

ADVENTURE

SV2

SERIES

# Kalamar Quests

A Summons to Adventure



**SOMETIMES  
THEY COME  
BACK**

*Elos*  
*Desert*  
*Whispering Bay*  
*Straits of Surohzya*

BY

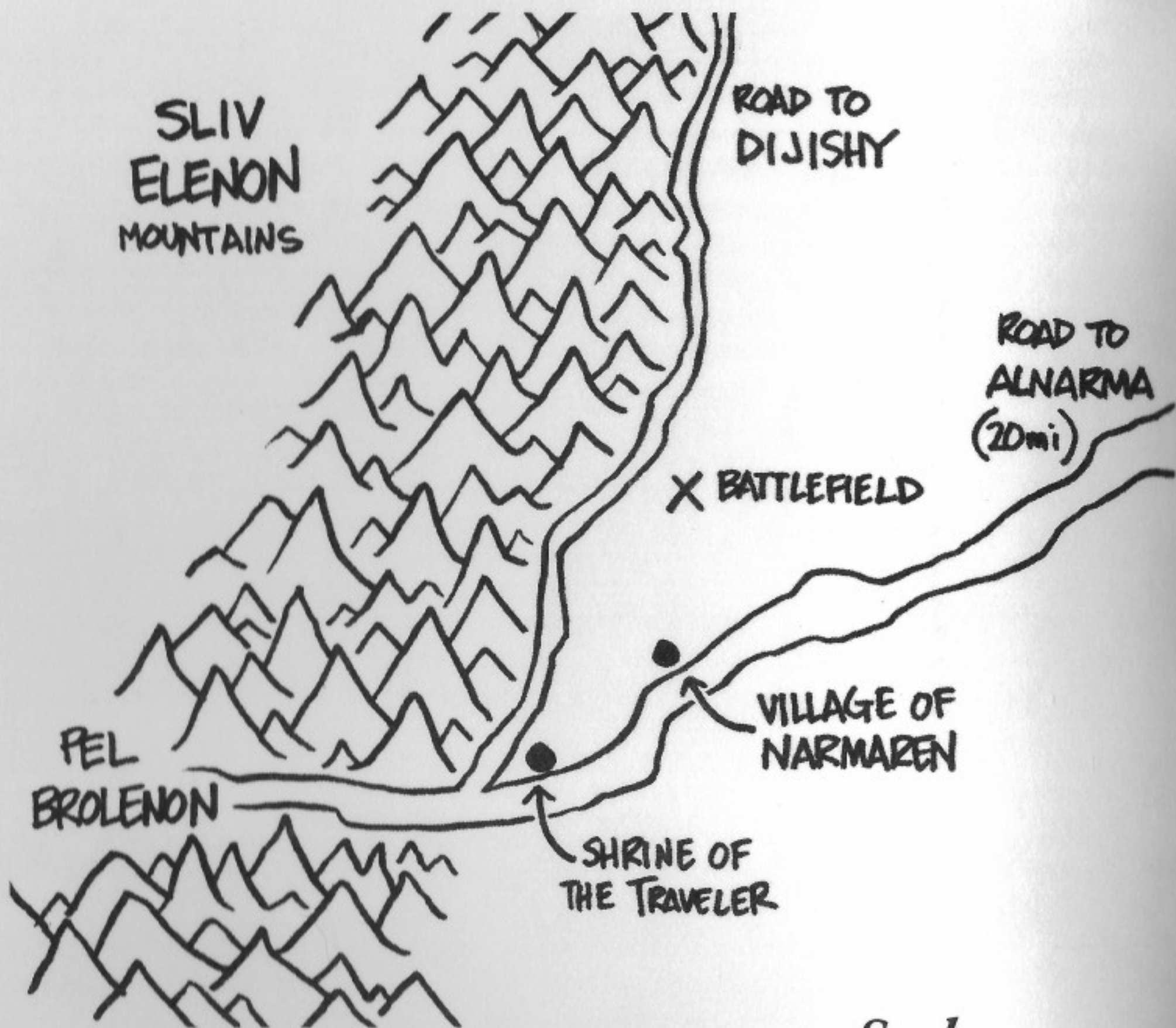
**BARBARA BLACKBURN**

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**AN ADVENTURE FOR 3 TO 6 PLAYERS  
NOVICE LEVEL CHARACTERS**





*Scale*



*One Inch = 7 miles*

# Sometimes They Come Back

By Brian Jelke and Barbara Blackburn

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Sheffen shoved the overflowing mug of ale toward the grizzled face on the other side of the bar. The teetering figure who struggled to keep his balance on the bar stool looked like he was well beyond his limit. But what did Sheffen care so long as he kept producing hard coin from his purse? When the guy eventually passed out there would be plenty of room for his limp body on the garbage heap behind the tavern.

Sheffen gazed around the the tavern proudly. The **Whispering Wind** was packed. He was fortunate the new shipment of beer had finally arrived. It certainly looked like he might need it before the night was through.

Suddenly, above the din of the merrymakers, a cry rose up. It sounded like Dari, his cook. Sheffen grabbed the axe he kept behind the bar and pushed his way toward the kitchen.

As he burst through the doors, he couldn't believe his eyes. The cook was lying on the floor and crawling out of the ale kegs were skeletal human remains. The bony creatures clattered as they burst forth, and as big a man as he was, all Sheffen could do was stand there frozen in fear. His strength left him as he dropped the axe in his hands and his knees began to tremble.

## INTRODUCTION

*During this adventure the players will be lured to a small village (by any number of possible adventure hooks) where they will discover that villagers, travelers passing through and animals have been disappearing. Just when the players think they have the whole situation under control, they will learn the true nature of their enemy.*

This fantasy adventure is recommended for use with three to six beginning characters but

is adaptable for use with more experienced PCs by boosting the strength of the foes described. An even mix of standard character classes would be ideal. The PCs should be of good alignment and have at least one priest.

*Bear in mind, as with all the adventures in the Kalamar Quest series, the GM can easily set the plot for this adventure in another area of the world of Tellene (or in a world of his own making) with some simple name changes.*

## BACKGROUND

The adventure centers in and around the small village of Narmaren (pop 315) whose inhabitants are mainly human. The village grew around an Imperial garrison established on the site 81 years ago. Although the garrison was subsequently abandoned, the villagers remained and converted the garrison's stone building into a tavern.

Officially, the village has pledged allegiance to the City State of Alnarma (pop. 3800) located about 20 miles to the east. Narmaren is situated on the road along the coast of the Windy Straits (Straits of Svimohzia) which connects Pel Brolenon, Alnarma and the other coastal cities of the Elos Desert.

It is here that the road forks north along the eastern edge of the Sliv Elenon Rise toward the City State of Dijishy and ultimately to the hobgoblin Kingdom of Norgra Krangrel.

Several miles north of Narmaren, is a feeble copse of trees set on a low rise disturbs the arid landscape.

This is the site of the *Battle of Narmaren* orated in local legend. It is here that Dejoy Brothers in Blood stood side by side with Brandobian freedom fighters in a valiant defense against the eastward expansion of Pel Brolenon in the Year of the King 964.



Brolenon's armies, their spirits bolstered by prior victories, poured over the southern most crests of the Sliv Elenon Rise with the intent to expand its territory. Though greater in number, they were no match for the followers of the Way of the Berserk who had gathered from all across the Elos to repel the attack. As sword clashed against sword and the battle ensued the Dejoy berserkers were soon joined by hardened Brandobians from Alnarma, many of whom had escaped from the ordeal of Pel Brolenon servitude. Together, the Elos Barbarians and their Brandobian allies were able to repel the slavers, but at great cost to all sides. In the end, the graves of the fallen from both sides of the battle littered the field as far as the eye could see.

With his first attempt at expansion beyond the Elenon Mountains soundly defeated, the High Priest of the Whip withdrew. He did not lick his wounds for long, however, and soon he had redirected his forces to building a navy which would later help his successor establish the colony of Vrandol some 23 years later. Instead of repeating the failed attempt at conquering the land around Narmaren, the Brolenese contented themselves by simply maintaining it as an open trade route with the east.

After the conflict, the Brothers in Blood constructed a small stone temple to commemorate and honor the event. It became a ritual for young soldiers, green in the ways of war, to journey to the battlefield and sink their weapons into the once blood-soaked earth on the temple grounds, seeking the blessing of those who had fallen there.

Eventually as the years passed, the priests traveled elsewhere to test their battle prowess and the temple stood silent, apparently abandoned by those who erected it. It was just recently that three Harvesters (Priests of the Harvester of Souls) traveled from the City State of Ehzhimahn to claim the old battlefield for their master, the Ruler of the Dead.

The Harvesters set up camp on the battlefield and immediately made plans to build their own temple and establish a Congregation of the Dead in the area. The Harvesters erected a new temple to their god alongside the altar of their ally, the Prince of Turmoil. Then

they began exhuming fallen soldiers so they could create a force of undead skeletons under their control.

With their newly-established base secured, the Harvesters have engaged in the kidnapping of the unsuspecting, including men, women, children and livestock from Narmaren and Alnarma. The main motivation behind the abductions is preparation for the upcoming Soul Harvest and the sacrifices required by that foul ceremony.

### A ROAD SIDE ENCOUNTER

The GameMaster will have to lure the PCs to the area at which point he can draw them into the adventure.

One easy way of doing this is to have them encounter two young travellers who have set up camp along the roadside.

They are friendly enough and offer to share the venison they are roasting with the PCs and explain they are heading for the city of Alnarma where they hope to convince the Minister of the Guard to dispatch a garrison to their home village of Narmaren.

When the PCs inquire as to the reason for their mission they explain how 'great evil' has descended upon their village and of the mysterious disappearances of many of their friends and family.

They also mention that a 'great reward' was offered to anyone who could solve the mystery but the few who answered the call had also disappeared without a trace.

This should be enough to nudge the PCs in the direction of Narmaren.

### VILLAGE OF NARMAREN

This small village is not even large enough to warrant mention on most maps. Wandering merchants come and go here - usually setting up their tents in the shade of the trees where they attempt to sell their wares for a few days or weeks before moving on.

The only permanent structures are the tavern with its stables in the rear. All the dwellings in the village are tents which have been rimmed at their bases with small walls of packed clay and straw.



## I. DELTON'S TENT (MERCHANT)

On the outskirts of the village along the road side is a tall gnarled desert-oak. Beneath the shade of this ancient tree a travelling merchant has set up his tent and is open for business.

A broad variety of bladed weapons are spread out on camel hair rugs.

Surprisingly a small sign indicates that the weapons have been "blessed at the battlefield" and have stiff prices marked on them. (ranging from 800 to 100 gc's.)

The proprietor (Delton) is a cunning salesman and will make all kinds of far-fetched claims in order to make a sale - including the boast that his weapons are indestructible and that they are 'enchanted' - blessed by the spirits of the great battlefield.

"These swords were thrust into the hallowed ground of the great battlefield and left to draw power for a full moon."

The truth is, Delton is planning to pull up stakes during the night and moving on. The swords are ordinary but he has been taking advantage of villagers' fear by selling them 'charms of protection' and 'enchanted' weapons.

Since one of his customers disappeared a few days ago, he has decided that it is time to move on.

If the PCs inquire further about the reward or the disappearances, Delton will smile and chuckle to himself in Merchant's Tongue:

"So.... I should have known. More Beeg Men who have come to save the sheep. Is that it? Yes, yes, it's true. People have been disappearing here - plucked from the shadows of night like grapes from a bowl.

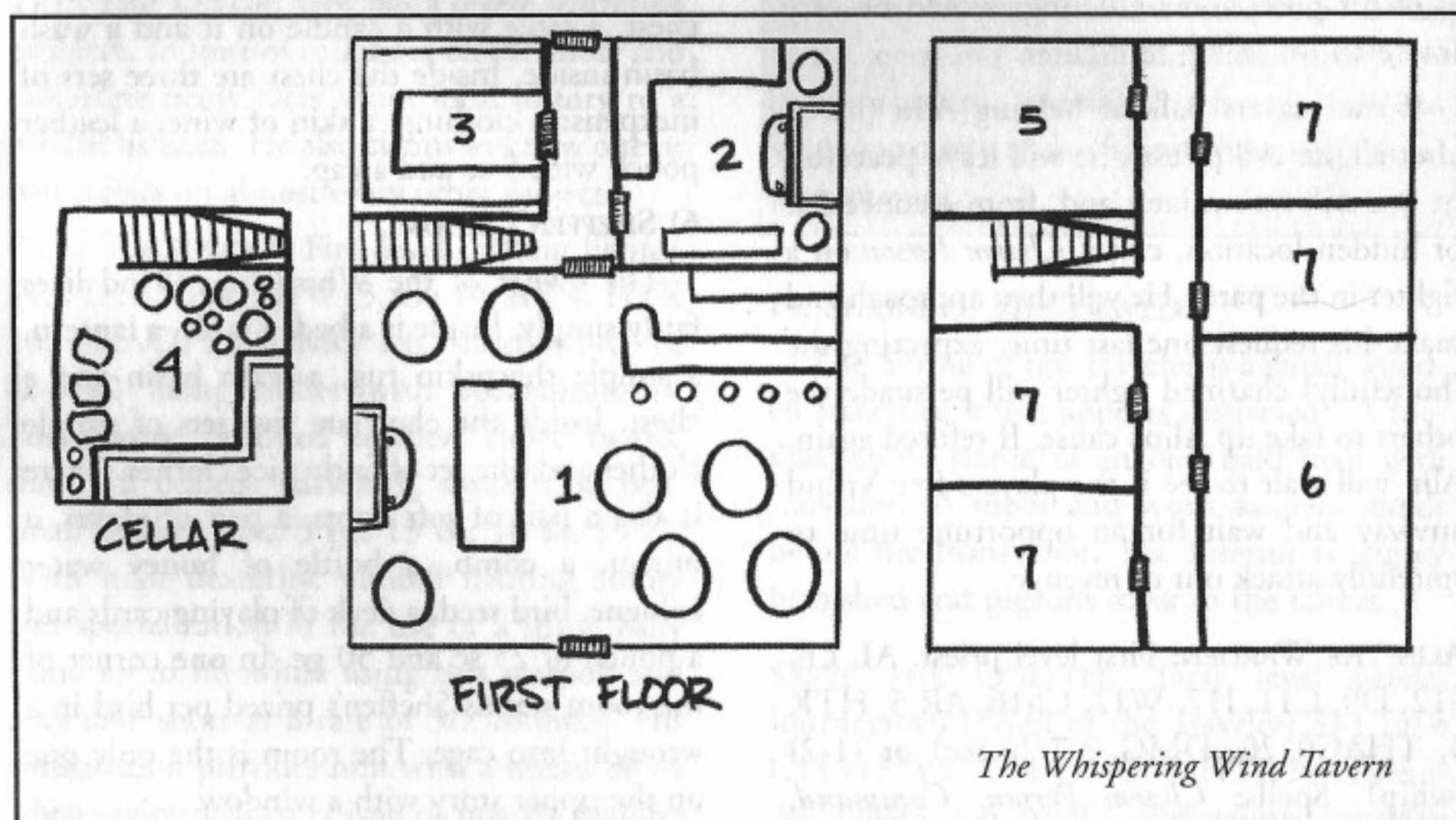
It's all they talk about here. Me? I don't worry too much. These people are like sheep. They sit in the tavern over there and talk and talk about it but they do NOTHING! They expect some beeg men, such as yourselves to come save them."

## II. THE WHISPERING WIND TAVERN

This two-story stone building (*see floor plan below*) is the only inn in town. As such, it is the hub of social activity and local gossip. The menu consists of a tasty stew (5 cc), several varieties of seafood (5-10 cc), breads (5 cc) and dried meats (3 sc). Beer can be purchased for 3 cc/pitcher. Rooms are available for 1 sc/day for common and 6 sc/day for semi-private. Stabling costs 1 sc/day.

If the PCs visit the Whispering Wind, they will hear more rumors about the disappearances of livestock and people. They may also hear more about a reward being offered.

If the players ask about the disappearances, they will be served a meal and drinks (and



*The Whispering Wind Tavern*



informed it is 'on the house'). Many of the locals will surround the PCs and beg for them to solve the mystery and return the missing villagers.

If they ask about a reward, a tall brown-robed gentleman will emerge from a back table. He will seat himself at the table with the PCs and study them for a moment before speaking.

He will then lean in close and whisper (in Brandobian):

"I understand you're interested in a reward. My servant Vrilnd is among those missing. He is but a boy of 16 summers. If you return him here to me, I will reward you with this."

The man opens his fist to reveal a small bloodstone (50 gc value) resting on his palm.

"This and three others like it will be yours if you are successful."

The mysterious man's name is Alin. He is a Warden of the House of Shackles from Pel Brolenon. He leads a troupe of two Disciples and two Servants (one was Vrilnd). Alin was traveling back to Pel Brolenon from Ehzimahn where he had purchased some glassware. Alin is desperate to see the return of Vrilnd. He fears (correctly) that if he returns to the Pel without Vrilnd he will be severely punished by his superior. Additionally, Vrilnd has advanced rapidly due to his wit and cunning and several of his peers and underlings would be very interested in seeing him falter.

If the players balk at helping Alin (he is, after all, an evil priest), he will leave peacefully, but will return later and, from a concealed or hidden location, cast a *Charm Person* on a fighter in the party. He will then approach and make his request one last time, expecting the (hopefully) charmed fighter will persuade the others to take up Alin's cause. If refused again, Alin will wait to see if the players free Vrilnd anyway and wait for an opportune time to spitefully attack out of revenge.

**ALIN THE WARDEN:** First level priest, AL LE, S12, D9, C11, I17, W17, Ch16, AR 5, HTK 5, THAC0 20, DMG 2-7 (mace) or (1-2) (whip). Spells: *Charm Person*, *Command*,

*Darkness*. Special Abilities: +2 on all saves versus enchantment and charm. *Command Undead*. He speaks Merchant's Tongue, Brandobian, Hobgoblin and Svimohzish. Possessions: chainmail, mace, whip, robe, 5 pc, 6 gc, 2 ec, 3 sc, 2 cc, 6 50 gc value bloodstones, 4 25 gc value garnets. 50 XP.

### 1) DINING ROOM

This warm dining room contains several round wooden tables. It also holds a long wooden rectangular table near the fireplace on the west wall. A bar stands in the northeast corner of the room and an exit to the rear kitchen lies in the middle of the north wall. The entrance to the stairwell is also on the north wall. Several people are talking, drinking and eating. Here the players may pick up some additional rumors and clues to begin their investigation.

### 2) KITCHEN

This area contains the kitchen in which meals are prepared. There is a fireplace on the east wall and many utensils are lying about.

### 3) STORAGE

This area is used for storage of common items such as flour, salt and spices.

### 4) CELLAR

The cellar contains additional stocks of food and drinks.

### 5) THE COOK'S ROOM

This is a simple bedroom with only a bed, a chest, a table with a candle on it and a wash basin inside. Inside the chest are three sets of inexpensive clothing, a skin of wine, a leather pouch with 5 sc and a cap.

### 6) SHEFFEN'S ROOM

The owner of the Whispering Wind lives fairly simply. Inside is a bed, a table, a lantern, a simple sheepskin rug, a wash basin and a chest. Inside the chest are five sets of simple clothes and one set of fairly nice clothes. There is also a pair of soft boots, a pair of gloves, a mirror, a comb, a bottle of honey water cologne, bird seed, a deck of playing cards and a pouch of 25 sc and 50 gc. In one corner of the room stands Sheffen's prized pet bird in a wrought iron cage. The room is the only one on the upper story with a window.



## 7) GUEST ROOMS

These four rooms are furnished with three beds, one basin and three chests in each. Blankets are simple wool.

While at the Whispering Wind, the PCs may meet any of the following people:

**SHEFFEN THE INNKEEPER:** Sheffen is very cautious about letting things get out of hand at his inn. Although he cannot afford to hire a bouncer, at 6' 7" and 270 lbs, he counts on his imposing appearance to discourage would-be rowdies, although he has no special training in combat skills.

**FREESHA THE SERVING WOMAN:** Freesha is very fond of Sheffen and continually tries to get his attention and test his affections by flirting with customers. She hopes to one day marry him when his business becomes better.

**SOHWARD THE CARPENTER:** Sohward frequents the Whispering Wind to escape both his work (which he excels at) and his family.

**HOWORTH THE FISHERMAN:** Howorth makes a decent living fishing the shallows near Narmaren but never strays too far for fear of slavers.

**DREMI THE POTTER:** Dremi makes her living manufacturing a wide variety of pottery to sell to passing merchants. She is also a covert agent of the Brotherhood of the Broken Chain so she always keeps her ears open for rumors on local activities involving slavery.

**TREN THE TAILOR:** Tren has a severe stuttering problem. In spite of this, he is very friendly and can relate many facts about local history to a patient listener. He also claims to know one or two tidbits on almost every other subject.

**PALLY TORENBLOCK:** First level halfling fighter, S13, D16, C14, I9, W13, Ch 14, AR 4, HTK 10, THAC0 20, DMG 1-6 (short sword) or (2-5)+2 (sling bullet with specialization). Possessions: Studded leather, short sword, sling, 12 bullets, backpack, small sack, belt, small shield, 4 pc, 5 gc, 13 ec, 10 sc, 19 cc. With high dexterity, natural halfling ability and specialization in the use of a sling, Pally gains +3 to hit while using this weapon and may take shots at a rate of 3/2 rounds. His constitution provides him with a bonus of +4 when saving against poison or magic. Hailing

from the Kalokopeli Forest, Pally speaks Halfling, Kalamaran, Merchant's Tongue and Elven.

**CHEFF THE DESHACKLER:** First level priest, Messenger of Liberty (Priest of the Guardian) S12, D13, C15, I10, W15, Ch 12, AR 5, HTK 8, THAC0 20, DMG 1-8 (longsword). Possessions: Chainmail, longsword, eagle's claw (holy symbol), white robe adorned with three black feathers, 2 gc, 15 sc, 23 cc. Powers: *Free Action*, OL 15%. Spells: *Command, Cure Light Wounds, Light*. Cheff is of Dejy ancestry and from the City of Dijishy. He speaks Dejy, Brandobian and Merchant's Tongue.

**DARI THE COOK:** Dari is a Kalamaran who escaped forced servitude on a small Svimohzish pirate ship. He plans to work and build up enough money for a safe return to his homeland which he considers infinitely more civilized than his current home. He fears strangers, since he is justifiably concerned about being captured again.

## III. THE STABLES

The stables are located behind the inn. There are 10 stalls. Five horses and one mule are being stabled. If the PCs come to the stables to meet the mysterious man, they will find him in stall nine.

If the PCs come here, read the following:

The smells of a stable assault your senses. Straw, oats and animal droppings mingle to create a unique aroma. The horses startle at your approach and whinny their surprise at your presence.

## IV. SHRINE OF THE TRAVELER

The Shrine of the Traveler is a small wooden structure which appears neglected. A life-sized stone statue of an old, bald man with star-adorned robes and worn sandals stands before the front door. The interior is simply furnished and pigeons roost in the rafters.

**SARYF THE QUESTER:** First level priest, Journeyman (Priest of the Traveler) S11 D14 C14 I13 W17 CH 14, AR 6, HTK 8, THAC0 20, DMG 1-6 (staff). Possessions: studded



leather armor, small shield, staff, backpack, yellow robe, small silver star, (holy symbol) 20 gc, 21 sc, 39 cc. Spells: *Cure Light Wounds*, *Endure Heat* (x2).

Saryf frequently travels but considers this shrine his home. He sustains himself in part by donations made by passing merchants.

### THE GAME'S AFOOT!

A bit of sleuthing will be required for the players to figure out where the abductees have been taken. This should require them to poke around and find the answers which will eventually lead them to the Congregation of the Dead.

Along the way the GM should toss in a few red herrings to deter their progress.

### A. OTHER SITES IN THE VILLAGE

Besides the the Tavern and a religious shrine, there is not much else of interest in Narmaren. There are, however, various merchant tents set up along the roadway which will turn over almost daily as some merchants move on and others arrive.

You can decide what wares are available on a day to day basis but the following items are almost always available;

1. Seafood harvested from the Straits of Svimohzia. This would include squid, fish, oysters, dried seaweed, various shells, etc.
2. Various import items from abroad. Narmaren is located on a major trade route as well as being near the port city of Alnarma. The presence of most any item is easily justified. Since Narmaren is not even a small town in size, prices for all finished goods are exorbitant.
3. Pottery is very plentiful. The fine sand of the Elos is used to produce some of the best sun-cured pottery in the region.

### B. THE BATTLEFIELD

Historically, the battlefield has attracted many outsiders to the area. A handful of warriors and nomads have also settled in the area. Most are friendly. Some are not.

### RUMORS AND MORE

One of the best ways of stirring things up and making life difficult for the PCs is to crank the rumor-mill a few turns.

Also, bear in mind that the village has been shrouded in fear. The PCs will be viewed with a certain amount of suspicion - even though they are trying to help. There is nothing quite like being under suspicion to make one paranoid! Try to use this to keep tension high between the villagers and the PCs.

As the players do their investigating you can introduce one or more of the following rumors/encounters to keep them on their toes.

**1) THE SCROUNGER:** As the players are walking about the village they notice a small boy motioning for them to come into a tent.

Once inside, the boy will tell the PCs that he knows what happened to "the missing" and that he'll tell what he knows for a shiny silver piece.

If the party refuses to pay, the boy quickly agrees to divulge his secret for some food. It is obvious by this point that he is destitute and very hungry.

If the party gives the boy what he wants, he will begin to talk, looking about nervously as he does.

"There's a scrounger. Goes by the name of Heral. I saw him take a goat from the village pen It was late at night He thought no one saw. But I saw - with my own eyes. He left the village with goat and he came back alone. I think he is the one."

If the PCs follow up on the boy's information, they should have little trouble finding the Heral's tent. Heral lives about a mile outside the village well off the road in a simple tent made from blankets. There is a fire pit about 20 feet in front of the tent. Behind the tent is a small rocky ledge jutting up from the sand in which the entrance to a small cave can be seen.

If the PCs investigate they will discover that the cave entrance has a wooden gate affixed to it. Inside they will discover a pair of goats and four camels (along with food and water).



If the PCs approach at night, they will most likely find Heral asleep. Unknown to them, however, Heral has befriended a young Desert Ogre (it's a long story) who watches his campsite when he is out scrounging. At night, the ogre sleeps in the cave with the animals to take advantage of their body heat.

**DESERT OGRE:** AR 10, Move 12" HTK 14, THAC0 17, Attacks 1, DMG 1-6+1 (club), XP 150.

**HERAL:** He is a 5th-level human thief. He is large, and formidable looking, with scraggly, long dark hair and a jagged scar stretching from right eyelid, across the nose and over to left ear. He will immediately attack when he sees the party. He prefers to disable foes and then club them senseless once they are down. He likes to hear them scream. S 18, I: 12, W: 8, D: 16, C: 15, Ch 2, AR 3, Move 12" HTK 10, THAC0 20, Attacks 2, DMG 1-8 (scimitar)/1-4 (dagger) or 1-6 (club), XP 250.

If the PCs manage to overpower the two and interrogate either one they will learn that Heral has been stealing livestock and selling it to the Congregation of the Dead. He denies, however, any suggestion that he has delivered any villagers (humans) into captivity.

If the PCs do not ask the right questions or if they do not seem to know what is going on Heral will cleverly attempt to deceive the PCs into thinking he is just a petty thief and make no mention of the Congregation.

**2) THE MISSING BRIDE:** The PCs may overhear several of the villagers talking about a recent incident. A woman disappeared without a trace from a caravan which had camped outside the village.

The woman was being escorted to Alnarma where she was to be fulfill a marriage-by-contract to the heir of a wealthy and powerful Alnarm family.

T'Jenm, a spice trader, had been charged with her protection and now he fears for his life when the news gets back to the groom-to-be.

Upon hearing about the PCs and their attempt to find the missing villagers, T'Jenm

contacts them. He offers them a handsome reward if they will find his wife. He insists they concentrate on the woman and "not to bother" with the problems of the village. He gives them a huge retainer if they promise to focus on the job with which he is charging them.

The PCs may be persuaded to take the money. After all, she probably ended up imprisoned by Jonyez with the missing villagers and it will all sort out after the wash, right?

What T'Jenm does not know is that the woman was not kidnapped by the Harvesters at all. She fell in love with one of her body guards during the trip. The two love birds slipped away during the night and hired a boat to take them to Bet Urala where they hope they will not be discovered.

A few days after hiring the PCs, T'Jenm will contact them and inform them that new evidence has revealed the truth. He insists the PCs catch a ship and go after the woman and bring her back.

When the players refuse or try to stall, T'Jenm will be extremely angry and demand they honor the 'contract' he made with them.

### **3) CRYOTHERIUS THE (ANDRO)SPHINX:**

Cryotherius roams the southeastern Elos and Sliv Elenon Rise. Several townsfolk claim to have seen this fantastic beast flying overhead in the distant crimson skies of the desert. In the far away echoes of the Sliv Elenon mountains, one can sometimes hear a looming roar that is believed to originate from Cryotherius. He often makes forays over the Sliv Elenon peaks in order to assault the slavers in neighboring Pel Brolenon.

If the PCs encounter Cryotherius, he will initially react neutrally toward them until he learns of their purpose in the area. Cryotherius speaks his native language and Merchant's Tongue. It is not intended that the PCs should fight Cryotherius when they meet him, but he is quick to anger if not shown the proper respect.

Should the PCs convince him they are enemies of the Pel, he will react favorably and



possibly offer some type of minor assistance. However, Cryotherius is more interested in thwarting slavers than in dealing with the inhabitants of Narmaren and the proliferation of the undead. Thus he will not directly intervene to interfere with Jonyez and his undead minions.

Another way to gain favor with Cryotherius is to exchange riddles with him. Though he has no interest in these for himself, he would like to build a repertoire to exchange with other Sphinxes in the desert.

The following are two riddles that he may present to the PCs if he finds it to his advantage:

1) *Speak my name and I am no longer there (Answer - Silence).*

2) *I am what man cannot live without yet never has enough of. I am master of all men and I can never go back from whence I came. (Answer - Time).*

He makes his home in a small discreet cave in the Elos where he keeps his possessions. His treasure consists of 53 assorted gems (10-100 gc each), a golden gem-encrusted crown (1000 gc), a +1 longsword, a +1 shield and a *Chime of Hunger*.

**CRYOTHERIUS:** AR -2, Move 18" HTK 60, THAC0 9, Attacks 2, DMG 2-12, XP 7000, Special Attacks: Roar - 1<sup>st</sup> : panic enemies within 360 yards for 30 minutes, 2<sup>nd</sup> : paralyze enemies within 200 yards for 1-4 rounds, 3<sup>rd</sup> : all creatures within 240 yards lose 2-8 strength (save vs. spell) for 2-8 rounds and those within 30 feet are knocked over (2-8 DMG, stunned for 2-12 rounds).

**4) KRANGI MERCHANTS:** If the PCs travel near the road that goes from Pel Brolenon to Dijishy, they might meet some merchants. These hobgoblin merchants hail from the Kingdom of Norgra Krangrel that lies just to the north of the Elos desert. They have a cart that is pulled by two camels. Their wares include hobgoblin-made arms and armor. They are en route to Pel Brolenon to trade for slaves and leather goods.

There are five hobgoblins, four of which are equipped with standard hobgoblin arms and armor, while the fifth wears light travel cloth-

ing but has his equipment readily available in the cart. They all speak their native language and Merchant's Tongue and one of the company speaks Brandobian. Although they will not be openly hostile to strangers, they are not beyond fighting if provoked. Additionally, if they outnumber those they encounter by two to one, they will attempt to rob them.

**HOBGOBLINS:** AR 5, Move 9" HTK 9, 7, 7, 5, 4, THAC0 19, Attacks 1, DMG 1-8, XP 35 each. As a group they only carry 3 pc, 5 gc, 13 sc and 25 ec. They have ample iron ration food supplies, rope, oil, 10 large shields, 15 suits of chainmail, 15 long swords, and 5 small shields.

**5) BROLENESE SLAVE TRADERS:** Four horse mounted slavers are traveling with a group of eight slaves bound for Norgra Krangrel. The slaves are bound in shackles and their will is thoroughly broken by the brainwashing they were subjected to in Dowond Brandel.

The slavers are dressed in studded leather armor and are armed with whips and short swords. One slave is a half elf, one is a halfling and the other six are human (two Brandobian and four Svimohzish). The slavers have ample iron ration food supplies and water, all of which is borne by the slaves.

**SLAVERS:** AR 7, Move 24"/12" (mounted/foot), HTK 7, 6, 4, 4, THAC0 20, Attacks 1, DMG 1-6, XP 30 each.

**6) GNOMISH PROSPECTORS:** These hearty gnomes spend their days prospecting the streams of the Sliv Elenon Rise for gold and silver, yet will claim to be simple shepherds. They speak Merchant's Tongue in addition to their racially-allowed languages. Their names are Harl, Dengly and Bort. One wears dirty, yet rugged looking coveralls, while the others wear leather armor.

They are on their way into town to buy food and standard survival supplies. They are a bit paranoid that outsiders will follow them to their secluded hillside home to steal their treasure and will react with suspicion if those they encounter ask too many questions about where they are from and what they are doing.



GNOMES: AR 8, Move 6" HTK 8, 3, 7, THAC0 19, Attacks 1, DMG 1-6 (picks), XP 65.

7) **HERDSMEN:** Several small groups of herdsmen roam the hills outside of town. They raise goats, llamas and sheep.

The herdsmen are often on the lookout for those who travel on the road into and out of Pel Brolenon. They serve as an early warning brigade to warn the villagers of Narmaren of impending threats from their dark neighbor.

HERDSMEN: AR 10, Move 12" HTK 4 (typical), THAC0 20, Attacks 1, DMG 1-6 (staff), XP 15.

8) **CONGREGANTS OF THE DEAD:** If the PCs travel in the area to the east of town they might encounter four human followers of the Congregation of the Dead. One of these is actually a zombie.

They have traveled to the area from Ehzhimahn in search of the new congregation that they heard Jonyez has begun. If questioned, they will be evasive and only claim that they have come from Ehzhimahn to trade coral and pearls. If their bluff is called, it may

be discovered that they carry no pearls and have little else in the way of possessions.

CONGREGANTS: AR 10, Move 12" HTK 4, 3, 1, THAC0 20, Attacks 1, DMG 1-4 (fist), XP 10.

ZOMBIE: AR 8, Move 6" HTK 11, THAC0 19, Attacks 1, DMG 1-8, XP 65.

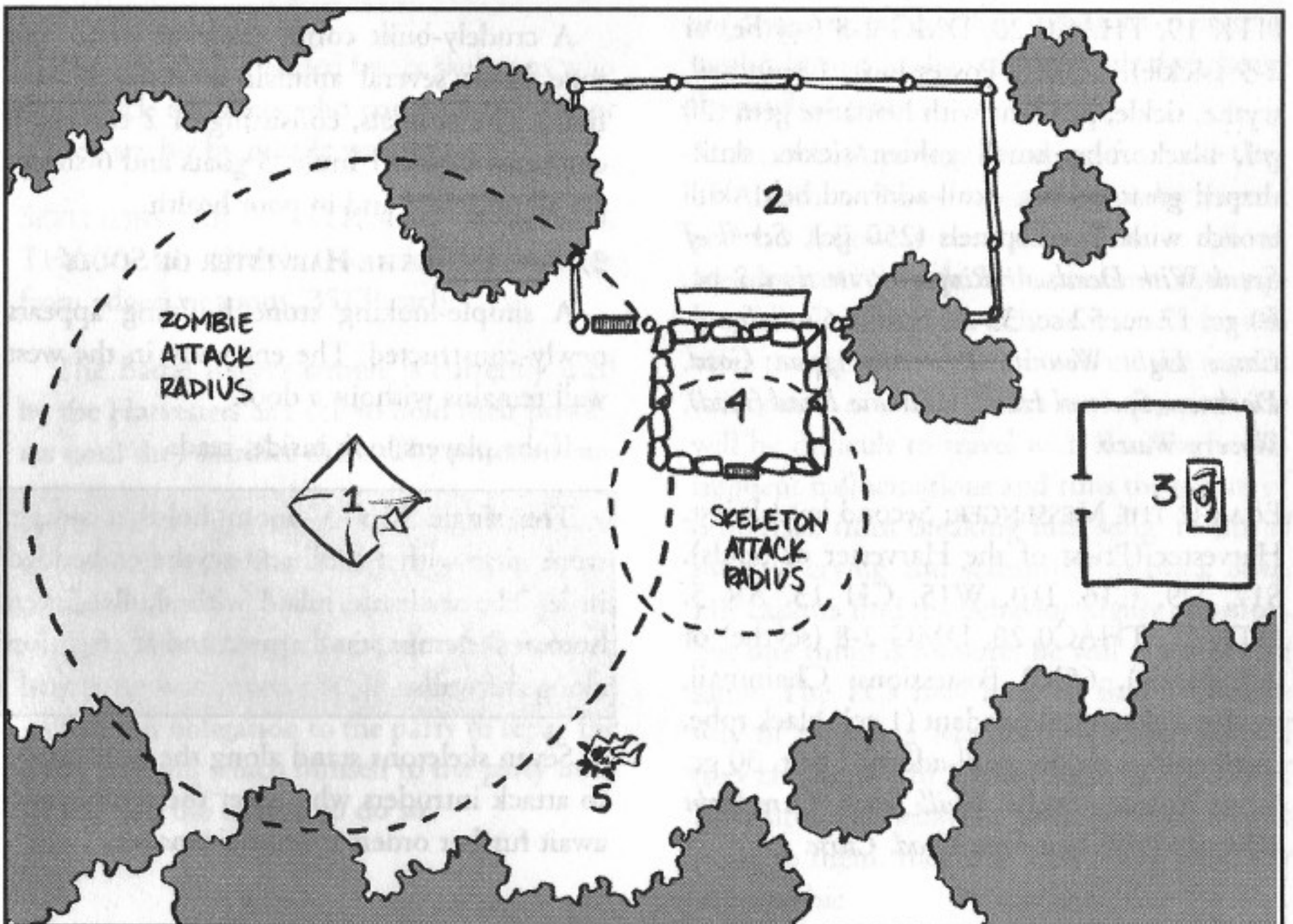
## THE TEMPLE AREA

### 1) Tent

"A wind-tattered leather tent stands with shreds of material and frayed rope flapping gently in the breeze. Six impoverished-looking humans sit around the perimeter with dazed looks on their sickly faces."

This is where the Harvesters have been sleeping until they can build proper housing for themselves. It seems with all the other construction, kidnapping and grave openings, they have just been too busy to build anything but a tent for themselves. It contains sleeping gear and additional clothes, food and camping supplies.

The tent area is protected at night by a *Wyvern Watch* spell and 6 zombies.





ZOMBIES: AR 8, HTK 4, 5, 6, 7, 9, 11, THAC0 19, DMG 1-8, 35XP each.

These zombies are a decrepit sight. Jonyez grave-snatched, then animated them when he passed through the city of Ehzimahn. After shambling the wind-swept Elos from Ehzhimahn to the battle-site, they now sit unprotected from the sandy desert wind. The sand and grit have taken their toll; these zombies are half-way to skeleton status. While this gives them a most gruesome visage, it has reduced their hit points somewhat. If they remain exposed for two more weeks they will each lose 25% of their hit points and the weakest two will become skeletons. The zombies will attack intruders who come within 20' of the tent or if they are hit by missile weapons.

Although the details on the Harvesters are provided in this area (below), during the day they are just as apt to be encountered at any other part of the campsite, such as the corral, either temple, the campfire or the surrounding battlefield.

**JONYEZ THE BUTCHER:** Third level Priest, Harvester (Priest of the Harvester of Souls). S10, D16, C12, I14, W17, CH 10, AR 2, HTK 19, THAC0 20, DMG 2-8 (scythe) or 2-5 (sickle), 270XP. Possessions: Chainmail, scythe, sickle, pendant with hematite gem (20 gc), black robe, small golden sickle, skull-shaped great helmet, skull-adorned belt, skull broach with 2 red spinels (250 gc), *Scroll of Speak With Dead*, +1 *Ring of Protection*, 2 pc, 40 gc, 17 ec, 52 sc, 33 cc. Spells: *Chill Touch*, *Cause Light Wounds*, *Protection from Good*, *Darkness*, *Spectral Hand*, *Animate Dead (used)*, *Wyvern Watch*.

**EGARHZ THE MESSENGER:** Second level Priest, Harvester (Priest of the Harvester of Souls). S12, D9, C16, I10, W15, CH 13, AR 5, HTK 17, THAC0 20, DMG 2-8 (scythe) or 2-5 (sickle), 65XP. Possessions: Chainmail, scythe, sickle, skull pendant (1 gc), black robe, small golden sickle, skull-adorned belt, 30 gc, 62 sc, 331 cc. Spells: *Chill Touch*, *Cure Light Wounds*, *Protection from Good*, *Curse*.

**CHLAGHEN THE NOVITIATE:** First level Priest, Harvester (Priest of the Harvester of Souls). S16, D15, C10, I9, W14, CH 14, AR 4, HTK 11, THAC0 20, DMG (2-8)+1 (scythe) or (2-5)+1 (sickle), 35XP. Possessions: Chainmail, scythe, sickle, black robe, small golden sickle, skull-adorned belt, 12 gc, 25 ec, 16 sc, 55 cc. Spells: *Chill Touch* (x2), *Cause Light Wounds*.

Before entering combat, Jonyez will attempt to use his *Spectral Hand* spell from concealment to deliver his *Cause Light Wounds* and *Chill Touch* spells. He then uses *Wyvern Watch* and *Protection from Good* before finally entering melee. If the battle turns against him, he will cast *Darkness* and attempt to flee. Egarhz and Chlaghen will also attempt to use their spells before or during melee. Since they fear Jonyez, they will not flee as long as he lives.

The Harvesters adorn both themselves and their weapons with skulls. The skulls on their weapons are designed in such a way as to cause an eerie whistling when they are wielded. The sounds created by a group of priests in combat will send shivers up the spine of even the bravest warrior.

## 2) CORRAL

A crudely-built corral made of wood and rope holds several animals in different sections. The animals, consisting of 2 camels, 6 chickens, 1 cow, 1 mule, 3 goats and 6 sheep, are all underfed and in poor health.

## 3) TEMPLE OF THE HARVESTER OF SOULS

A simple-looking stone building appears newly-constructed. The entryway in the west wall remains without a door.

If the players look inside, read:

The single 15'x15' room holds a simple stone altar with a skull and scythe embedded in it. The walls are inlaid with skulls. Seven human skeletons stand armed and at attention along the walls.

Seven skeletons stand along the walls ready to attack intruders who enter the temple and await further orders from their maker.





SKELETONS: AR 7, HTK 2, 3, 4, 4, 5, 7, 8, THAC0 19, DMG 1-6, take 1/2 damage from edged weapons, 35XP each

#### 4) TEMPLE OF THE PRINCE OF TURMOIL

The small structure of irregularly-shaped stones appears hastily constructed, although its age betrays its sturdiness. The wooden door is barred on the outside and crossed swords behind a double-bladed battle-ax hang above the entrance. Six human skeletons armed with short swords stand at attention before the door.

The temple is guarded by six skeletons who will attack intruders who come within 10' or if they are hit by missile weapons.

SKELETONS: AR 7, HTK 4, 4, 5, 6, 7, 8, THAC0 19, DMG 1-6, take 1/2 damage from edged weapons, 35XP each

The Battle Rager's temple is currently used by the Harvesters as a cell to hold their prisoners until they sacrifice them. The prisoners are:

**JERAD:** A young Deji nomad who had come to worship at the Battle Rager's temple. A formidable warrior, he was captured after quite a struggle. He managed to destroy a skeleton before he was overcome. If he is rescued, he will feel an obligation to the party to repay the debt, and will attach himself to the party until he has had the chance to do so.

**HERSON:** A stone mason from the village of Narmaren. He recently moved to town from Alnarma and was planning to form a construction crew to build a town hall. He has a wife who earns money by taking in mending and laundry.

**TIANA:** A little girl from the village of Narmaren. She was raised by her grandparents after her mother and father were killed in a fire. Her grandparents are reputedly wealthy, and have offered a large reward to anyone who would return her to them. In actuality they are destitute, but for their delusions of massive wealth buried in the sand beneath their heavily-patched tent.

**MORDOCK:** A pottery merchant from the City of Alnarma. Being taken captive by Joynez and his followers has taken quite a toll on Mordock. As a result, he has become extremely mentally disturbed. If he is rescued, he will offer the party a reward, however, the reward will consist of a large number of clay pots. He will be difficult to travel with because he has frequent hallucinations and runs the gamut of outbursts, from breaking into song, to fits of hysteric crying and screaming to black outs. His captors find his behavior highly amusing, but one thing is for sure, he will never be the same. The PCs may have to find a creative way of returning Mordock to civilization. If they choose not to rescue this man because of his disturbed behavior, and the difficulty it poses to them, they may encounter him later as a zombie.



**VRILND:** A sixteen year-old Pel Brolenese boy. A proud member of the House of Shackles, Vrilnd worships Velmn the Overlord, patron deity of oppression and slavery. Vrilnd was kidnapped from Narmaren by Jonyez during the night, when he left the tent to relieve himself. While only a zero level Servant, Vrilnd is on the fast-track and would have certainly earned the title of Shackler within a few years. He is completely loyal and devoted to the Overlord and his cause. If freed, he will try to persuade the PCs to escort him (or allow him to tag along) to Narmaren, where he hopes to rejoin his group. During the trip, Vrilnd will attempt to indoctrinate any who will listen with the teachings of The Oppressor.

Once the prisoners are safely returned to Narmaren, they will insist upon thanking the PCs with a celebratory feast at the Whispering Wind tavern.

Note: A secret compartment lies in the floor of the temple. Inside is a *Potion of Invulnerability*.

## 5) CAMPFIRE

A charred circle of stones surrounds a pile of ashes. Closer examination reveals that the ashes are warm to the touch.

## REBIRTH

If the Harvesters are slain while fighting the PCs, they will be reborn the next day as undead monsters. Jonyez the Butcher will become a ghost while his underlings come back as zombies. While Jonyez the ghost will harbor great hatred for the PCs, he will attempt to carry out the next phase of his plan before seeking vengeance against them.

## PART TWO

The next phase of Jonyez' plan is simply to abduct a priest from Narmaren as a sacrifice to his god. He had planned to do this after his Congregation of the Dead grew but now believes he can carry out the abduction easily with his newly-gained undead powers. Jonyez hopes to gain a second advantage from the abduction... he plans get his revenge and slay the meddlesome PCs when they try to come to the rescue.





## THE ABDUCTION

During his trip to the village, Jonyez comes across an ale merchant on the road into Narmaren. He flags him down and uses his paralyzing touch to overcome the unfortunate merchant.

He then assumes the merchant's identity so that he can case the town incognito and accomplish his mission of abducting the priest. Just then an idea for both a distraction and a measure of revenge for his own death comes to him.

He puts five of his skeletons into the beer kegs and commands them to burst out to attack after he sells the kegs to the town bar.

With this as a diversion, he plans to go to the local roadside shrine of the Traveler to find the resident priest and take him as a sacrifice. As he does this, the PCs should be distracted by the threat of the skeletons popping out of the kegs. If the PCs suspect the plan and go to the Traveler's shrine, they will just glimpse Jonyez as he makes his get away out of town with Saryf the Quester slumped over in the merchant's cart amid the remaining undead lackeys. If they pursue, he will cover his escape by dropping off his two zombies and four remaining skeletons and disappear into the night. He goes back to the temple and locks up Saryf to prepare for an assault from the PCs. If things look bleak when he faces the PCs, he will try to escape into the desert and become a thorn in their sides ever after.

## SKELETONS IN THE CLOSET

During the celebration for the PCs at the Whispering Wind, Dari the cook will acquire five kegs from Jonyez the "ale merchant" through the back door of the inn. Shortly afterwards, Dari unloads the kegs and brings them into the storage room next to the kitchen at which point he will be terribly surprised.

As the party carries on and all participants are making merry, a horrified scream suddenly issues forth from the kitchen. Sheffen immediately bolts through the doorway to see what is the matter.

If the PCs investigate read:

You see five armed skeletons cracking their way out of the newly delivered beer barrels. Sheffen stands with mouth agape while Dari lies still on the floor.

Dari has merely fainted.

FIVE SKELETONS: AR 7, HTK 4, 5, 6, 7, 8, THAC0 19, DMG 1-6, take 1/2 damage from edged weapons, 35XP each.) They burst forth simultaneously but require one round to fully exit the barrels and attack.

JONYEZ THE BUTCHER [GHOST]: Third level Priest, Harvester (Priest of the Harvester of Souls). S10, D16, C12, I14, W17, CH 6, Move 15", AR 4 (or 2 if he remains in possession of his chainmail and magic ring), HTK 23, THAC0 17, DMG 1-4/1-4/1-8 or 2-5 (scythe), 975XP. Special Abilities: Carrion stench - 10' radius (causes nausea, -2 to hit unless save versus poison is made), paralyzing touch. Possessions (note that some or all of these items may have already been taken by the players): Scythe, black robe, skull-adorned belt, 20 sc. Spells: *Chill Touch*, *Cause Light Wounds*, *Protection from Good*, *Darkness*, *Animate Dead* (x3).

While in melee Jonyez will try to paralyze as many opponents as possible. He plans to imprison them in order to use them for sacrifices in place of the sacrifices that were lost.

EGARHZ AND CHLAGHEN [ZOMBIES]: AR 8, HTK 16, 11, THAC0 19, DMG 1-8, 35XP each.

Soon after his rebirth, once he has assessed his situation, Jonyez will use his *Animate Dead* spells to create more undead skeletons (9) under his control with similar statistics as those described previously. He will also assemble any of his other undead minions who have not been destroyed.

## THE RESCUE

If the PCs wait one or more days to try to rescue Saryf, Jonyez will animate seven additional skeletons and one zombie (the ale merchant, who has several chunks missing from his torso - Jonyez could not resist a snack on



his return trip from the kidnapping) to increase his security around the prisoner. He will continue to animate dead at the rate of nine additional skeletons per day until he has created an army of 50 animated skeletons.

The prisoner within the Battle Rager's Temple will be guarded by at least four skeletons and two zombies, if available. Jonyez will hide any additional forces in open graves around the perimeter of his encampment. Jonyez will choose strategic graves for half of his forces with orders to rise and attack any intruders immediately. The other half are distributed randomly with orders to wait until any intruders have passed, then quietly rise up and attack the intruders from the rear.

When these skeletal forces attack it should be an eerie and hair-raising experience for the players. The GM should take care to describe the skeletons climbing forth from the surrounding open graves, mouths' agape in silent, mock laughter. The players, surrounded by open graves, should not know from which grave the next skeleton will clamber forth.

The noise of any skeletal attack will surely alert Jonyez that there are intruders in the area. Once alerted, he will hide upon the roof of his temple so that he can leap down at intruders and attempt to surprise them.

#### APPENDIX: THE GODS OF KALAMAR

The GM may find the following information on the Gods of Kalamar useful - especially if this adventure opens up new adventure hooks that the players want to pursue.

#### HARVESTER OF SOULS

Also known as the Ruler of the Dead, Bringer of the Grave, King of the Undead and Lord of the Underworld. His spheres of influence include death and the underworld. Those who worship this deity are generally of neutral evil alignment. The symbol of the Harvester of Souls is the skull and scythe, and he also has an unholy symbol — a small golden sickle. Its Unholy Days occur during the Harvest Moon. This is the high unholy day, known as the Soul Harvest. Worshipers gather at temples and altars dedicated to their unholy god, in, or underneath graveyards.



The church is known as the Congregation of the Dead, and its priests are known as Novitiates, Messengers, Collectors, Butchers, Malefactors, Fiends, Reapers, Harvesters, or High Harvesters, depending on their rank.

Humans or other sentient beings are ritually sacrificed to this god every full moon, also called Veshemo. During the Soul Harvest, as many souls as possible are offered. Many congregations hold prisoners for months in anticipation of this day. In addition to the usual sacrifices, at least one priest or priestess is offered up to the Harvester of Souls. The sacrificed cleric can be from any religion, and a member of the Congregation of the Dead if no other priest is available.

Advancement within the Congregation of the Dead is by number of soul harvested, seniority and undead status.

Harvesters, the collective name for priests of the Congregation of the Dead, are well known for their willingness to take lives, and their willingness to die themselves, while performing their grisly acts for the pleasure of their god.

It is said the Bringer of the Grave needs souls in order to gain enough strength to enter the world and make the other gods submit to his will. The Harvesters know that through their actions and devotion to the King of the



Undead, they will be rewarded at death by being granted undead status. The number and strength of the souls that a priest takes during his lifetime directly reflects on his future undead status. Dying while attempting to take a soul is said to grant immediate undead status.

### BATTLE RAGER

Also known as The Red, Sentinel of Unbridled Rage, The Fearless One, Blood Boiler, the Prince of Turmoil.

He is the god of battle, berserking, chaos and courage. His church is known as the Way of the Berserk. Their priests are known as Brothers in Blood.

All battlefields are places of worship to followers of the Prince of Turmoil. Temples are erected on the sites of famous battles, and altars are commonly found near military barracks.

Priests of the Red wear no formal uniforms. The Way of the Berserk has no formal church order. What the Brothers in Blood recognize as holy is personal achievement in battle. That is what defines the church's loose hierarchy. Priests gain status solely based on prowess in battle. Therefore, a relatively low level priest who has fought in many battles may be more respected and powerful within the church than an adventuring priest who has gained much experience in fewer battles.

In battle, priests of the Battle Rager are whirlwinds of destruction, and many consider the Brothers in Blood to be the ultimate in fighting priests. This is due to their rigorous physical training, their mastery of the sword and axe, and their ferocity in battle. However, individuals rarely follow a plan, and do not work well with trained troops in combat. Additionally, priests of the Red may never retreat once engaged in battle.

The training of a priest of the Red is like the forging of a weapon. There are three training phases of the Brothers in Blood. They are the Stoking, the Forging and the Whetting. The Stoking involves intense religious training in which the initiate learns how to tap the berserk madness of the Blood Boiler during battle. They also learn to cast spells during battle. The Forging subjects the initiate to rigorous physical training that increases the

strength, agility and endurance of the priest. Initiates also learn how to receive punishment without yielding. The Whetting teaches the initiate how to use the sword or the axe in a lethal fashion. This helps provide them with the courage necessary to face any foe.

Priests of the Fearless One are children of battle. They can sometimes be found in a group of adventurers, as long as there is ample opportunity to display their prowess in battle. It is well known that they dislike paladins and cavaliers and others of differing alignments from their chaotic neutral persuasion.

One ritual of note among the Brothers in Blood is called the Dance of the Blade. Bladed weapons are placed on the ground, after which a barefoot and blindfolded priest must wildly dance among them. It is said that if the priest can do this and remain uncut by the blades, he will be guaranteed victory that day.

A quirk of these priests is that they are obsessed with understanding the emotions of victims at the instant of death. They will often pause before killing a foe to ask, "How does it feel to die?" Some say that a clever answer may spare your life. Others have been known to take advantage of this lapse to escape.

Priests of the Battle Rager are proficient at blind fighting, endurance and land-based riding. They are allowed to wear armor, but no helmets or shields are permitted.

Some of the sayings attributed to Brothers in Blood include: "Bring back their heads to adorn our hearts," "Here I stand, bloodied but unbowed, facing the darkness, and "Give me sport cowards!"

### THE TRAVELER

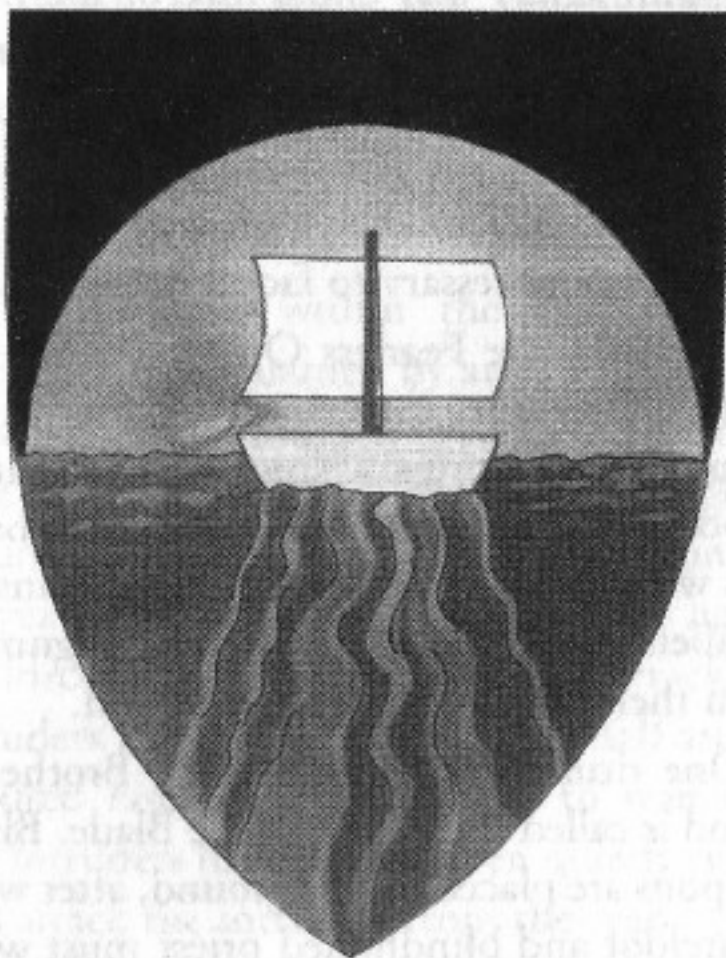
Also known as Bright Eyes, The Nimble Navigator and The Voyager.

The Traveler is the god of the stars and travel.

He is a neutral good deity whose symbol is a shooting star on a black background. The holy symbol of this god is a silver star. The first day of spring, which marks the beginning of friendly travel weather, is a holy day to members of the Temple of the Stars, the name of The Travelers' church.

The Traveler appears as an old, bald man with tan skin, faded robes and worn sandals. He carries a weathered oaken staff.





### The Traveller

Sacrifices to this god are four pieces of gold, four small gems or four pieces of coral. These are thrown to the four directions of the compass. These sacrifices are made as needed to assure safe travel. A sacrifice is also required at least once per season.

Priests of this god are known as The Journeymen and are required to travel at least 10,000 miles before advancing within the church.

Followers of the Nimble Navigator journey for the simple joy of traveling. His followers believe that he placed the sun and the stars in the heavens to enjoy while he traveled. The Nimble Navigator has a large following among merchants, and is often prayed to by nonworshippers who wish to ensure a safe journey.

Due to the travel requirements for advancement, Journeymen often seek employment as escorts or guides for merchant caravans. Yet, like Bright Eyes, the Journeymen prefer to go unnoticed. However, they will not ignore evil if they find it and priests always keep in mind a tale of the Traveler destroying an evil army he encountered using the same road as he.

Astrology, weather sense, navigation, seamanship and direction sense are all skills frequently mastered by Journeymen. Also, one of their unique powers is that they can never become lost as long as they can see the sun or stars. They can also turn the undead and predict the weather once per day.

### BROTHERHOOD OF THE BROKEN CHAIN

Being so close to the slave-based theocracy of Pel Brolenon, Narmaren is a natural staging area for rescue operations of the Brotherhood of the Broken Chain. The only goal of the Brotherhood of the Broken Chain is to abolish slavery from the face of the planet Tellene. The Brotherhood works both overtly and covertly to attain its goal. Brothers infiltrate slave rings and report numbers, locations and caravan routes to their superiors. The Brotherhood then ambushes the slave merchants and frees their captives. Members also smuggle arms to captives and instigate slave rebellions. As a last resort the Brotherhood will sometimes purchase, then free the slaves. This is not done often because it is costly and directly benefits the hated slave merchants.

The Brotherhood was formed only a few years ago. However, membership is growing rapidly as many freed slaves join the ranks of the brotherhood. The Brotherhood of the Broken Chain is closely allied with the Face of the Free and is receiving financial backing from that church to help in its endeavors. The Brotherhood is currently concentrating its operations in Pel Brolenon, Mendarn Vrandol and Ul Karg. Recent successes have been slave rebellions in Mendarn and Vrandol and the freeing of over 100 slaves from Ul Karg.

This group provides many adventuring possibilities for player characters. If the PCs wish they may even become involved with members of the brotherhood in Narmaren. If so, they may become better acquainted with Dremi the potter, Cheff the Deshackler, and even Dari the cook. They may also become more involved with Cryotherius the Sphinx and Brolenese slave traders.

Be aware that the brotherhood is devoted, but may be suspicious of outsiders at first. The PCs may have to prove themselves safe in order to win their trust, perhaps with a rescue of slaves.

Also, if the group of PCs does stay on and become more involved with the goings on around the area, Joynez and his followers may become even more determined to eliminate them.

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**T**hey're evil, they're unnatural and they've taken captives. They need to be stopped. The only trouble is, when you slay these monsters... Sometimes They Come Back.

In this adventure, player characters go up against a butcher priest and his army of undead to save innocent lives. To succeed, they must risk not only their lives, but their very souls.



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