case, the rear guard cut the ropes after two minutes, hustle away.

Mechanics of Rope Bridge Combat:

The rope-bridge is 3ft wide and 80ft long. The rope is thick and sturdy. Small wooden planks are spaced with 2ft wide gaps. The planks are remarkably sturdy. Each plank can support up to 300 pounds before snapping. Though damage reduces this by percentage of hit

points lost. A thick line of rope forms a guide rail on either side of the bridge. Smaller ropes connect the guide with the planks.

Good Wooden Planks: Thickness 1 ½ in.; Hardness 5; hp15; Break DC:22

Ropes: Thickness 1 in.; Hardness 0; hp 4, Break DC 28

Moving:

A Balance check (DC 10) is needed to move a half speed on the bridge. Failure means you can use your movement for that round. Failing the DC by five or more, means a fall check needs to be made. See below under 'Risk of Falling'.

Charging and running is impossible while on the bridge. Bull rushes are not allowed either.

Back Flips:

Tumbling is difficult at best on the bridge. The above Balance check still applies to even attempt the tumble. Add +15 to the DC for any Tumble check made on the bridge. Note, it is impossible to tumble around a person. A tumbler must go through the occupied square. A failed tumble check, the tumbler still ends up in his destination square, but requires a Balance check with a DC equal to the amount the tumble was failed by. If this Balance Check is failed, see 'Risk of Falling' below.

Hand Hold:

A freehand on the bridge at all times grants a +2 (+1 if in support of movement) Circumstance bonus (per hand) for that round. Taking the hand off the bridge, even for a second, nulls the bonus for that round. If the free hand is being used to support movement, then it is allowed to briefly leave the rope, but only to support movement. If the hand itself is used in part with any other action, the bonus is lost. The hand must have started on the rope, to be used for that round.

Holding on for dear life:

As a full round action, a person can do nothing but steady themselves on the bridge and add +10 morale bonus to their balance check for that round.

This nulls any armor bonus from a shield. The person is not helpless.

Bouncy Bouncy:

As a full round action, a person on the bridge can attempt to make is sway. At the end of the full round action, all persons on the bridge must make a Balance check opposed to a Strength check made by the

swaying character. This also applies to the swaying character. Failing the Balance check results in loss of all actions (as per *Daze* effect) for one round. Failing by five or more means a fall check needs to be made. See below under 'Risk of Falling'.

Casting Spells:

No balance check is required to just cast a spell. Though a Concentration check of DC 10 +spell level is required. Except for during a round that someone is making a Bouncy Bouncy attack. Then the DC is 15 +spell level (in addition to effects of the Bouncy Bouncy attack).

Melee Attacks:

Fighting on the bridge gets it swinging and vibrating. After the first melee action taken on the bridge is completely finished, all actions in the combat face the following effects.

After every melee attack made (including special attacks, like grapple, trip, sunder, etc), the attacker must make a Balance check (DC 10) or risk falling. Remember, in combat, 'taking 10' is not allowed.

Each time a person takes damage (real or subdual) they must make a Balance check (DC 10 + hp in damage taken). Make a separate roll for each hit. Make this check only if damage is done. For those who fail the check, see 'Risk of Falling' below.

Hitting the Ropes and Cover Bonus:

The swinging of weapons on the bridge is hampered by the support rope. Which means the bridge provides **1/4 cover against melee attacks only**. If the roll to hit misses the target by two then the ropes have been hit.

Ropes: Thickness 1 in.; Hardness 0; hp 4, Break DC 28

The ropes have a hardness of 0 and 4 hp's but only bladed weapons can cut the ropes. Each time a rope is cut the Balance check and reflex save DCs go up by 1, until three ropes have been cut. Once the fourth rope is cut, one side of the bridge gives way. Everyone on the bridge is immediately considered to be under the effects of 'Risk of Falling'. But now, if the character is prone, they are considered to be hanging on for dear life.

To pull themselves up a Strength check with a DC equal to 5 +1 per five pounds of gear carried (don't include body weight) to pull themselves up, or conduct any partial action. A character in this kind of situation

can only perform partial actions. For the sake of kindness, allow a PC who just wants to do nothing else but hang there, to do so with no strength check.

If the Bridge goes Down:

If all six ropes are cut, the bridge collapses and everyone falls. The falling damage is 16d6.

A Reflex save of DC20 allows a person to grab or jump to, or make some miraculous act to get themselves to a part of the bridge that only hit the sides of the gorge. In this case the damage is halved and the DM can decide where on the bridge the PC is hanging from.

Thrown off the bridge:

To throw someone off the bridge, you must first grapple them. Once a person is grappled, you can attempt to throw them off the bridge with a successful grapple check. This victim then follows the 'Risk of Falling' rules. If the victim has a free hand, and chooses to do so, he may try to take you with him. You are now have a 'Risk of Falling', but have a +4 bonus to your reflex save.

Tripping:

Being tripped still makes you prone, but the tripped victim must make a Balance check by however much they failed the opposed Trip Attack check by. The tripper still needs to make the listed Balance check of DC 10 (as per Melee Attacks, above). This also applies for anyone making the counter trip, though dropping a weapon is a free action, thus incurs no check. For those who fail these checks, see 'Risk of Falling' below.

Failing any Balance Check:

In addition to listed penalties, a failed Balance check means that that character is off balance which negates Dex and adds a +2 to hit with melee and ranged weapons till their next action.

Risk of Falling:

If you're here, then a character has failed a certain Balance check or is otherwise at risk of falling off the bridge.

First, the character is made is prone (if not already).

Second, the character must make a Reflex save (DC 13) to grab a rope or plank before falling completely off the bridge. Should they pass the save, they are still prone.

Third, if the character failed his first reflex save, then he is allowed a second Reflex save (DC 20) to catch a hold of a rope or plank. If passed, this leaves the

character dangling. A character needs a free hand to do this in. He may (as a free action) drop his weapon in the attempt and use that hand. This must be declared before the attempt is made. The item in hand falls to the gorge below. Attempting this with a only an arm with a shield strapped to it, adds +2 to the Reflex DC. Using both hands lowers the DC by -2.

A character hanging from the bridge must make a Strength check with a DC equal to 5 +1 per five pounds of gear carried (don't include body weight) to pull themselves up, or conduct any partial action. A character in this kind of situation can only perform partial actions. For the sake of kindness, allow a PC who just wants to do nothing else but hang there, to do so with no strength check.

A hanging PC loses all positive Dex bonuses and his opponent has +7 (+4 prone, +2 off balance, +1 higher ground) to hit.

It is 145 ft to the floor of the gorge. The falling damage is 1d6 (due to the jaggedness of the floor). At higher APL's, some characters can survive this fall.

Falling Gear:

Items that fall also take 1d6 damage. Items that fall with a PC take however much damage is rolled for the PC. Magic Items gain their own saving throw as per normal rules.

An item that falls on its own, takes the damage. Magic items are allowed their own saving throw as per normal rules.

Unconscious or Dead on the bridge:

Istus is favorable this day. Allow the person who falls unconscious or dead at straight %50 chance to not fall off. No Balance checks or Saving throws are needed. If they pass, the body gets caught up in something and stays put.

So your at the bottom of the Gorge?

There is a slow, winding trail that leads up from the gorge and connects to another foot trail that eventually leads back to the ledge the PC's started on. It takes about an hour to make the trip up, and about a half an hour to make the trip down. That is, once you search around and find it.

This is a small creek at the bottom of the gorge. Always assume that the bodies do not land in it.

The edges of my d20's have all worn down from all the Balance checks, what do I do?

Oh, stop whining, use a d6 and a d10 instead.

Treasure:

APL 2: L: 13 gp; C: 0 gp; M: 2 *Potions of Cure Light Wounds* (8 gp per character); *Brooch of Shielding* (125 gp per character)

APL 4: L: 13 gp; C: 0 gp; M: 2 *Potions of Cure Light Wounds* (8 gp per character); *Brooch of Shielding* (125 gp per character); *Amulet of Natural Armor +1* (167 gp per character)

APL 6: L: 12 gp; C: 0 gp; M: 2 *Potions of Cure Light Wounds* (8 gp per character); *Brooch of Shielding* (125 gp per character); *Amulet of Natural Armor +1* (167 gp per character); *+1 Scimitar* (193 gp per character)

ENCOUNTER NINE: The Hobgoblin's Story

Assuming the slow moving hobgoblins and the slave wagon have not completely gotten away (under five hours is a good number for being able to catch up), and the PC's hustle to catch up go ahead with the encounter.

A more powerful hobgoblin ranger is not very far away, looking after other things. But his hawk animal companion has warned the hobgoblin slave train that something is a miss. They assume that they are being followed and wait to see who or what it is.

Note: If there are any elves visible to the hobgoblins, their reaction turns hostile no matter what. The hobgoblins try to kill the elves first, then their human pets after.

Assuming the PC's have not taken drastic steps (and no elves visible), read the following;

You turn a bend in the trail and about 100 feet in the distance are the hobgoblins and wagon filled with slaves. The hobgoblins seemed to be waiting, as if expecting trouble. Their archers have taken up positions of cover around the wagon and its wheels.

The leader yells to you in common, " Why you follow us? This is our land, so say you government. We Ket veterans. We granted land for home. This slaves our property. We buy fair and square from representative of Ket. Barmak work for Ministry of

Slave Exports. We have paper work." Says the leader.

If the PC's are being too hostile and perhaps bluff a little to make themselves seem important, the hobgoblin sergeant and one of his troops parley at middle ground if the PC's swear to peaceful parley. They only want two PC's to meet them at that middle ground.

Not matter what, the hobgoblins can not be convinced that the slaves are not rightfully theirs. They paid for them. If Barmak did not have the authority to sell them, well, that's not their fault.

With a successful Diplomacy check, the PC's could arrange to buy back the slaves at 60gp (20 slaves, 1200gp for the lot).

Note: The hobgoblins paid Barmak with a bag of twenty garnet gems, each worth 50gp. This, plus a little extra, could be used (assuming it was recovered).

If negotiations break down, the hobgoblins attempt to fall back to their own position and allow the PC's to do the same. If things go sour at the parley (namely the PC's attacking) the hobgoblins attempt to retreat back to their own position. If an elf suddenly making itself known, the hobgoblins attack, screaming in goblin tongue "Tree Hugger Die!"

Where did you serve?

These hobgoblins served outside in a rural district of Falwur Province, about half way between Falwur City and Thornward. Though they policed and garrisoned many small villages, their main barracks were in the sleepy ex-Bissel town of Mardean. Their Kettish overlord was Bey Jamshid, new master of the town and the surrounding villages. Knowledge Local (DC18), Knowledge Nobility (DC14) or Bardic Knowledge (DC15) can confirm these place names, the Bey, and the fact that he employed hobgoblin mercenaries.

Our House, is a very fine house

Though this hobgoblin won't have it, this tribe does have legitimate documentation. It's kept safe back at the new homestead (a cave network). It's from the Graf of Polvar Province, granting their tribe the right to live with in the local Ket claimed region of the Yatils. They have some rather rudimentary treaty agreements mixed in. Mostly tithing and military servitude in times of war, etc. Though no one truly expects much from it. Several more well behaved tribes of mercenaries were granted Holds (well, they have to

carve one out) in less valuable and otherwise unheld territory, that Ket claims none the less.

Papers Please:

The hobgoblin sergeant has a Bill of Sale and a Licence to hold government slaves. It's a forgery, and a bad one at that. Barmak made it, and others like it, and passed them along every time he had dealings with the Hobgoblins. If it's pointed out to them that their papers are forged, and Barmak pulled one over on them, they become mad, put more willing to sell the slaves back (still at 60gp per head) but the hobgoblins incur a -2 morale penalty when discussing the sale of the slaves.

Outcomes?

There are three possible outcomes here.

One: The PC's buy back the slaves and leave on 'friendly' terms with the hobgoblins. If all of the slaves are bought back, then this earns the PC's half the listed experience for defeating the hobgoblins in combat.

Two: The PC's turn around and go home. The PC's do not get the experience points for defeating the hobgoblins or rescuing the slaves.

Three: The situation turns hostile and a fight ensues. If the PC's defeat the Hobgoblins (and nothing happens to the slaves, though the hobgoblins make no hostile action towards them, unless they have little choice) and earn full experience points for defeating the hobgoblins and rescuing the slaves.

All of the hobgoblin warriors are armed with shortbows instead of javelins.

APL 2 (EL 4)

♣**Hobgoblin Sergeant:** Male Hobgoblin Ftr3; hp24 see appendix A

♣**Hobgoblins(2):** hp 5, 6; See *Monster Manual* for details

APL 4 (EL 6)

♣**Hobgoblin Sergeant:** Male Hobgoblin Ftr4; hp36 see appendix A

♣**Hobgoblins(5):** hp 5, 6, 7, 4, 5; See *Monster Manual* for details

APL 6 (EL 8)

🐉 **Hobgoblin Sergeant:** Male Hobgoblin Ftr5; hp44 see appendix A

🐉 **Hobgoblins(6):** hp 5, 6, 7, 4, 5, 8; See *Monster Manual* for details

🐉 **Dire Wolves (2):** hp 45, hp 45; See *Monster Manual* for details

Treasure:

APL 2: L: 52 gp; C: 166 gp; M: 2 *Potions of Cure Light Wounds* (8 gp per character)

APL 4: L: 71 gp; C: 166 gp; M: 2 *Potions of Cure Light Wounds* (8 gp per character)

APL 6: L: 78 gp; C: 166 gp; M: 2 *Potions of Cure Light Wounds* (8 gp per character)

The Conclusion's Story

If Barmak is captured:

If the PC's have done the scenario successfully, they have brought Barmak back alive and with plenty of evidence to have him convicted for several different crimes.

If the PC's capture Barmak without obtaining the Writ of Arrest, but committed no other crimes (that they are caught for) then the Threshers give a stern warning, but thank them for the assistance in these unusual circumstances.

Barmak's trial is a hotly talked about event that continues to circulate two weeks after it is over. He is punished, not by becoming a mining slave as most people had predicted, but he is instead convicted of the much harsher crime of treason. During the interrogation and trial, the full story comes out.

The selling of government property and the Impersonating a Thresher became the focus of the trial.

The presiding Jurat had ordered him smothered in meat, rolled in a carpet, and hung in the square for all to see. The buzzards start to gather.

There is talk of the legitimacy of ex-mercenary humanoids setting up holds in the mountains. The Bey of Yern is said to have left for Polvar City to look into the matter. Surely there are more government slaves still with these hobgoblins.

But through it all a local bard has kept telling the story of how a group of adventurers defeated 'Barmak The Wicked's schemes and helped to save some of the "lowest of the low".

If Barmak is not captured:

If the PC's never caught up with Barmak and his slipped away, or if for what ever reason, the PC's decided not to give chase, eventually the Threshers and Kobad figure out that someone impersonated a Thresher, and an investigation is started.

Despite the efforts of both the Threshers and the Yern Samsirs, Barmak the Wicked seems to have made good his escape into Yatils.

Now only the wind knows where 'Barmak The Wicked' has vanished to and many desire that place to be the infernal depths.

Barmak killed in action:

If the PC's were sworn to the Writ of Arrest, they are interrogated during the investigation and trial (like everyone else).

Part of the Writ, is that Barmak be taken alive at all costs. If the DM feels that the PC's killed Barmak instead of trying to capture him, allow the PC's to each make either a Bluff or Diplomacy check (DC20) to avoid a punishment of **One TU** in the stocks for dereliction of the parameters of the Writ.

If Barmak died accidentally (such as falling off the bridge) the PC's are let off the hook.

If the PC's were not sworn to the Writ, but went after Barmak any ways, and report their involvement to the authorities, they are interrogated as part of the investigation.

If the DM feels that the PC's killed Barmak instead of trying to capture him, allow the PC's to each make either a Bluff or Diplomacy check (DC25) to avoid a punishment of **Two TU** in the stocks for Dishonorable Conduct.

If Barmak died accidentally (such as falling off the bridge) the PC's are let off the hook.

The Fathers Reward:

Sanjar's father (Yousef) is thankful for the PC's having just looked into the situation. He pays them each 50gp (nearly breaking him).

Should Sanjar be returned safely to Yousef, he makes the following promise to the PCs.

"I may not have any riches, but I do know a man owes me a debt from long ago. Now that debt shall pay you. Come to me, and I will supply you with a saddle that when taken to my old friend, will allow him to place an enchantment on it. Though you will still need to purchase some raw arcane supplies."

As per the AR, this allows the PC's to purchase a *Saddle of the Zephyr*, that protects the mount only, as per the spell *protection from fire*.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two: The Round-Up's Story

Defeat Kiran and Dunbar

APL2 - 120 xp
APL4 - 180 xp
APL6 - 240 xp

Encounter Eight: The Chase's Story

Capturing Barmak (half if killed)

APL2 - 120 xp
APL4 - 180 xp
APL6 - 240 xp

Encounter Nine: The Hobgoblin's Story

Defeat Hobgoblins (half if paid)

APL2 - 120 xp
APL4 - 180 xp
APL6 - 240 xp

Story Award

Objective(s) met: Gaining the cooperation of Kobad (Enc. Four)

APL2 - 30 xp
APL4 - 45 xp
APL6 - 60 xp

Objective(s) met: Saving the slaves

APL2 - 60 xp
APL4 - 90 xp
APL6 - 120 xp

Total possible experience:

APL2 - 450 xp
APL4 - 675 xp
APL6 - 900 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic

item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Treasure Key:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Two: The Round-Up's Story

Defeat Kiran and Dumbar and retrieve his gear

APL 2 – L: 10 gp; C: 0 gp; M: *Scroll of Web* (12 gp per character); 2 *Potions of Cure Light Wounds* (8 gp per character); 2 *Potions of Invisibility* (50 gp per character)

APL 4 – L: 10 gp; C: 0 gp; M: *Scroll of Web* (12 gp per character); 2 *Potions of Cure Light Wounds* (8 gp per character); 2 *Potions of Invisibility* (50 gp per character)

APL 6 – L: 10 gp; C: 0 gp; M: *Scroll of Web* (12 gp per character); 2 *Potions of Cure Light Wounds* (8 gp per character); 2 *Potions of Invisibility* (50 gp per character)

Encounter Eight: The Bridge's Story

Defeat Barmak and retrieve his gear

APL 2: L: 13 gp; C: 0 gp; M: 2 *Potions of Cure Light Wounds* (8 gp per character); *Brooch of Shielding* (125 gp per character)

APL 4: L: 13 gp; C: 0 gp; M: 2 *Potions of Cure Light Wounds* (8 gp per character); *Brooch of Shielding* (125 gp per character); *Amulet of Natural Armor +1* (167 gp per character)

APL 6: L: 12 gp; C: 0 gp; M: 2 *Potions of Cure Light Wounds* (8 gp per character); *Brooch of Shielding* (125 gp per character); *Amulet of Natural Armor +1* (167 gp per character); *+1 Scimitar* (193 gp per character)

Encounter Nine: The Hobgoblin's Story

Defeat Hobgoblins and retrieve his gear

APL 2: L: 52 gp; C: 0 gp; M: 2 *Potions of Cure Light Wounds* (8 gp per character)

APL 4: L: 71 gp; C: 0 gp; M: 2 *Potions of Cure Light Wounds* (8 gp per character)

APL 6: L: 78 gp; C: 0 gp; M: 2 *Potions of Cure Light Wounds* (8 gp per character)

Adventure Maximums

APL 2 – 286 gp

APL 4 – 472 gp

APL 6 – 671 gp

Specials

Saddle of the Zephyr: This finely crafted saddle has a flame motif that seems to flicker slightly when stared at. When properly attached to a horse, the saddle provides the effects of the spell *Endure Elements: Fire* on the horse only. As long as the saddle is properly in place, the spell is in effect.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *Endure Elements: Fire*; Market Price: 2,000 gp; Frequency: Regional.

Curse of the Bad Name: Word of your failure to safely rescue the poor innocent hostage from the knife wielding slave has gotten around, as if by divine means. No matter how much you protest your lack of involvement, people seem to still give you an odd stare. You suffer a –4 Insight penalty to all Charisma based skill checks, when involved with a resident of Ket (DM's discretion on who a resident is). This effect lasts for the next 20 TU's that you spend, including TU's spend on this Scenario. *Remove curse* removes this effect as well. Frequency: Curse.

Corruption Thwarted: Not only have you helped bring down a rare case of corruption within part of the Church of the True Faith, but the Inquisition branch has noticed you and are willing to take you in among their numbers due to your diligence to stopping corruption, above all else.

This grants the 'Special' requirement for taking the Church Inquisitor Prestige Class from *Defenders of the Faith*. You must be an active member of the Church of the True Faith Meta Org, as well have Al'Akbar as your patron deity.

Appendix A: NPC's

Encounter 2: The Round-Up's Story

APL 2 (EL 4)

☛ **Kiran:** Male human Sor3; CR3; Medium humanoid; HD 3d4+3; hp 11; Init +6 (+2 dex, +4 Improved Initiative); Spd 30ft; AC 12 (+2 dex); Atk +1 melee (1d4/19-20, Dagger), +3 ranged (1d4/19-20, Dagger); SA: Arcane Spells; SQ: Familiar; AL CN; SV Fort +4, Ref +3, Will +3; STR 10, DEX 14, CON 12, INT 12, WIS 10, CHA 16.

Skills and Feats: Alchemy+6, Concentration+7, Knowledge (arcana)+6, Ride+3, Spellcraft+7; Combat Casting, Dodge, Improved Initiative.

Spells Known (6/6; base DC = 13+ spell level): 0 - *Detect Magic, Light, Prestidigitation, Ray of Frost, Read Magic*; 1st - *Magic Missile, Shield, Cause Fear*.

Possessions: Tanglefoot bag(2), Dagger. *Scroll of We*, 2 *Potions of Cure Light Wounds*, 2 *Potions of Invisibility*;

Familiar: (Rat): CR 1/8; Tiny magical beast; HD 3d8; hp 5; Init +2; Spd 30, 15, Climb 15; AC 18; Atk +5 melee (1d3-3, Bite); SQ: Scent (Ex), Alertness, improved evasion, share spells, empathic link, touch; AL N; SV Fort +2, Ref +4, Will +1; STR 5, DEX 15, CON 10, INT 6, WIS 12, CHA 2.

Skills and Feats: Balance+10, Climb+12, Hide+17, Move Silently+9; Weapon Finesse

☛ **Dunbar:** Male human Ftr1/Rog1; CR2; Medium humanoid; HD 1d10+2, 1d6+2; hp 16; Init +3 (+3 dex); Spd 30ft; AC 13 (+3 dex); Atk +3 melee (1d8+2/19-20, Longsword), +4 ranged (1d4/19-20, Dagger); SA: Sneak Attack (+1d6); SQ: none; AL N; SV Fort +4, Ref +5, Will -1; STR 14, DEX 16, CON 14, INT 10, WIS 8, CHA 12.

Skills and Feats: Bluff+5, Climb+4, Disable Device+0, Escape Artist+6, Handle Animal+6, Ride+8; Combat Reflexes, Dodge, Mounted Combat.

Possessions: Dagger, Longsword;

APL 4 (EL 6)

☛ **Kiran:** Male human Sor5; CR5; Medium humanoid; HD 5d4+5; hp 17; Init +6 (+2 dex, +4 Improved Initiative); Spd 30ft; AC 12 (+2 dex); Atk +2 melee (1d4/19-20, Dagger), +4 ranged (1d4/19-20, Dagger); SA: Arcane Spells; SQ: Familiar; AL CN; SV Fort +4, Ref +3, Will +4; STR 10, DEX 14, CON 12, INT 12, WIS 11, CHA 16.

Skills and Feats: Alchemy+6, Concentration+9, Knowledge (arcana)+9, Ride+3, Spellcraft+9; Combat Casting, Dodge, Improved Initiative.

Spells Known (6/7/5; base DC = 13+ spell level): 0 - *Detect Magic, Flare, Light, Prestidigitation, Ray of Frost, Read Magic*; 1st - *Grease, Magic Missile, Shield, Cause Fear*; 2nd - *Protection from Arrows, Web*

Possessions: Tanglefoot bag(2), Dagger. *Scroll of We*, 2 *Potions of Cure Light Wounds*, 2 *Potions of Invisibility*;

Familiar: (Rat): CR 1/8; Tiny magical beast; HD 5d8; hp 8; Init +2; Spd 30, 15, Climb 15; AC 18; Atk +5 melee (1d3-3, Bite); SQ: Scent (Ex), Alertness, improved evasion, share spells, empathic link, touch, speak with master; AL N; SV Fort +2, Ref +4, Will +1; STR 5, DEX 15, CON 10, INT 6, WIS 12, CHA 2.

Skills and Feats: Balance+10, Climb+12, Hide+17, Move Silently+9; Weapon Finesse

☛ **Dunbar:** Male human Ftr2/Rog1; CR3; Medium humanoid; HD 2d10+4, 1d6+2; hp 26; Init +3 (+3 dex); Spd 30ft; AC 13 (+3 dex); Atk +4 melee (1d8+2/19-20, Longsword) or +2 melee (1d8+2/19-20, Longsword), +2 melee (1d4+1/19-20, Dagger); +5 ranged (1d4/19-20, Dagger); SA: Sneak Attack (+1d6); SQ: none; AL N; SV Fort +4, Ref +5, Will -1; STR 14, DEX 16, CON 14, INT 10, WIS 8, CHA 12.

Skills and Feats: Bluff+5, Climb+5, Disable Device+0, Escape Artist+6, Handle Animal+7, Ride+9; Ambidexterity, Combat Reflexes, Dodge, Mounted Combat, Two-Weapon Fighting.

Possessions: Dagger, Longsword;

APL 6 (EL 8)

☛ **Kiran:** Male human Sor7; CR7; Medium humanoid; HD 7d4+7; hp 27; Init +6 (+2 dex, +4 Improved Initiative); Spd 30ft; AC 12 (+2 dex); Atk +3 melee (1d4/19-20, Dagger), +5 ranged (1d4/19-20, Dagger); SA: Arcane Spells; SQ: Familiar; AL CN; SV Fort +5, Ref +4, Will +5; STR 10, DEX 14, CON 12, INT 12, WIS 11, CHA 16.

Skills and Feats: Alchemy+7, Concentration+11, Knowledge (arcana)+11, Ride+4, Spellcraft+11; Combat Casting, Dodge, Improved Initiative, Spell Focus: Conjunction

Spells Known (6/7/7/5; base DC = 13+ spell level; Conjunction Spells base DC = 15+ spell level): 0 - *Detect Magic, Flare, Light, Mage Hand, Prestidigitation, Ray of Frost, Read Magic*; 1st - *Grease, Mage Armor, Magic Missile, Shield, Cause Fear*; 2nd - *Mirror Image, Protection from Arrows, Web*; 3rd - *Fireball, Stinking Cloud*

Possessions: Tanglefoot bag(2), Dagger. *Scroll of We*, 2 *Potions of Cure Light Wounds*, 2 *Potions of Invisibility*;

Familiar: (Rat): CR 1/8; Tiny magical beast; HD 7d8; hp 13; Init +2; Spd 30, 15, Climb 15; AC 20; Atk +5 melee (1d3-3, Bite); SQ: Scent (Ex), Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its kind; AL N; SV Fort +2, Ref +4, Will +1; STR 5, DEX 15, CON 10, INT 9, WIS 12, CHA 2.

Skills and Feats: Balance+10, Climb+12, Hide+17, Move Silently+9; Weapon Finesse

☛ **Dunbar**: Male human Ftr3/Rog2; CR5; Medium humanoid; HD 3d10+6, 2d6+4; hp 39; Init +3 (+3 dex); Spd 30ft; AC 13 (+3 dex); Atk +6 melee (1d8+2/19-20, Longsword) or +4 melee (1d8+2/19-20, Longsword), +4 melee (1d4+1/19-20, Dagger); +7 ranged (1d4/19-20, Dagger); SA: Sneak Attack (+1d6), Evasion; SQ: none; AL N; SV Fort +5, Ref +7, Will +0; STR 15, DEX 16, CON 14, INT 10, WIS 8, CHA 12.

Skills and Feats: Bluff+6, Climb+6, Diplomacy+4, Disable Device+4, Escape Artist+6, Handle Animal+7, Ride+10, Swim+3, Use Rope+4; Ambidexterity, Combat Reflexes, Dodge, Mounted Combat, Two-Weapon Fighting.

Possessions: Dagger, Longsword;

Encounter Eight: The Chase's Story

APL 2 (EL 4)

☛ **Barmak**: Male human Ftr2/Rog2; CR4; Medium humanoid; HD 2d10, 2d6; hp 28; Init +3 (+3 dex); Spd 30ft; AC 17 (+3 dex, +4 chain shirt); Atk +6 melee (1d6+2/18-20, Scimitar) or +5 melee (1d6+2/18-20, Scimitar), +3 melee (1d6+1 subdual, Sap); +5 ranged (1d8/19-20, Light Crossbow); SA: Sneak Attack (+1d6); SQ: Evasion; AL NE; SV Fort +4, Ref +5, Will +0; STR 15, DEX 16, CON 10, INT 14, WIS 10, CHA 10.

Skills and Feats: Balance+6, Diplomacy+1, Disable Device+2, Gather Information+6, Handle Animal+6, Jump+4, Knowledge (Local)+5, Profession (Teamster)+2, Ride+10, Sense Motive+2, Swim+6; Ambidexterity, Lightning Reflexes, Mounted Combat, Two-Weapon Fighting, Weapon Focus: Scimitar

Possessions: Chain Shirt, Dagger, Light Crossbow, Sap, Scimitar; 2 *Potions of Cure Light Wounds*, *Brooch of Shielding*

APL 4 (EL 6)

☛ **Barmak**: Male human Ftr2/Rog2; CR4; Medium humanoid; HD 3d10, 3d6; hp 36; Init +3 (+3 dex); Spd 30ft; AC 18 (+3 dex, +4 chain shirt, *Amulet of Natural Armour* +1); Atk +7 melee (1d6+2/18-20, Scimitar) or +6 melee (1d6+2/18-20, Scimitar), +5 melee (1d6+1 subdual, Sap); +8 ranged (1d8/19-20, Crossbow); SA:

Sneak Attack (+1d6); SQ: Evasion; AL NE; SV Fort +4, Ref +9, Will +2; STR 15, DEX 16, CON 10, INT 14, WIS 10, CHA 10.

Skills and Feats: Balance+10, Bluff+5, Climb+1, Diplomacy+1, Disable Device+2, Escape Artist+5, Forgery+6, Gather Information+6, Handle Animal+8, Jump+5, Knowledge (Local)+5, Profession (Teamster)+2, Ride+9, Sense Motive+2. Ambidexterity, Expertise, Lightning Reflexes, Mounted Combat, Two-Weapon Fighting, Weapon Focus: Scimitar

Possessions: Chain Shirt, Dagger, Light Crossbow, Sap, Scimitar; 2 *Potions of Cure Light Wounds*, *Brooch of Shielding*, *Amulet of Natural Armour* +1

APL 6 (EL 8)

☛ **Barmak**: Male human Ftr5/Rog3; CR8; Medium humanoid; HD 5d10, 3d6; hp 54; Init +3 (+3 dex); Spd 30ft; AC 18 (+3 dex, +4 chain shirt, *Amulet of Natural Armour* +1); Atk +12 melee (1d6+4/18-20, Scimitar) or +10 melee (1d6+4/18-20, Scimitar), +8 melee (1d6+1 subdual, Sap); +8 ranged (1d8/19-20, Crossbow); SA: Sneak Attack (+2d6); SQ: Evasion, Uncanny Dodge; AL NE; SV Fort +5, Ref +9, Will +2; STR 16, DEX 16, CON 10, INT 14, WIS 10, CHA 10.

Skills and Feats: Balance+10, Bluff+5, Climb+1, Diplomacy+1, Disable Device+2, Escape Artist+5, Forgery+6, Gather Information+6, Handle Animal+8, Jump+5, Knowledge (Local)+5, Profession (Teamster)+2, Ride+9, Sense Motive+2; Ambidexterity, Expertise, Improved Trip, Lightning Reflexes, Mounted Combat, Two-Weapon Fighting, Weapon Focus: Scimitar

Possessions: Chain Shirt, Dagger, Light Crossbow, Sap; 2 *Potions of Cure Light Wounds*, *Brooch of Shielding*, *Amulet of Natural Armour* +1, +1 Scimitar;

All APL's

☛ **Caravan Guards**: Male human War2; CR1; Medium humanoid; HD 2d8+4; hp 14; Init +1 (+1 dex); Spd 30ft; AC 14 (+1 dex, +3 studded leather); Atk +3 melee (2d4+3/18-20, Falchion); +3 ranged (1d8/19-20, Light Crossbow); SA: None; SQ: None; AL N; SV Fort +5, Ref +1, Will +0; STR 14, DEX 12, CON 14, INT 10, WIS 10, CHA 10.

Skills and Feats: Handle Animal+5, Profession (Teamster)+4, Ride+3; Endurance, Weapon Focus: Falchion.

Possessions: Dagger, Falchion; Light Crossbow, Sap, Studded leather;

Encounter Nine: The Hobgoblin's Story

APL 2 (EL 4)

♣ **Hobgoblin Sergeant:** Male hobgoblin Ftr3; CR2; Medium humanoid (Goblinoid); HD 3d10+6; hp 24; Init +2 (+2 dex); Spd 20ft; AC 19 (+2 dex, +5 breastplate, +2 large steel shield); Atk +6 melee (1d8+1/19-20, Longsword), +5 ranged (1d8/x3, Longbow); SA: none; SQ: Darkvision; AL LE; SV Fort +5, Ref +3, Will +3; STR 12, DEX 14, CON 14, INT 10, WIS 10, CHA 12.

Skills and Feats: Climb+1, Handle Animal+7, Move Silently+0; Combat Reflexes, Dodge, Iron Will, Weapon Focus: Longsword.

Possessions: Longbow; Longsword; Masterwork Breastplate, Large Steel Shield.

2 Potions of Cure Light Wounds

APL 4 (EL 6)

♣ **Hobgoblin Sergeant:** Male hobgoblin Ftr4; CR4; Medium humanoid (Goblinoid); HD 4d10+8; hp 36; Init +2 (+2 dex); Spd 20ft; AC 19 (+2 dex, +5 breastplate, +2 large steel shield); Atk +7 melee (1d8+3/19-20, Longsword), +6 ranged (1d8/x3, Longbow); SA: none; SQ: Darkvision; AL LE; SV Fort +6, Ref +3, Will +3; STR 13, DEX 14, CON 14, INT 10, WIS 10, CHA 12.

Skills and Feats: Climb+2, Handle Animal+8, Move Silently+0; Combat Reflexes, Dodge, Iron Will, Weapon Focus: Longsword, Weapon Specialization: Longsword.

Possessions: Longbow; Longsword; Masterwork Breastplate, Large Steel Shield.

2 Potions of Cure Light Wounds

APL 6 (EL 8)

♣ **Hobgoblin Sergeant:** Male hobgoblin Ftr5; CR5; Medium humanoid (Goblinoid); HD 5d10+10; hp 44; Init +2 (+2 dex); Spd 20ft; AC 19 (+2 dex, +5 breastplate, +2 large steel shield); Atk +8 melee (1d8+3/19-20, Longsword), +7 ranged (1d8/x3, Longbow); SA: none; SQ: Darkvision; AL LE; SV Fort +6, Ref +3, Will +3; STR 13, DEX 14, CON 14, INT 10, WIS 10, CHA 12.

Skills and Feats: Climb+3, Handle Animal+9, Move Silently+0; Combat Reflexes, Dodge, Iron Will, Weapon Focus: Longsword, Weapon Specialization: Longsword.

Possessions: Longbow; Longsword; Masterwork Breastplate, Large Steel Shield.

2 Potions of Cure Light Wounds