

KET1-03

TRAIL OF FEARS

A Two-Round D&D LIVING GREYHAWK®

Ket Regional Adventure

Version 1

ROUND 1

by Clifford Caldwell

A simple trip through the Bramblewood, leads to high adventure. An adventure for characters level 1-6.

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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 four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 rule books 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 will 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, a character sheet, and a LIVING GREYHAWK log 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 TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 th
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Wild: You live in the wild, either as a nomad, or perhaps a cave-dwelling barbarian. You hunt and gather your own food and your clothes consist of furs and whatever else you can put together. At times you go hungry, but you survive. A character must have at least a +6 modifier to Wilderness Lore to use this lifestyle.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Rough: You live in the wilderness, roaming a specific territory or living in a shack or tent. Your meals mostly come from hunting and foraging though may grow a few crops or herd some animals. You get by well enough to barter for equipment and pay for necessary equipment. A character must have at least a +4 modifier to Wilderness Lore to use this lifestyle.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	10 lances	-2
Wild	2 lances	-2 (-1 rural)
Poor	25 lances	-1
Rough	10 lances	-1 (0 rural)
Common	125 lances	0
High	500 lances	+1
Luxury	2000 lances	+2

(1 lance = 1 sp)

ADVENTURE SUMMARY AND BACKGROUND

Ket

This is a regional scenario for the Ket Region. The judge should also familiarize himself with the Greyhawk Gazetteer. The gazetteer gives vital information on how certain classes and races are viewed in Ket. This adventure takes place on the Irafa Road.

Sergeant Farzeen

Many years ago, Sergeant Farzeen was an adventurer, who lost his nerve. He and his companions, the Lucky Seven as they called themselves, had a reputation for being unstoppable. They kept taking the most dangerous missions and though each time they managed to pull off a miraculous victory, they did so just barely. As the danger mounted, Farzeen began to regard this as folly and with each victory, he grew more concerned, not only about their growing list of enemies, but by his compatriots sense of invulnerability. Their last mission was a rescue raid deep in the heart of the Lands of Iuz.

Before the mission, a mysterious man contacted Farzeen. The man played on Farzeen's fears to convince him that the rescue was suicide. In return for helping him embarrass the group, he offered Farzeen a large bribe to sabotage the mission, and the platitudes that at least his friends would be alive. All Farzeen had to do was leave his friends in a certain valley and take their horses. The mission would have to be aborted, the lucky streak of the Lucky Seven would be ended, and with the gems Farzeen wouldn't have to die with his friends on some foolhardy mission. In the end, Farzeen agreed to do it. That night, when he took their horses, was the last time he saw any of his friends alive.

While the gems made Farzeen comfortably wealthy, he craved more. He began to gamble with his small hoard. Unfortunately, for Farzeen, he quickly lost most of his fortune in a series of failed attempts to bet on the "sure thing".

Eventually, Farzeen fled Greyhawk City after his gambling debts became life threateningly high. Using what little remained of his influence and fortune, he arranged for an officer's position in the Ketite army.

Oakheart

Oakheart is another member of the Lucky Seven. That night after Farzeen left, the Lucky Seven were taken by a surprise ambush. Farzeen who was supposed to be on watch, was nowhere to be found, and the horses were gone, preventing them from escaping their ambushers.

In a matter of moments the Lucky Seven were reduced to six captured slaves. It wasn't until months later, in a miraculous accident, Oakheart and the others escaped during the Flight of Fiends. Escape, however,

was not enough for Oakheart. He has sworn to avenge himself on Farzeen.

Farzeen had hidden himself well from the debt collectors of Greyhawk City, but finally after several years, Oakheart has tracked him down. And now that he has found him, Oakheart has put his plan into action. He hopes the Ballad of the Lucky Seven, which he personally wrote and hired Ali'elle to play, will prompt Farzeen into some type of rash action, effectively startling him out of the safety of Fort Daris.

Ali'elle

Ali'elle is trusting and a little foolish, making her an ideal dupe for Oakheart. He has hired her to spread a song of his own writing throughout Ket. Ali'elle does not know Farzeen and does not know anything else about the Lucky Seven. She especially does not know that the song carries an implied threat of retribution against Farzeen.

All she knows is that a nice elf paid her to sing a song he wrote for the next month as she travels around Ket.

The Heroes

Depending on the heroes' actions, Ali'elle may survive this misadventure or she may be killed. The heroes may side with Farzeen and help him destroy the elf Oakheart, they may help Oakheart destroy Farzeen, or they may decide that neither Oakheart nor Farzeen is deserving of their help.

The choices the Heroes make will determine the course of the module and the outcome.

INTRODUCTION

Outside the gates of Thornward lies a permanent encampment of almost two thousand Ketite soldiers. The red and black standards prominently remind everyone that travels the Irafa road who controls the lands north of Thornward.

The trip north breeds strong emotions in the hearts of most who travel the long road to Ket. Some feel joy at making it safely home, a few feel curiosity about the mysterious and foreign lands of the Baklunish West, but for many the trek brings nothing but apprehension.

Make sure the players have chosen the characters they wish to play before continuing to encounter one.

ENCOUNTER 1: GILDED CAGE

The trip to Fort Avermand is short, easy, and dull. The Fort lies but a short distance away from the edge of the Bramblewood, and legends abound of the dangerous creatures that dwell within its shadowed heart.

Fort Avermand is actually a small town nestled behind a large stone wall. Towering above the wall is the Keep itself. The gates are well guarded.

As you approach two of the guards leave their fellows and motion for you to stop.

The guards are collecting the gate tax (2 helms per person, although the cost is covered by lifestyle as long as the PC paid at least that amount). They do, however, warn the characters that there is a curfew on the town, no one is allowed out at night without a military escort.

If the players ask why, the guards snort and tell them it's dangerous at night.

As you pass through the gates it is immediately obvious that this town is run by a strict military presence. A road runs straight from the south gates to the north gates of the Fortress. The Keep stands by itself on the left side of the road, and the rest of the town stretches off to the right. From the stables by the south gates to the stables by the north gates, each of the shops, the pair of inns and the tavern is lined precisely up along the right side of the road.

The only thing out of place here is the large man standing in the road in front of a tavern bearing the sign "Faithful Spirits". He appears to be waving at you.

The stables at the south end of the town are for travelers headed south, while the stables at the north end are for travelers headed north.

Baldor is a priest of Zilchus and is in charge of finding passengers and hiring guards for a caravan headed to Lopolla.

He will offer the safety of the caravan for a mere 20 lances (sp) per day (This cost is covered by a high or luxury lifestyle).

The characters can haggle with Baldor (Diplomacy, DC 15) to reduce the price (-1 lance per point above 14 up to a total of 10 lances), or they can attempt to convince Baldor to pay them to protect the caravan. Intimidation, diplomacy, or a relevant profession at DC 15 will succeed.

Those who have horses will be paid 10 lances per day. Those without horses will be offered 5 lances per day.

If for any reason the players decide not to join the caravan, Baldor shakes his head and offers the following advice:

I've often heard it told that there are two types of people who travel the Irafra, the cautious and the dead. You are obviously not in the first group; if you don't want to join the second, remember to stay on the road and to fear the night.

The Tavern

Drinks are 2 lances (sp) each

The Inn

Rooms are 20 lances (sp) each, the common rooms is 5 lances (sp) per person.

NPCs:

♣ **Baldor, male human, Rog1/Clr2 (Zilchus):** Medium Humanoid (human); HD 1d6 + 2d8 +3; hp 17; Init +1; AC 11 (touch 11, flat-footed 10); Atks +1 Melee (1d4/19-20, dagger) +2 missile (1d8/19-20, light crossbow); SA spells,

+1d6 Sneak attack; AL LG; Fort +3, Ref +3, Will +4; Str 11, Dex 13, Con 12, Int 12, Wis 14, Chr 13.

Skills and Feats: Bluff +5, Diplomacy +5, Heal +4, Hide +3, Listen +6, Knowledge: Religion +6, Move Silent +3, Profession (Merchant) +6, Open Locks +5, Search +5, Sense Motive +6, Spot +6; Dodge, Mobility, Spring attack.

Spells Prepared (4/3+1; Spell DC = 12 + spell level): o—create water, detect magic, guidance, mending; 1st—bless, change self*, comprehend languages, protection from chaos.

*Domain Spells; Domains: Knowledge, Trickery.

Possessions: Robes (brown), dagger, light crossbow, 20 quarrels, holy symbol of Zilchus, spell components, 50 Bissel lions (gp), 50 lances (sp), assorted personal belongings.

Development: The Heroes may choose to ignore the caravan it will leave at dawn the next morning without them.

Fort Daris is about 18 miles down the road, at standard speeds that translates to 9 hours of travel for the caravan, see the Player's Handbook for overland movement rates if the players decide to make the journey alone.

If the Heroes try to continue onwards before nightfall, the guards will protest strongly that it's suicide to be out on the roads after dark.

ENCOUNTER 2: ONE IN THE HAND

The following assumes the characters leave with the caravan, adjust appropriately if the characters did not join the caravan. Please remember to check the character's movement rates, the caravan will be moving at a movement of 20, and will hustle for one hour. Characters moving slower than 20 will be left behind. Mules and other such animals must be pushed to hustle for an hour (Handle Animal: DC 15).

You begin your journey to Fort Daris the next morning. The road through the woods is narrows and shadowed, but straight as an arrow. However, the caravan itself travels smoothly and quickly along the road.

Eventually the sun reaches is Zenith and its light falls straight down upon you signaling the time for lunch, however, food is handed out to the riders and passengers on the carts take turns eating. The caravan barely slows while you eat.

As the sun passes behind the trees again, a lone figure on horseback is spotted racing towards the caravan. As the rider catches up to you, you get a short glimpse of a darkly tanned face surrounded by a halo of short brown curly hair. As she quickly passes you she raises a single hand in greeting. She quickly passes the front of the caravan, and sweeps over the next hill in the road, disappearing down the other side.

Moments later, you here a loud whinny and a shrill scream of terror, followed a loud thump.

The distance to the crest of the hill is a mere 240 feet. When the characters reach the crest they see the following:

The woman's horse lies on the ground with what appears to be foot long insects attached to its stomach. At first you can't see the woman, but then you notice that she has been trapped underneath her mount.

She appears to have spotted you as well and yells "Please, someone save my horse!" At least a half dozen of the creatures hover over the woman and her horse.

Ali'elle and her horse are another 30 feet down the trail.

Ali'elle is considered to be "in melee" for the purposes of missile attacks and any attack against the stirges attached to Ali'elle has a 25% chance to hit Ali'elle instead (The same rules apply to horse and it's stirges).

There are 6 stirges attached to the horse and 1 attached to Ali'elle. Ali'elle took 4 points of damage from the horse's fall.

There are 6 more stirges in tier 1, 12 in tier 2, and 24 in tier 3 in addition to the ones on the horse and the bard. The additional stirges in tier 2 and tier 3 are hiding in the tress to either side of Ali'elle and her horse.

No more than two stirges can attach themselves to Ali'elle at one time, due to the cover her horse provides her (90%, +10 AC), however she is prone and pinned (−9 Ac). Therefore until she is freed her AC is 15.

Round 1 of combat starts with the characters 270 feet away from Ali'elle. If they do not rush to save her, she will die. Most likely her horse will die. The stirges attached themselves as part of a partial charge during their surprise round, meaning every round they drain con from Ali'elle and her horse.

Creatures:

➤ **Stirges** (13/19/31): hp 5; see *Monster Manual* pages 173.

➤ **Light Horse**: hp 19; Con 15; see *Monster Manual* page 197.

NPCs:

Ali'elle, Female Human, Brd 1/Ftr 1: hp 12; Con 15; See DM's Aid #2.

Development: If Ali'elle survives she will be very grateful to her rescuers. In the unlikely event that the characters somehow miraculously save her horse, she will be in awe of the mighty heroes.

If they question her, Ali'elle can tell them that she plans to perform along the Irafa Road, on her way to Lopolla.

If they press her she will admit that she is being paid to spread the song "Lucky Seven" around Ket. She earnestly believes that Oakheart is an aspiring songwriter.

If Ali'elle was killed, the caravan guards will warn the characters that stealing from the dead is dishonourable and will insist that all of Ali'elle's possessions be buried with her. She was no enemy of their and thus they cannot claim any of it as a blood price. They will be most

insistent if the characters try to loot her, only backing down if they threaten violence. However, in such a case, the guards will turn them over when they reach the next Fort.

The song was from Oakheart, however, the ring was given to her as a down payment by Darkstar (at the direction of Oakheart).

ENCOUNTER 3: IRON CAGE

As the sun begins to set and twilight begins to darken the woods, Baldor beings to bellow at the caravan drivers urging them to squeeze as much speed as they can from the horses puling the wagons.

As you speed over the next rise, you spot a black scar marring the forest far ahead of you. In the center of a burned out vale lies an ugly stone fortress crowned by seven onion dome towers.

The area around the fortress is a both a firebreak and a killing zone that has been intentionally burned clear. The area is periodically burned to keep it clear of any new growth.

Fort Daris is the second of the eight forts along the Irafa road. Unlike Fort Avernand, it has neither an outer wall, nor a town. Instead a single large keep squats surrounded by a 250-ft. burn zone. The blackened stone walls rise to a thick slate roof. A few guards can be seen patrolling the walls as you approach. However the allure (the walkway atop the walls) appears to be enclosed by strong steel bars.

The huge ironbound doors begin to creak open as your caravan approaches. Inside lies a refuge from the night's dangers.

Once inside the massive doors you can see the Fortress is similar to Fort Avernand, but on a smaller scale. Two stables stand at either end of the outer ward, an inn and a small Temple to the True Faith stand between them. Unusually, for a fortress, the outer ward appears to be entirely roofed over.

As the caravan stops by the north gates and begins to unhitch its horses, a trio of guards approach Baldor and quickly collect a large bag of coins. While they cross into the inner keep, four more guards begin inspecting the caravan.

The guards scrutinize everyone who enters the Fort. If the characters are travelling with the caravan, the tolls are collected from Baldor; otherwise each character has to pay a gate tax (which is covered by lifestyle, assuming they paid at least 2 cp).

One of the guards at the gates, Sergeant Farzeen, will warn them that they should try to make better time, "Once night has fallen only the commander of a Fortress can issue the order to open the gates". He will also ask if they met with any troubles on their way to the Fortress. If anyone died, he will offer to take the bodies for a proper burial in the Fort's graveyard. He will also ask for the possessions of the deceased, to be buried with them.

While the Common Room is an average quality inn, the prices are high (double normal prices for Ket,

quadruple for the private room). It costs 10 lances (sp) for a spot on the floor for the night, 6 lances (sp) for a large bowl of stew, 4 lances for a mug of ale, and 80 lances for a private room. The innkeeper is an old crotchety ex-soldier.

The Common Room is a large wooden building, with a large fire roaring in the stone fireplace. The common room of the Common Room quickly fills as both your fellow travelers and a number of off-duty guardsmen settle down for supper.

If Ali'elle is alive, after a quick meal, she will take her position on the small triangular stage in the corner and perform several songs before launching into "Lucky Seven".

*Lucky Seven, Lucky Seven,
Defenders of the West,
Of all who fought at Greyhawk,
You were the very best.*

As the bard begins to sing her song, one of the guards throws a copper at her and loudly demands a song dedicated to Al'Akbar. The other guards at his table burst out laughing. However, the bard ignores his demand.

*At the front of every battle,
And besting every foe.
Lucky Seven, Lucky Seven,
Where did you go?*

*To the lands of old
Went our heroes bold,
A captive to reclaim,
A purse of gold,
But truth be told,
They did it for the fame.*

As the bard continues the song the man's demands grow louder and he continues throwing copper coins at her.

*Lucky Seven, Lucky Seven,
Where did you go?
You did not fall in battle
Yet were taken by the foe...*

Suddenly one of the guard's coins strikes the girl square in the forehead. Although the coin probably couldn't do much damage by itself, the surprise is enough to abruptly end the song as bard falls backwards over her chair, hitting her head with a resounding thud.

Farzeen was drinking and gambling with some of the other soldiers. When Ali'elle began to sing "Lucky Seven" he suddenly lost interest in the game and tried to disrupt Ali'elle performance.

When Ali'elle reached the end of the section above, Farzeen ran out of his copper. In a fit of anger at having to pay the bard in silver, Farzeen hurled a silver piece directly at Ali'elle's face with all his force hitting AC 24. He did 1 point of damage plus his rogue bonus. This may

knock Ali'elle unconscious, especially if she was badly weakened by the stirges.

In either case Farzeen will get up and offer his apologies either to the injured bard or to anyone else who tries to help her. He will insist that she be taken to see the Mullahs for healing, at once, insisting that it was all a terrible mistake.

Farzeen orders the other guards to help him and they will carry Ali'elle into the Keep rather than taking her to the Temple.

The guards at the inner gate will bar heroes trying to accompany Farzeen into the inner fort. Only troops and the injured are allowed inside the inner keep.

Farzeen will insist on taking Ali'elle but if he feels the players are adamant about not letting him take her, threaten to talk to his commander or otherwise obstinately prevent him from taking her into the fort, he will let the matter drop.

NPCs:

☛ **Farzeen:** See DM's Aid #2.

Development:

If the Heroes allowed Farzeen to take Ali'elle in the morning her room is empty, and the bed not slept in, she doesn't appear when the caravan gets ready to leave. If the characters begin asking questions they are brought to Farzeen, see Encounter 4.

If they did not allow Farzeen to take Ali'elle, then she shows up as normal in Encounter 4, and is taken with the characters to see Farzeen, he will interrogate her briefly in front of the characters, before turning to ask them questions.

ENCOUNTER 4: BROKEN WINGS

If the characters try to leave without Ali'elle:

As the morning sun begins to shine upon Fort Daris, the caravan hands are already busy preparing to leave. Slowly the caravan forms up at the northern doors, ready to ride for the next fort.

Just as the doors begin to creak open, a loud voice calls "Halt". The doors stop not more than a few inches apart as a half dozen guards approach. Their leader points at each of you in turn and yells "The men are under arrest by the order of Captain Farzeen". Baldor looks at guard and then at you, clearly weighing his options before yelling "They're all yours." You are barely given enough time to gather your belongings before the caravan rolls out of the northern gates.

The guards make no move to take your weapons or armour and simply tell you "Come with us".

If Farzeen already has Ali'elle:

The guards escort you into a small dark room where Ali'elle sits on a small wooden chair. She looks haggard as if she hasn't slept at all, and her right cheek sports a large purpling bruise. The guard who threw the coins last night, stands by the door, he glances at you as Ali'elle asks, "Are they the ones?"

As the bard slowly nods, he turns towards you and barks: "Soldiers, leave us! We have private business to discuss".

1) If Farzeen is alive, and the characters allowed Farzeen to take her. He has been questioning Ali'elle all night and thus already knows everything that Ali'elle knows.

If Farzeen does not have Ali'elle (If she is dead, or the characters prevented Farzeen from interrogating her):

The guards escort you into a small dark room. A single man leans against the wall, and quickly glances at you. He nods and barks: "Soldiers, leave us! We have private business to discuss."

2) If Ali'elle is alive, but the characters forced the issue last night, Farzeen will demand to know where the song came from, and who gave it to her. Ali'elle will balk a little at first, and Farzeen will harshly explain how someone who aids a traitor to the country will be dealt with. Pick a suitable gruesome method of execution and draw out the telling of it, at a dramatic moment, Ali'elle will break down and spill the beans. If the players want to interrupt or add their own embellishments to Farzeen's diatribe, let them. If they side with Ali'elle she breaks down anyway, saying she can't allow the brave people who rescued her from certain death to be hurt (The characters have helped her save face and honour).

3) If Ali'elle is dead, Farzeen will tell the characters that among her possessions was a treasonous song called "The Lucky Seven", and tell them he needs them to find the author and stop him before he spreads more lies about the good soldiers of Ket.

He will then show them the ring Ali'elle was wearing and suggest that it may be a clue to the author. He will tell them that he suspects the inscription is elven, but can't read it.

If any of the characters can read elven, and tells him what the inscriptions says he will tell them about Oakheart.

Regardless:

Farzeen will tell them how Ali'elle was tricked into endangering herself with her slanderous song, by a group of untrustworthy elves (Truth).

Farzeen will tell them that Ali'elle is free to go (Truth).

If Ali'elle is alive, Farzeen will warn the characters that Oakheart worships one of the dishonourable elven gods, and that they should not trust anything he says (Truth).

If the Heroes ask about the Lucky Seven, Farzeen will dismiss them as lucky fools who didn't know when to draw the line (Truth: Farzeen believes this).

If asked, Farzeen will admit to being a member, but will insist that he quit the group because they were shortchanging him on his share of the treasure (Truth: Farzeen believes this) and were going to get him killed. (Truth: Farzeen believes this).

Farzeen explains that his honour is at stake but because he is a Captain he can't just go off searching for these elves. (Truth)

What Farzeen knows but won't tell them is that he did betray the rest of the Lucky Seven. He took their horses and left them to be captured. He believes they deserved it, though.

Farzeen wants the characters to find the elves and teach them what it means to dishonour a Ketite. If the characters aren't Baklunish he may try a different tact that is more suitable to the group.

Farzeen is not willing to pay the characters anything, but he will imply that he can make sure that they can keep everything the elves own that is of value (He doesn't believe there is anything of value on the elves).

Development: If the characters are mounted, the trip back to Fort Avernand will take much less time than it did for the caravan. If they are not mounted, the characters will have to hustle, depending on how quickly they resolved the encounter.

If Ali'elle is alive, she will say her good-byes to the Heroes, and tell them she is too much trouble to travel with them. They can easily persuade her to join them for the trip back to Fort Avernand, if they want. Depending on how the rest of the adventure plays out and the decisions of the PCs, Ali'elle could be a valuable resource for the PCs.

See the Adventuring chapter in the *Player's Handbook* for more details on travel times. If the characters are caught in the woods at night, see Encounter 9.

ENCOUNTER 5: TWO IN THE BUSH

When the heroes return to Fort Avernand, they find it almost exactly the way they left it.

If the heroes brought Ali'elle with them, she can help them find and locate the elves. They told her how to get in contact with them. She can arrange a meeting or carry a message to the elves for the players.

If Ali'elle is not with the heroes, they will have to make a gather information roll at DC 20, to find the elves (a woodcutter tells them some elves chased him off from his normal cutting area).

If two attempts at finding the elves fail (one group attempt per night), the elves find out about the characters first and arrange for some information to reach the players. The third check is DC 5 (Some elves are staying out at the edge of the woods, about a mile east of the road, my cousin swore that his friend saw them walking about plain as day) and leads the characters into an ambush.

Development: If the characters find the elves first they still need to approach them, this will require sneaking past their sentries, Darkstar is the night sentry and Elmwood and Springwalk are the day sentries. If the characters are spotted Darkstar will yell a challenge at them from a position up in a tree, this will alert the rest of the elves.

The elves would rather talk than fight, so even if the characters are caught in the ambush, the elves do not immediately attack them, unless the heroes initiate combat or threaten them.

If the heroes decide to talk to the elves go to Encounter 6. If they decide to fight go to Encounter 8.

ENCOUNTER 6: SQUAWK

The characters can arrive at this encounter in two ways, they could have found out where the elves are staying or walked into an ambush. In the first case, they

The elves will admit to wanting to find a man named Farzeen. Oakheart will tell them that Farzeen betrayed by him and his fellows (True) and that he spent many months in the Lands of Iuz because of Farzeen (True). He makes no qualms about wanting Farzeen dead, preferably by his own hands (True).

They had hoped that Farzeen's egregious honour would be offended by the "Lucky Seven" ballad and he would be forced to seek them out, to prevent all of Ket from knowing his dishonour.

Since Farzeen apparently won't take the bait, they will offer to reward the characters for their efforts. If pressed at all, Oakheart offers Darkstar's mighty composite long bow to the characters.

If the heroes have a better solution, the elves will listen.

Note: Oakheart cares nothing for Ali'elle, any mention of putting her in danger is ignored.

Oakheart is willing to listen to any plan, but does display some common sense when choosing a plan, if the characters plan to betray him, they must make an opposed bluff/sense motive check. If the plan involves placing Darkstar in great danger, apply a -4 penalty to Darkstar's sense motive check.

Development: After the Heroes have talked to the elves, they are once again faced with a choice. They could return to attack the elves (Go to encounter seven). They could return to talk to Farzeen again (Go to encounter six). Or they could seek out a Mullah for advice (Go to encounter eight).

ENCOUNTER 7: RETURN TO THE CAGE

When the character return to talk to the Farzeen he eagerly asks them if they were successful. If they were not he is somewhat angry at first. If they propose a plan that offers an enticing view of the elves as unsuspecting he may be willing to join them to sweep down on the elves and attack them. If the character play upon Farzeen's greed, apply a -4 penalty to his sense motive check, otherwise Farzeen is relatively cautious and unwilling to leave the safety of the Fort.

ENCOUNTER 8: NOW, WE DANCE

This is a placeholder encounter for any one of the various battles that the characters can engage in. Generally speaking the characters shouldn't need to fight more than once, although it is technically possible, but probably a bad idea for them to ambush both Farzeen and Oakheart individually.

NPCs:

See DM Aids #1 and #2.

Tactics: The elves prefer to fight from ambush, Bloodtree, Oakheart, Elmwood and Springwalk will all take cover near one another while Darkstar is positioned further forward and away from the rest to provide crossfire and prevent an easy approach.

Oakheart and Bloodtree will attempt to use their spells to prevent melee opponents from closing with them, but if they try anyways, Elmwood and Springwalk will step in to protect them first.

Of particular note is that in Tier 3 Bloodtree will cast *Leomund's tiny hut*, thus hiding the four elves within it, providing 100% concealment from their opponents, and preventing any of the characters from targeting them with spells. Note: The elves can see out of the hut.

If Farzeen is on the battlefield, Oakheart will focus on trying to kill him outright. Both Oakheart and Darkstar have the rapid shot feat and should use it to good effect.

Farzeen's forces on the other hand normally travel in a double column with Farzeen at the rear. They will attempt to charge and trample any opponents, wheeling around to charge and trample again if the attack goes well.

Farzeen is a capable sergeant, who understands tactics and in the event that the characters have lead him into a trap he will dispatch one of the guards to Fort Averand and one to Fort Daris to fetch aid, while he leads the rest in defensive withdrawal.

ENCOUNTER 8: CELESTIAL HAWK

Each of the interior forts has a pair of Mullahs who tend to the shrine to Al'Akbar at the fort. The characters could speak to these Mullahs and explain their current predicament.

As you enter the shrine one of the attendant Mullahs approaches and bows slightly as he pronounces "Blessed be those who walk in the Truth."

The Mullahs would be most attentive, especially if Farzeen's connection to Iuz were raised.

The Mullah frowns slightly as he looks at each of you, "Will you swear that what you have told me is the truth under divine scrutiny?"

If the characters agree the Mullah will continue:

"Then what we need is proof of this Farzeen's complicity with the Evil One. If you can bring this elf to us, we will ensure that this Sergeant faces his proper punishment for his actions."

If the characters bring Oakheart to the Mullahs:

"Excellent, we will need to question this creature and find out if what it says is true. If it is so, and we are sure that it is. By tomorrow Sergeant Farzeen will be in chains and his honourless life will be exposed for the corruption that it is."

Development: The characters will have to talk to Oakheart (probably talk to him again) to either convince him to see the Mullahs or they will need to capture him and bring him here directly.

If they capture Oakheart, the mullahs don't care whether they keep anything from the bodies of the elves.

ENCOUNTER 9: BIRDS OF PREY

This encounter is only for Heroes who have seriously screwed up. If the Heroes go wandering into the woods or stay outdoors after night falls, they will attract 1-3 of hungry forest denizens.

(1 at Tier 1, 2 at Tier 2, and 3 at Tier 3)

Creatures:

➤ **Owlbear** (1/2/3): CR 4, Huge Beast; HD 9d10+54, hp 110, Init +1; Spd 40 ft.; AC 17 (+1 Dex, -3 size, +9 natural); Atks 2 claws +12 melee 1d8+9, bite +7 melee 2d6+4; 10ft. by 20ft./10 ft.; SA Improved Grab; SQ Scent; AL CE; Fort +12, Ref +7, Will +4; Str 29, Dex 12, Con 23, Int 5, Wis 12, Chr 10.

Skills: Listen +10, Spot +9.

Improved Grab (Ex): If the creature hits with a claw it deals normal damage and attempts to start a grapple (at

+22) as a free action without provoking an attack of opportunity.

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. See Monster Manual for additional details.

Tactics: The owlbeats are hungry and seeking a meal, they fight to death. These creatures should kill at least one of the characters permanently. If the characters flee they do not need to worry about outrunning the owlbeats, they only need to outrun the slowest member of their party.

Each owlbear will stop giving chase once it has its own medium or larger creature for food.

Development: If the heroes decide to try and hunt down the owlbeats after having an encounter with them, no one else is willing to help them. Under no circumstances will any of the guards from the Forts or the Caravan decide to help them.

CONCLUSION

There are several possible conclusions to this adventure:

1) Traitors.

The characters were caught trying to reverse ambush Farzeen or abduct him. All characters that acted overtly against Farzeen will be sentenced to death.

Before they are executed, each of those characters will be tortured and interrogated. If any of the characters fails a will save at DC: 20, that character automatically tells the guards everything he knows, this may incriminate other characters, who will be sentenced to death, tortured and interrogated as well. The characters are not entitled to a trial or due process.

All unimplicated characters will be asked what role they played in this treachery. Any character who admits his role will be swiftly executed and honourably (the text below doesn't apply). Any character who denies having a role must make a either a Bluff check at DC: 30 (If he participated) or a Diplomacy check at DC: 15 (If he did not participate).

Any character who unwittingly aided the traitors or took no action to stop them will go to the stocks for a week and each is also fined ten thousand lances for helping traitors.

Any characters who actively turned the traitors over to the guards will be treated as heroes (Similarly to Conclusion 2).

For the dishonourably executed:

After an eternity spent locked in a dark cell, the darkness interrupted only by the irregular torture sessions of the guards, you are finally dragged out in to the day light for the last time. As the sun begins to set against the tower walls you are half walked half dragged to the center of the courtyard.

Commander Delvash waits patiently for you to be dragged before him, and his face is full of disgust as he briefly glances at you.

"For your crimes against Ket, you are sentenced to death. In the name of Al'Akbar, we will punish you for your treachery by throwing you from the North West tower of this Fortress and leaving you to the tender mercies of the Bramblewood. Furthermore, word of your disgrace and dishonour will be carried to your families so that they may know the shame you brought upon them."

With those final words Commander Delvash glances at you once last time before motioning for the guards to take you away.

If you are lucky, you are killed by the fall, because the screams of the unlucky ones drag on through the night.

These characters are dead, please note their names on the critical event summary.

Additionally, if all the remaining characters (if any) are under suspicion of treason they will be ordered to leave the Fort, and preferably Ket. There will be no round 2 unless at least one character acted to help Farzeen against the elves or voluntarily turned his companions over to the guards for treason.

2) Heroes:

The characters successfully caught Oakheart. Farzeen takes him into custody and declares the character are heroes. They are rewarded for their valorous deeds.

A very wide grin spreads across Farzeen's face as he looks down at Oakheart's body. You have done well my friends, you have honoured me and you have honoured Ket with your brave actions.

Everything these traitors owned is now yours to keep, minus of course, any contraband they might have owned. You have my personal thanks.

3) Losers

The characters successfully caught Farzeen in a reverse ambush.

The smile that adorns Oakheart's face is coolly alien as he languidly points at Farzeen 'sbody and comments "This. This is justice." He turns to the others and sings

*"The traitor was caught,
in a most devious plot
by the men he mislead.
With the elf that he fought.
in the end he was taught,
Traitors always end up dead."*

As he finishes the verse, Oakheart once again turns his sly smile to you. "For your help in bringing the traitor to his death, I offer you our most prized possession."

He turns and calls "Bring these heroes Darkstar's bow."

In a few moments one of the elves brings the magnificent bow forward and places it in your hands. Oakheart motions towards it, and coolly comments, "I think you find this fine weapon ample reward for your deeds".

Darkstar looks crestfallen as he watches his brother give his bow away. Oakheart grins at his brother and cheerfully says

"Do not worry over it, my loving brother, there will be other bows".

When the characters return to Fort Daris:

As you enter through the massive doors, the guards look you over with unbridled suspicion. One of the guards gruffly asks "Where are the others?"

Allow the players a chance to explain, then:

"I think you had better stay as our guests, until this matter is thoroughly resolved."

Several of the guards will escort them to a cell, take possession of their weapons and armour and leave them there until round 2.

4) Wise men

The characters managed to capture Oakheart and Captain Farzeen was stripped of his command. They are praised by the Mullahs as wise and virtuous men (dwarves, halfings) and are rewarded accordingly.

Eventually the Mullah returns smiles genially, "You have done well, we must remain ever vigilant for those who would turn against the Faith and bring evil to our homeland. You have my thanks, and the thanks of the Faith".

Characters will receive an Influence Point with the Mullahs of Ket.

5) Bored: The characters arrive at the next fort, nothing special happens. There is no round 2 for them.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters.

Award the total value (objectives plus role-playing) to each character.

Encounter One

Choosing to join the caravan:	50 xp
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Encounter Two

Rescuing Ali'elle	40 xp
Rescuing Ali'elle's horse	60 xp

Encounter Four

Questioning Farzeen	50 xp
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Encounter Five

Questioning the Elves	50 xp
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Encounter Six

Betraying Farzeen	150 xp
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or

Betraying the Elves	150 xp
---------------------	--------

or

Betraying Both	200 xp
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Total experience for objectives	450 xp
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Discretionary roleplaying award	0-50 xp
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Total possible experience	500 xp
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Encounter One

- 10 (5) lances (sp) per character guarding the caravan.

Conclusion

- Darkstar's mighty composite longbow (+2) (1500 lances (sp), 3lb., black wood, rare) (Only if Farzeen was betrayed, or Darkstar was killed and looted)
- Influence Point with the Mullahs (Only if Farzeen was reported to the Mullahs, and Oakheart was turned over to them).

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

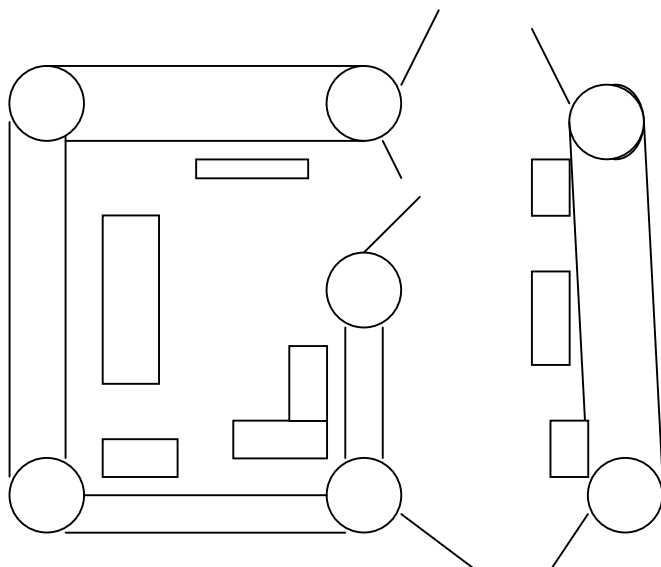
1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

APPENDIX A

Basic layout of the forts along the Irafa Road: The road passes directly through the one side of the fort, there are two stable on each side of the common hall. The inner keep is for army only. It contains officer's quarters, a barracks, stables, a blacksmith/armory, and stores for use during sieges.



The forts have an average of 50 soldiers – 1st level warriors, 25 veterans – 3rd level warriors, 25 cavalry 2-3rd fighters, 10 officers 4th-7th level fighters, and a commander a 9th level fighter. There are 3 Mullahs 4th, 6th, 7th level priests to care for the army's spiritual needs. And both a 5th level wizard and a 5th level sorcerer are also available for arcane needs.

TIER ONE (EL 6)

☛ **Darkstar, male elf, Rng3:** Medium-size Humanoid (elf); HD 3d10+6; hp 28; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-foot 14) +4 Dex, +4 chain shirt; Atks +3 melee (1d8+2/19-20, long sword), +3 melee short sword (1d6+1/19-20, short sword), or +7 missile (1d8+2/x3, mighty composite longbow); SA Favoured Enemy: Orc; AL CG; SV Fort +4, Ref +5, Will +3; Str 14, Dex 18, Con 14, Int 8, Wis 14, Chr 12.

Skills and Feats: Climb +4, Listen +7, Spot +7, Swim +4, Wilderness Lore +7; Point Blank Shot, Rapid Shot, Track.

Possessions: Chain shirt, longsword, shortsword, mighty composite longbow (+2), 60 arrows, belt, 10 solars (Highfolk gp), personal effects (worthless).

SA: Favoured Enemy: Orc Due to his extensive study of orcs, Darkstar gains a +1 bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks against orcs and half-orcs. In addition he does +1 point of damage with all melee attacks and missile attacks against orcs and half-orcs within 30 feet.

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision.

☛ **Elmwood and Springwalk, male half-elf, Ftr1:** Medium-size Humanoid (elf); HD 1d10+1; hp 12; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atks +3 melee (1d8+1/19-20, longsword) +4 missile (1d8/x3, longbow); AL CG; SV Fort +3, Ref +3, Will -1; Str 13, Dex 16, Con 12, Int 9, Wis 9, Chr 10.

Skills and Feats: Spot +1, Listen +1; Weapon Focus (longsword), Power Attack.

Possessions: Studded Leather, longsword, large wooden shield, longbow, 60 arrows, belt, 5 solars (Highfolk gp), personal effects (worthless).

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision

☛ **Bloodtree, male elf, Wizi:** Medium-size Humanoid (elf); HD 1d4+2; hp 6; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed); Atks +0 melee (1d8/19-20, longsword), or +3 missile (1d8/x3, longbow); SA spells; AL CG; SV Fort +2, Ref +3, Will +2; Str 10, Dex 16, Con 14, Int 16, Wis 10, Chr 8;

Skills and Feats: Spellcraft +7, Concentration +6, Knowledge: Arcana +7, Hide +5, Move Silently +5; Spell Mastery (*mage armor, ray of frost, sleep*), Scribe Scrolls.

Possessions: longsword, longbow, 60 arrows, belt, 10 solars (Highfolk gp), spell components (worthless), personal effects (worthless).

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision

Spells Prepared: (4/2; Spell DC = 13 + spell level) 0 lvl-ray of frost (x2), ghost sounds, detect magic, 1st lvl-mage armor, sleep.

☛ **Oakheart, male elf, Clr3:** Medium-size Humanoid (elf); HD 3d8+3; hp 23; Init +3 (Dex); Spd 30 ft.; AC 20 (touch 13, flat footed 17); Atks +2 melee (1d8-1/19-20, longsword) or +5 missile (1d8-1/x3, long bow); SA Spells, Channel positive energy; AL CN; SV Fort +4, Ref +4, Will +5; Str 9, Dex 16, Con 12, Int 12, Wis 14, Chr 10.

Skills and Feats: Concentration +7, Knowledge: Religion +7, Spellcraft +7; Point Blank Shot, Rapid Shot, Weapon Focus: Longsword.

Possessions: Breastplate, large wooden shield, longbow, longbow, 60 arrows, belt, 20 orbs (Greyhawk gp), spell components (worthless), personal effects (worthless).

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision

Domains: Chaos, War.

Spells Prepared (4/3+1/2+1; Spell DC = 12 + spell level) 0 lvl-resistance, detect magic, detect poison, inflict minor wounds; 1st lvl—magic weapon, bane, inflict light woundsx2; 2nd lvl—spiritual weapon, bull's strength, inflict moderate wounds.

TIER TWO (EL 9)

🔱 **Darkstar, male elf, Rng6:** Medium-size Humanoid (elf); HD 6d10+12; hp 52; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 18); Atks +6/+1 melee (1d8+2/19-20, long sword), +6 melee short sword (1d6+1/19-20), short sword, or +10/+5 missile (1d8+2/x3, mighty composite longbow); SA Favoured Enemy: Orc/Goblin, Spells; AL CG; SV Fort +7, Ref +6, Will +4; Str 14, Dex 19, Con 14, Int 8, Wis 14, Chr 12.

Skills and Feats: Climb +4, Listen +11, Spot +11, Swim +4, Wilderness Lore +11; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: Chain Shirt, longsword, shortsword, mighty composite longbow (+2), 60 arrows, belt, 10 solars (Highfolk gp), personal effects (worthless).

SA: Favoured Enemy: Orc/Goblin Due to his extensive study of orcs, Darkstar gains a +2 (+1) bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks against orcs and half-orcs (goblinoids). In addition he does +2 (+1) points of damage with all melee attacks and missile attacks against orcs and half-orcs (goblinoids) within 30 feet.

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision.

Spells Prepared: (1; Spell DC = 12 + spell level) 1st lvl—entangle, summon nature's ally I.

🔱 **Elmwood and Springwalk, male half-elf, Ftr3:** Medium-size Humanoid (elf); HD 3d10+3; hp 25; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atks +5 melee (1d8+1/19-20, longsword) +6 missile (1d8/x3, longbow); AL CG; SV Fort +4, Ref +4, Will +0; Str 13, Dex 16, Con 12, Int 9, Wis 9, Chr 10.

Skills and Feats: Spot +2, Listen +2; Cleave, Power Attack, Quick Draw, Weapon Focus: Longsword.

Possessions: Studded Leather, longsword, large wooden shield, longbow, 60 arrows, belt, 5 solars (Highfolk gp), personal effects (worthless).

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision

🔱 **Bloodtree, male elf, Wiz3:** Medium-size Humanoid (elf); HD 3d4+6; hp 16; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +1 melee (1d8/19-20, longsword), or +4 missile (1d8/x3, longbow); SA spells; AL CG; SV Fort +3, Ref +4, Will +3; Str 10, Dex 16, Con 14, Int 16, Wis 10, Chr 8.

Skills and Feats: Spellcraft +9, Concentration +8, Knowledge: Arcana +9, Hide +7, Move Silently +7; Spell Mastery (mage armor, ray of frost, sleep), Spell Mastery (detect magic, flaming sphere, web), Scribe Scrolls.

Possessions: longsword, longbow, 60 arrows, belt, 10 solars (Highfolk gp), spell components (worthless), personal effects (worthless).

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision

Spells: (4/3/2; Spell DC = 13 + spell level) 0 lv—ray of frost (x2), ghost sounds, detect magic; 1st—mage armor, sleep, grease; 2nd—flaming sphere, web.

🔱 **Oakheart, male elf, Clr 6:** Medium-size Humanoid (elf); HD 6d8+6; hp 39; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +5 breastplate, +2 large wooden shield); Atks +4 melee (1d8-1/19-20, longsword) or +6 missile (1d8-1/x3, Long bow); SA Spells, Channel positive energy; AL CN; SV Fort +6, Ref +5, Will +7; Str 9, Dex 16, Con 12, Int 12, Wis 15, Chr 10.

Skills and Feat: Concentration +10, Knowledge: Religion +10, Spellcraft +10; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword).

Possessions: Breastplate, large wooden shield, longsword, longbow, 60 arrows, belt, 20 orbs (Greyhawk gp), spell components (worthless), personal effects (worthless).

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision.

Domains: Chaos, War.

Spells (5/5+1/4+1/2+1; Spell DC = 12 + spell level) 0 lv—resistance, detect magic, detect poison, light, inflict minor wounds; 1st lvl—magic weapon, bane, detect law, endure elements, protection from law, inflict light wounds; 2nd lvl—spiritual weapon, bull's strength, endurance, hold person, inflict moderate wounds; 3rd lvl—magic circle against law, inflict serious wounds, prayer.

TIER THREE (EL 11)

➤ **Darkstar, male elf, Rng8:** Medium-size Humanoid (elf); HD 8d10+16; hp 68; Init +5; Spd 30 ft.; AC 19 (touch 15, flat-footed +5 Dex, +4 chain shirt); Atks +8/+3 melee (1d8+2/19-20, longsword), +8 melee (1d6+1/19-20, short sword), or +13/+8 missile (1d8+2/x3, mighty composite longbow); SA Favoured Enemy: Orc/Goblin, Spells; AL CG; SV Fort +8, Ref +7, Will +4; Str 14, Dex 20, Con 14, Int 8, Wis 14, Chr 12.

Skills and Feats: Climb +4, Listen +13, Spot +13, Swim +4, Wilderness Lore +13; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: Chain Shirt, longsword, shortsword, mighty composite longbow (+2), 60 arrows, belt, 10 solars (Highfolk gp), personal effects (worthless).

SA: Favoured Enemy: Orc/Goblin Due to his extensive study of orcs, Darkstar gains a +2 (+1) bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks against orcs and half-orcs (goblinoids). In addition he does +2 (+1) points of damage with all melee attacks and missile attacks against orcs and half-orcs (goblinoids) within 30 feet.

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision.

Spells Prepared: (2; spell DC = 12 + spell level) 1st lvl—entangle, summon nature's ally I.

➤ **Elmwood and Springwalk, male half-elf, Ftr6:** Medium-size Humanoid (elf); HD 6d10+6; hp 46; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atks +9/+4 melee (1d8+4/19-20, longsword) +9/+4 missile (1d8/x3, longbow); AL CG; SV Fort +6, Ref +5, Will +1; Str 14, Dex 16, Con 12, Int 9, Wis 9, Chr 10.

Skills and Feats: Spot +4, Listen +4; Blind-Fight, Cleave, Combat Reflexes, Power Attack, Quick Draw, Weapon Focus: Longsword, Weapon Specialization: Longsword.

Possessions: Studded Leather, longsword, large wooden shield, longbow, 60 arrows, belt, 5 solars (Highfolk gp), personal effects (worthless).

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision

➤ **Bloodtree, male elf, Wiz6:** Medium-size Humanoid (elf); HD 3d4+6; hp 16; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atks +1 melee (1d8/19-20, longsword), or +4 missile (1d8/x3, longbow); SA spells; AL CG; SV Fort +4, Ref +5, Will +5; Str 10, Dex 16, Con 14, Int 17, Wis 10, Chr 8.

Skills and Feats: Spellcraft +12, Concentration +8, Knowledge: Arcana +12, Hide +9, Move Silently +9; Point Blank Shot, Spell Mastery (mage armor, ray of frost, sleep), Spell Mastery (detect magic, flaming sphere, web), Spell Mastery (fly, greater magic weapon, Leomund's tiny hut), Scribe Scrolls.

Possessions: longsword, longbow, 60 arrows, belt, 10 solars (Highfolk gp), spell components (worthless), personal effects (worthless).

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision, Toad Familiar.

Spells Prepared (4/4/4/3; Spell DC = 13 + spell level) o 1st lvl—ray of frost (x2), ghost sounds, detect magic, 1st lvl—mage armor, sleep, grease; 2nd lvl—flaming sphere, pyrotechnics, web 3rd lvl—fly, greater magic weapon, Leomund's tiny hut.

➤ **Oakheart, male half-elf, Clr 8:** Medium-size Humanoid (elf); HD 8d8+8; hp 51; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atks +6/+1 melee (1d8-1/19-20, longsword) or +9/+4 missile (1d8-1/x3, longbow); SA Spells, Channel positive energy; AL CN; SV Fort +7, Ref +5, Will +9; Str 9, Dex 16, Con 12, Int 12, Wis 16, Chr 10.

Skills and Feats: Concentration +12, Knowledge: Religion +12, Spellcraft +12; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Longsword.

Possessions: Breastplate, large wooden shield, longsword, longbow, 60 arrows, belt, 20 orbs (Greyhawk gp), spell components (worthless), personal effects (worthless).

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision.

Domains: Chaos, War.

Spells Prepared (5/5+1/4+1/4+1/2+1; Spell DC = 12 + spell level) o 1st—resistance, detect magic, detect poison, inflict minor wounds, light, purify food and water; 1st—magic weapon, bane, detect law, endure elements (x2), protection from law, inflict light wounds; 2nd—spiritual weapon, bull's strength, endurance, hold person, inflict moderate wounds; 3rd—magic circle against law, bestow curse, blindness/deafness, inflict serious wounds, prayer; 4th—chaos hammer, greater magic weapon, inflict critical wounds, invisibility purge.

TIER 1 (EL 10)

➤ **Farzeen, male human Ftr1/Rog3:** Medium Humanoid (human); HD 1d10 + 3d6 + 8, hp 30, Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +6 melee (1d6+2/18-20, scimitar), +5 missile (1d4+2/19-20, dagger); SA +2d6 Sneak attack; AL LE; Fort +6, Ref +5, Will +2; Str 15, Dex 14, Con 14, Int 8, Wis 12, Chr 14.

Skills and Feats: Bluff +8, Diplomacy +10, Escape artist +8, Hide +7, Listen +5, Move Silent +7, Profession (Guard) +7, Ride +3, Sense Motive +6, Spot +5; Improved Initiative; Dodge, Alertness, Mounted Combat.

Possessions. Chain shirt, distinctive silver masterwork scimitar, 4 daggers, light war-horse, 20 lances* (sp), 20 helms* (cp), assorted personal belongings.

* All of Farzeen's coins have been shaved, any character who closely examines one of these coins can determine it's been shaved with a search or appraise check (use the better modifier) at DC 20.

➤ **Guards, male human Ftr3 (12):** Medium-size Humanoid (human); HD 3d10 + 3, hp 23, Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d6+1/18-20, scimitar), +4 missile (1d6+1/19-20, shortbow); AL LN; Fort +5, Ref +2, Will +1; Str 13, Dex 12, Con 13, Int 9, Wis 10, Chr 11.

Skills and Feats: Listen +1, Ride +7, Spot +2; Mounted Combat, Mounted Archery, Point Blank Shot, Trample, Spirited Charge;

Possessions: Chainmail, scimitar, small steel shield, short bow, 40 arrows, light war-horse, military saddle.

➤ **Ali'elle, female human, Brd1/Ftr1:** Medium-size Humanoid (human); HD 1d6 + 1d10 + 2; hp 12; Init +7; Spd 30 ft.; AC 13 (touch 9, flat-footed 14); Atks +1 melee (1d6+1/18-20, rapier) +0 missile (1d8/x3, longbow); AL N; SV Fort +4, Ref +1, Will +1; Str 10, Dex 8, Con 15, Int 10, Wis 9, Chr 15.

Skills and Feats: Diplomacy +6, Listen +3, Perform (epic, lute, melody, storytelling) +6, Ride (horse) +1, Speak Language (Baklunish, Dwarven, Halfling, Oeridian); Improved Initiative, Mounted Combat.

Spells Known (2; Spell DC = 12 + spell level): o—
daze, flare, detect magic, read magic.

Possessions: Fine silver ring (500 lances), songbook with a loose sheet containing the song "Lucky Seven", longbow, 20 arrows, chain shirt, rapier, belt, assorted personal belongings.

TIER 2 (EL 10)

Farzeen, male human Ftr3/Rog3: Medium-size Humanoid (human); HD 3d10 + 3d6 + 12, hp 48, Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +8/+3 melee (1d6+2/18-20, scimitar), +7/+2 missile (1d4+2/19-20, dagger); SA +2d6 Sneak attack; AL LE; Fort +6, Ref +5, Will +2; Str 15, Dex 14, Con 14, Int 8, Wis 12, Chr 14.

Skills and Feats: Bluff +8, Diplomacy +10, Escape artist +8, Hide +7, Listen +5, Move Silent +7, Profession (Guard) +7, Ride +5, Sense Motive +6, Spot +5; Improved Initiative, Dodge, Alertness, Mounted Combat, Ride by Attack, Trample.

Possessions: Chain shirt, distinctive silver masterwork scimitar, 4 daggers, light war-horse, 20 lances* (sp), 20 helms* (cp), assorted personal belongings.

* All of Farzeen's coins have been shaved, any character who closely examines one of these coins can determine it's been shaved with a search or appraise check (use the better modifier) at DC 20.

🗡️**Guards, male human Ftr3 (12):** Medium-size Humanoid (human); HD 3d10 + 3, hp 23, Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d6+1/18-20, scimitar), +4 missile (1d6+1/19-20, shortbow); AL LN; Fort +5, Ref +2, Will +1; Str 13, Dex 12, Con 13, Int 9, Wis 10, Chr 11.

Skills and Feats: Listen +1, Ride +7, Spot +2; Mounted Combat, Mounted Archery, Point Blank Shot, Trample, Spirited Charge;

Possessions: Chainmail, scimitar, small steel shield, short bow, 40 arrows, light war-horse, military saddle.

🗡️**Ali'elle, female human, Brd1/Ftr1:** Medium-size Humanoid (human); HD 1d6 + 1d10 + 2; hp 12; Init +7; Spd 30 ft.; AC 13 (touch 9, flat-footed 14); Atks +1 melee (1d6+1/18-20, rapier) +0 missile (1d8/x3, longbow); AL N; SV Fort +4, Ref +1, Will +1; Str 10, Dex 8, Con 15, Int 10, Wis 9, Chr 15.

Skills and Feats: Diplomacy +6, Listen +3, Perform (epic, lute, melody, storytelling) +6, Ride (horse) +1, Speak Language (Baklunish, Dwarven, Halfling, Oeridian); Improved Initiative, Mounted Combat.

Spells Known (2; Spell DC = 12 + spell level): 0—*daze, flare, detect magic, read magic.*

Possessions: Fine silver ring (500 lances), songbook with a loose sheet containing the song "Lucky Seven", longbow, 20 arrows, chain shirt, rapier, belt, assorted personal belongings.

TIER 3(EL 11)

Farzeen, male human Ftr 5/Rog 3: Medium-size Humanoid (human); HD 2d10 + 3d6 + 10, hp 40, Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 Chain Shirt); Atks +11/+6 melee (1d6+3/18-20, scimitar), +9/+4 missile (1d4+2/19-20, dagger); SA +2d6 Sneak attack; AL LE; Fort +6, Ref +5, Will +2; Str 16, Dex 14, Con 14, Int 8, Wis 12, Chr 14.

Skills and Feats: Bluff +8, Diplomacy +10, Escape artist +8, Hide +7, Listen +5, Move Silent +7, Profession (guard) +7, Ride +7, Sense Motive +6, Spot +5; Improved Initiative Dodge, Alertness, Mounted Combat, Ride by Attack, Trample, Spirited Charge.

Possessions: Chain shirt, distinctive silver masterwork scimitar, 4 daggers, light war-horse, 20 lances* (sp), 20 helms* (cp), assorted personal belongings.

* All of Farzeen's coins have been shaved, any character who closely examines one of these coins can determine it's been shaved with a search or appraise check (use the better modifier) at DC 20.

🗡️**Guards, male human Ftr3 (12):** Medium-size Humanoid (human); HD 3d10 + 3, hp 23, Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d6+1/18-20, scimitar), +4 missile (1d6+1/19-20, shortbow); AL LN; Fort +5, Ref +2, Will +1; Str 13, Dex 12, Con 13, Int 9, Wis 10, Chr 11.

Skills and Feats: Listen +1, Ride +7, Spot +2; Mounted Combat, Mounted Archery, Point Blank Shot, Trample, Spirited Charge;

Possessions: Chainmail, scimitar, small steel shield, short bow, 40 arrows, light war-horse, military saddle.

🗡️**Ali'elle, female human, Brd1/Ftr1:** Medium-size Humanoid (human); HD 1d6 + 1d10 + 2; hp 12; Init +7; Spd 30 ft.; AC 13 (touch 9, flat-footed 14); Atks +1 melee (1d6+1/18-20, rapier) +0 missile (1d8/x3, longbow); AL N; SV Fort +4, Ref +1, Will +1; Str 10, Dex 8, Con 15, Int 10, Wis 9, Chr 15.

Skills and Feats: Diplomacy +6, Listen +3, Perform (epic, lute, melody, storytelling) +6, Ride (horse) +1, Speak Language (Baklunish, Dwarven, Halfling, Oeridian); Improved Initiative, Mounted Combat.

Spells Known (2; Spell DC = 12 + spell level): 0—*daze, flare, detect magic, read magic.*

Possessions: Fine silver ring (500 lances), songbook with a loose sheet containing the song "Lucky Seven", longbow, 20 arrows, chain shirt, rapier, belt, assorted personal belongings.

CRITICAL EVENTS FOR TRAIL OF FEARS ROUND 1

Dungeon Master's name:

List the names of the characters who played this event:

Was Oakheart killed? (Yes / No)

Was Sergeant Farzeen killed? (Yes / No)

Did any of the elves survive? (Yes / No)

Did the characters tell the mullahs about Farzeen? (Yes / No)

Did the characters attack Farzeen or any of the soldiers? (Yes / No)

If so did any of the soldiers escape the encounter? (Yes / No)

If so were any of the characters executed for their crimes? (Yes / No)

If so list their names:

List any other important events that occurred:

KET1-03

TRAIL OF FEARS

A Two-Round D&D LIVING GREYHAWK[®]

Ket Regional Adventure

Version 1

ROUND 2

by Tyler Bannister

A simple trip through the Bramblewood, leads to high adventure. An adventure for characters level 1-6.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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 four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 rule books 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 will 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, a character sheet, and a LIVING GREYHAWK log 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 TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Wild: You live in the wild, either as a nomad, or perhaps a cave-dwelling barbarian. You hunt and gather your own food and your clothes consist of furs and whatever else you can put together. At times you go hungry, but you survive. A character must have at least a +6 modifier to Wilderness Lore to use this lifestyle.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Rough: You live in the wilderness, roaming a specific territory or living in a shack or tent. Your meals mostly come from hunting and foraging though may grow a few crops or herd some animals. You get by well enough to barter for equipment and pay for necessary equipment. A character must have at least a +4 modifier to Wilderness Lore to use this lifestyle.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	10 lances	-2
Wild	2 lances	-2 (-1 rural)
Poor	25 lances	-1
Rough	10 lances	-1 (0 rural)
Common	125 lances	0
High	500 lances	+1
Luxury	2000 lances	+2

(1 lance = 1 sp)

ADVENTURE SUMMARY AND BACKGROUND

In Round One, the characters stumbled across a potentially explosive situation involving two members of a former adventuring company. They had to choose sides in the dispute. Regardless of the side they chose, Farzeen is now in trouble.

If the players killed or allowed him to be killed, his body was recovered and raised when Oakheart and the elves finished with his body. He was branded as a servant of the Evil One (Iuz).

If the players killed Oakheart or ignored the events of round 1, Farzeen's petty thefts were discovered and the small fortune hidden in his quarters seemed suspiciously large.

If the characters turned both Farzeen and Oakheart over to the Mullahs, then they already know why he's being held.

If the characters were caught trying to kill Farzeen, then they should have been executed in round 1, they will be allowed to play a different character in round 2.

In any of these cases, Farzeen and Oakheart, if he was captured, are being sent for professional interrogation. The characters will be asked to ensure that he reaches Fort Nesser at the other end of the Irafa road.

What the characters, the military, and the mullahs don't know is that Farzeen amassed a sizable part of his treasure horde selling protection to bandits in the Bramblewood. He would direct patrols away from their camps and provide information on both military patrols and caravans so that the bandits would know when and where to strike.

One of the bandits messengers has arrived at Fort Daris and discovered that Farzeen is being held prisoner. This is a grave concern of the bandits, since Farzeen knows the general location of their camps, and several of their messengers. If he were to tell what he knows it would mean almost certain doom for the bandits. Thus when Farzeen is transferred they plan on doing their best to disrupt the transfer, hoping to delay the caravan just long enough that the natural dangers of the Bramblewood will kill everyone involved for them.

On the first day of the transfer, the bandits are not able to set up any problems; the day is rainy but otherwise unproblematic. The characters arrive safely at Fort Minochehr unless the characters did something stupid. That night an old guard tells the tale of the Lost Legion of Thornward/The Black Daggers.

On the second day, the rain continues and one of the wagons slips off the road and breaks an axle, during the confusion Farzeen attempts an escape. The characters will have to hurry to make it to Fort Stivang before nightfall.

On the third day, the rain continues and the bandits place a captured rust monster on the road in the caravan's way, and to insure that it causes as many problems as possible; it has been cloaked in an invisibility spell. If

they deal with the rust monster and it's damage quickly they may reach Fort Mahboud before nightfall.

On the fourth day, the rain continues, and the characters find a pair of trees have fallen into the road, as they characters attempt to move the trees out of the way, the caravan is attacked by summoned monsters, one group of summoned monsters will attempt to kill Farzeen. The characters will have to clear the trees quickly after the combat to reach Fort Maldonius before night fall.

On the fifth day, the rain continues and if Farzeen hasn't been killed yet, the Bandits will attempt a final ambush to kill him off. The characters will have to either win the fight or allow Farzeen to be killed to reach Fort Canyses before nightfall.

On the Sixth and final day, if Farzeen isn't dead, the bandits have given up, but if Oakheart is alive and being transported he tries to kill Farzeen. If Oakheart is stopped, or isn't along it's a relatively easy matter to reach Fort Nesser by nightfall.

INTRODUCTION

Based on the end of round 1 the introduction to round two should take a relatively different form.

1) Traitors

If some of the characters were executed in round 1 use your judgement. If, in your judgement, Commander Delvash would not trust them because of their actions, do not continue with round 2.

For example, if some of the characters turned some of the other characters over for betraying Farzeen, please continue with the Heroes introduction to the module, adjusting to fit the situation. The players of the characters who were turned over can still play round 2, by incorporating their new characters into the round (They are probably passengers on the caravan that the characters will join in this round). On the other hand, if there was simply not enough proof to execute all of the characters in round 1, there is no round 2, and the survivors should be encouraged to leave Ket immediately.

Eventually, you are released from the cold dark cell. The guards escort you in a painfully brisk walk to the Commander's personal office.

As you enter the room the Commander looks upon you coolly as he pronounces, "You have an hour to leave this Fort. If I ever see you again, I will personally ensure that you find the same fate as your companions. Have I made myself clear?"

If the characters haven't left the fort in an hour, they are executed.

2) Heroes

If the character killed Oakheart, Commander Delvash is good natured and friendly to the characters.

The next morning as you are preparing to leave Fort Daris, a familiar sight greets you, a trio of guards approaches you and speaks "Commander Delvash wishes to speak to you personally."

As you enter his quarters, the Commander approaches you and offers his hand. He smiles as he begins "Fort Darius thanks you for your brave actions, but I have need of your help once more. It seems that the former Sergeant Farzeen was stealing from the Fort. This may be related to those elves that you removed from the forest so I'm having him moved to Fort Nesser immediately for interrogation.

I know that you are friends with this man, and I would ask that you ensure that he arrive safely at Fort Nesser. I do not have the men to spare at the moment to move him."

3) Losers

If the characters killed Farzeen or allowed him to be killed, Commander Delvash is cool and aloof:

Eventually, you are released from the cold dark cell. The guards escort you in a painfully brisk walk to the Commander's personal office.

As you enter the room, the Commander looks up from the papers in front of him and coolly evaluates you. His smile is cold and hard as he begins to speak "As I understand it, you lost Farzeen. Well your elven friends seem to have found him, dealt with him and left him for us. Yesterday we recovered his corpse and he has personally assured me that you were to blame for his death.

I should have you executed, you know, but since you have shown that you are no friends to Farzeen, I will overlook your transgression, if you will transport him to Fort Nesser. Of course, you realize that if you fail to accept, or you fail to complete this task, you will be executed for your crimes.

He must arrive alive, and with no further permanent damage."

Farzeen's body was found hanging upside down from a tree by the edge of the Bramblewood. The elven word for traitor had been carved into his chest, and the Mullahs raised him from the dead to find out how he died.

In the mean time, Farzeen's petty thefts were discovered. He is now being transport to Fort Nesser for a thorough interrogation. Although Commander Delvash isn't willing to admit this, he does not trust Farzeen's word that the characters betrayed him is simply using this as leverage, although he will have them executed if they fail anyways.

4) Wise Men

If the characters captured Oakheart and exposed Farzeen to the Mullahs, Commander Delvash is aloof.

The next morning as you are preparing to leave Fort Daris, a familiar sight greets you, a trio of guards approaches and speaks. "Commander Delvash wishes to speak to you personally."

As you enter his quarters, the Commander approaches you and offers his hand. He smiles as he begins "Fort Darius thanks you for your brave actions, but I have need of your help once more.

Since you exposed this traitor, perhaps you would be willing to help transport him and the evidence to Fort Nesser. All I ask

in return is that both he and the evidence arrive alive at Fort Nesser without any permanent damage...."

Commander Delvash is not offering any money, if the characters ask for some he simply offers his good will, and if that's not enough for them, he will imply that he can find someone else who appreciates having powerful friends.

Development: Assuming the characters agree to do this, Farzeen (and Oakheart, if applicable) will be chained in the back of the caravan that is about to leave the Fort the characters will be charged with seeing them to Fort Nesser, the final Fort at the north edge of the Bramblewood.

ENCOUNTER 1

As the caravan prepares to leave the following morning, a darkly overcast day greets you. The gathered clouds promise miserable travel conditions as slowly, drop by drop it begins to rain.

The caravan master insists on leaving right away, mud, he insists will only slow you down.

So it is that as the rain falls from the dreary sky that you set out for Fort Minochehr.

You should have the characters layout their locations, and describe what they do during the day.

It is a nine-hour journey to the next fort, with only 8 hours of good daylight travel time. This means each day the caravan will have to hustle for at least an hour (See the Player's Handbook, Chapter 9: Adventuring).

Note it requires a handle animal check to push each animal each day. Characters will need to make that check each day. Note that characters and their mounts may take damage from Hustling.

Development: Assuming the characters don't do anything stupid (like trying to explore the woods), or travel slower than the caravan (which won't wait), they should reach Fort Minochehr by nightfall. Except for the constant rain, and deepening mud, nothing of interest happens along the way.

ENCOUNTER 2

After a long day of near constant rain, mud, and the twilight darkness of a storm grey sky, you finally reach Fort Minochehr.

The caravan master glances up once as you reach the gates, and shakes his head disapprovingly.

Once inside, the caravan drivers and guards stow their gear, wagons and horses at the opposite stables. They then pile into the Prancing Foal, the Fort's Tavern and Inn for a warm meal and some strong drink. If any of the players join them:

As the guards and drivers begin to relax after a hot meal and the ale begins to flow a little more freely, one of the older drivers sits

himself down at your table. He directs snaggie-tooth grin at you as he cheerfully offers "This old man can offer you naught but the wisdom of his years, for a mere drink or two, he could tell you of the Lost Legion of Thornward. A fine story for a cheap drink is a good deal, no?"

If the characters agree to buy him a drink or two the man will begin his tale:

"It was the last great battle of the war with Bissel, the infidel hordes were massed to protect their capital from our valiant soldiers. Among the massed armies were Rogahn and Zelliger two of the most merciless Watch bastards that ever lived. General Naidad, the future Shield of the True Faith, lead our glorious forces against them in battle that was both long and hard.

They had entrenched themselves outside the city and seemed willing to stoop to any and all low tricks to defeat us. But, our general he was cleverer than them by far. The General hid more than half of our forces from the Bisselite dogs.

Then near the end of the day, the General cleverly positioned his forces on the battlefield, and faked a route of the western flank. This provided Rogahn and Zelliger an opportunity they had longed for—a chance to spill Ketite blood, by flanking our center position. Their hatred blinded them to the trap, for they thought they had us outnumbered, outmaneuvered, and most importantly they thought they had us outwitted, so they took the bait. As they left their fortified position to engage our center, General Naidad released our reserves into their Bisselite flank. In mere moments hundreds of the curs lay dead and nearly a thousand of them, lead by Rogahn and Zelliger themselves ran like whipped dogs.

Our forces had so completely overwhelmed them that they were forced to flee west and then north to avoid our holy warriors. After a day of running battles, with their tails between their legs they ended up pinned between the Bramblewood and the chase force.

Such was their fear of our fighting prowess that the fools fled right into the woods without even delaying to think of what dangers lie in the forest.

The woods around where they entered we cordoned by the army for over a year, but never did a single one of the fools emerge. So for years, everyone assumed they died a horrible death killed by any one of the unimaginable horrors of the woods. I can't but wonder though, that maybe these bandits, who call themselves the Black Daggers, might not be the Lost Legion of Thornward. Maybe Rogahn and Zelliger have at last come back to exact revenge for their humiliation on the battlefield, or maybe these are just the ramblings of an old fool...

I thank you for your generosity to an old man, the ale is quite good is it not?"

The old man will allow the characters a chance to ask questions before he sets off to find a place to sleep:

"Good night, my friends, it is time for an old man to find his bed roll."

NPCs:

☛ **Zariab:** Male Human Com2, See DM Aid #1 for more information.

Zariab is telling a story, as he knows it. He believes most of the above is true. He doesn't really believe that the Lost Legion is the same as the Black Daggers or that Rogahn and Zelliger have come back. He's just tying a good story into current events...

ENCOUNTER 3

The next day dawns to a gray sky and slow constant drizzle. Just as it did the day before the caravan quickly prepares its leave and begins the journey north.

As the caravan rolls along the road way, the damage caused by the slow steady rainfall is becoming apparent in certain areas sections of the road have washed out, and in others, nearby streams have begun to overflow their banks and blanket short sections of the road.

As early afternoon begins there is a sudden yell, and an ominous crack as the front wagon slips off the road.

The front wagon has slipped off the road and broken an axle. A rogue who searches and makes DC 21 can figure out that the road was rigged to collapse.

If the characters leave Farzeen alone because of the confusion, one of the guards will try to help him escape. The characters need to make a spot check at DC 10 to spot Farzeen (and Oakheart, if applicable) as he makes a run into the woods. None of the caravan guards will follow the pcs. They will have to chase him down themselves.

The axle is too large to be fixed with a mend spell, but a make whole spell will work wonderfully.

Unless the sabotage is discovered, the caravan master takes this as a bad omen, and will want to leave the wagon behind if it can't be immediately fixed. It will take some time to right the wagon, unload it and load the materials onto the other wagon. By the time this is done they will be almost an hour behind schedule. The characters may be able to convince the caravan master to wait for them to try something (Diplomacy DC: 15) but under no condition will he wait for more than an hour before unloading the cart and loading the others up (Thus making him two hours late).

NPCs:

☛ **Roshad:** See DM Aid 1.

☛ **Farzeen and Oakheart:** See DM Aid 2.

Development: The caravan may have to hustle for as many as three hours to reach the Fort before nightfall. Be sure to record the damage done to the mounts and walking characters if they have to hustle for two or three hours.

Note: Natural healing only occurs when a character rests for a day, *Player's Handbook* page 129. Generally unless a character is specifically avoiding doing any strenuous activity (including spellcasting and combat) for the entire day, they do not heal naturally.

ENCOUNTER FOUR

The third day of your journey dawns bleak and grey, just like the first two. It seems like it will be another day of rain and mud.

In the early afternoon, the caravan will come across the second trap devised by the bandits. The bandits have tied a captured rust monster to a tree just off the road, a lone sorcerer waits for the caravan to appear then casts invisibility on the rust monster and cuts it free to eat a pile of metal lying out in the road.

If any of the characters are riding out front they will notice that their horses have become anxious right before the rust monster strikes. It will be attracted to heavy armour, the guards are all wearing leather, so unless one of the lead characters has metal armour, it will head right for the wagon wheels and axles.

Out of nowhere appears a large four-legged insect with long feelers. As the feelers reach out and caress the wheels and axle of the front wagon, they instantly turn to rust.

Creatures:

☛ **Rust Monster** (1): hp 27; see *Monster Manual* page 157.
Note: Rust monsters do

Development: When the caravan reaches Fort Mahboud, there will be some replacement weapons that they can buy. They don't come cheap though. They cost double standard PHB prices and only scimitars, falchions, arrows, bolts, crossbows, bows, lances, small wooden shields and chain mail are available. This equipment has obviously been sitting in storage for a long time, the metal is slightly rusty and the wood discoloured by minor water damage. No game effect, they just require thorough cleaning and proper care. The quartermaster at the Fort is somewhat reluctant to part with this equipment even though it is obvious they still have more than enough to withstand a small siege.

ENCOUNTER 5

The fourth day of your journey seems like it will be a pleasant change. For once the rain has stopped falling. However, shortly before the caravan rolls out the gates, the drizzle starts once more, and doesn't show any more signs of stopping...

In the late afternoon, the caravan will come across an ambush devised by the bandits. The bandits have cut down two trees and toppled them into the road providing an effective barrier to the caravan.

The caravan is just reaching the top of a rise when shouts from the outriders bring it to a very abrupt stop. Just over the rise a pair of trees has fallen into road, totally blocking it.

If the characters try to move the trees, a bandit sorcerer who is invisible and hidden nearby will begin summoning monsters to attack them.

NPCs:

☛ **The Summoner, male human Sor8**; CR 8, Medium-size humanoid (human); HD 8d4+8; hp 33; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10); Atk +4 melee (1d4/19-2, dagger) or +6 missile (1d4/19-20, dagger); AL N; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 11, Wis 11, Cha 16. Height 5 ft. 11 in.

Skills and Feats Spellcraft +11, Concentration +11, Knowledge (Planes) +11; Point Blank Shot, Run, Spell Focus (Conjuration).

Possessions: Quarterstaff, sling, 10 rocks, spell components (valueless), some minor personal effects (valueless).

Spells Known (6/7/7/6/3; base DC = 13 + spell level):
0—dancing lights, ray of frost, detect magic, detect poison, flare, ghost sound, mage hand, read magic; 1st—colour spray, expeditious retreat, unseen servant, sleep, summon monster I; 2nd—protection from arrows, invisibility, summon monster II; 3rd—fly, summon monster III 4th—summon monster IV.

Creatures:

Tier 1:

Group 1:

Round -3: Fiendish Dire Rat*

Round -2: Fiendish Dire Rat*

Round -1: Fiendish Dire Rat*

Round 0: Fiendish Dire Rat*

Round 1: Fiendish Wolf

Group 2:

Round 2: Celestial Eagle

Round 3: Celestial Eagle

Round 4: Fiendish Hawk

Tier 2:

Group 1:

Round -4: Fiendish Dire Rat*

Round -3: Fiendish Dire Rat*

Round -2: Fiendish Dire Rat*

Round -1: Fiendish Dire Rat*

Round 0: Fiendish Dire Rat*

Round 1: Fiendish Wolf

Round 2: Fiendish Wolf

Round 4: Fiendish Dire Weasel

Group 2:

Round 3: Celestial Bison

Round 5: Celestial Eagle

Round 6: Celestial Eagle

Round 7: Fiendish Hawk

Tier 3:

Group 1:

Round -6: Fiendish Dire Rat*

Round -5: Fiendish Dire Rat*

Round -4: Fiendish Dire Rat*

Round -3: Fiendish Dire Rat*

Round -2: Fiendish Dire Rat*

Round -1: Fiendish Dire Rat*
Round 0: Fiendish Wolf
Round 1: Fiendish Wolf
Round 2: Fiendish Wolf
Round 3: Fiendish Wolf
Round 4: Fiendish Dire Weasel
Round 5: Fiendish Dire Weasel
Round 6: Fiendish Dire Weasel

Group 2:

Round 7: Celestial Bison
Round 8: Juvenile Arrowhawk
Round 9: Juvenile Arrowhawk
Round 10: Juvenile Arrowhawk

Full stats for the monsters are included in DM Aid #3.

Tracking the loggers who cut the trees down is DC 25. It takes more than an hour to find the position where the bandits waited for the sorcerer to return, when the characters get here, however, they've already moved onwards. Shortly after they find the site, go to encounter Nine.

Tactics: The summoner casts invisibility, protection from arrows, and fly when he sees the caravan approaching. He summons his initial dire rats and unleashes them on the workers in round 1. The first group of monsters is instructed to attack the workers who are trying to move the trees.

The second groups are instructed to attack Farzeen after the guards are drawn away from him.

At no point will the summoner engage the characters directly; instead if he feels his life is in any danger, he will flee.

* Every time a dire rat damages a character, that character must roll a save for the filth fever.

In Tiers 2 and 3, the celestial bison is sent to attack the wagon that Farzeen is in. It's supposed to damage the wagon if it can't reach Farzeen himself.

Development: The dire rats should have infected some of the characters and/or guards with filth fever. In Tiers 2 and 3 the Fiendish Dire Weasels may have done temporary con damage to some of the guards/characters. Ability point damage heals at a rate of 1 point per day if the characters do not engage in combat or strenuous activity (basically any action that would inflict a point of damage on a disabled character, including spellcasting). Characters cannot get full bed rest on the caravan, although they could receive long term care, which would still require resting for an entire day to be effective.

ENCOUNTER 6

The fifth day of your journey dawns as bleak and grey as the first three days. Luckily there are only two more days left before you reach Fort Nesser.

In the late afternoon, the bandits ambush the caravan.

TIER 1 (EL 9)

🗡️ **Bandits, male human War3** (8): CR2, Medium-size humanoid (human); HD 3d8+6; hp 21; Init +6; Spd 20 ft.; AC 17/19 (touch 12, flat-footed 15/17); Atk +6 melee (1d8+2/19-20, longsword) or +5 missile (1d8/x3, longbow); AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 11, Wis 11, Cha 10. Height 5 ft. 10 in.

Skills and Feats: Climb +8, Hide +5, Move Silently +5; Improve Initiative, Run, Weapon Focus (Longsword).

Possessions: Longsword, longbow, 20 arrows, hide armour, large wooden shield, 5 silver pieces, 1 lb. of salt, some minor personal effects (valueless).

🗡️ **Tateland, Bandit Leader, male human Ftr4:** CR 4; Medium-size human (human); HD 4d10+8; hp 36; Init +2; Spd 20 ft.; AC 20 (touch 12, flat-footed 18); Atk +7 melee (1d8+4/19-20, longsword) or +6 missile (1d8/x3, longbow); AL NE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 11, Wis 11, Cha 10. Height 5 ft. 11 in.

Skills and Feats: Listen +3, Hide +5, Spot +3; Cleave, Endurance, Run, Power Attack, Weapon Focus (longsword), Weapon Specialization.

Possessions: Longsword, longbow, 20 arrows, Masterwork Breastplate, large wooden shield, some minor personal effects (valueless).

TIER 2 (EL 11)

🗡️ **Bandits, male humans War3** (6): CR 2; Medium-size humanoid (human); HD 3d8+6; hp 21; Init +6; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +6 melee (1d8+2/19-20, longsword); AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 11, Wis 11, Cha 10. Height 5 ft. 10 in.

Skills and Feats: Climb +8, Hide +5, Move Silently +5; Improve Initiative, Run, Weapon Focus (Longsword).

Possessions: Longsword, hide armour, large wooden shield, 5 silver pieces, 1 lb. of salt, some minor personal effects (valueless).

🗡️ **Bandits Archers, male humans War3** (6): CR 2; Medium-size humanoid (humans); HD 3d8+6; hp 21; Init +6; Spd 20 ft.; AC 17/19 (touch 12, flat-footed 15/17); Atk +5 melee (1d8+2/19-20, longsword) or +6 missile (1d8/x3, longbow); AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 11, Wis 11, Cha 10. Height 5 ft. 10 in.

Skills and Feats: Climb +8, Hide +5, Move Silently +5; Point Blank Shot, Precise Shot, Weapon Focus (Longbow).

Possessions: Longsword, longbow, 20 arrows, hide armour, large wooden shield, 5 silver pieces, 1 lb. of salt, some minor personal effects (valueless).

🗡️ **Tateland, the Bandit Leader, male human Ftr4:** CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +2; Spd 20 ft.; AC 20 (touch 12, flat-footed 18) [[+2 Dex, +5 masterwork breastplate, +2 large wooden shield]]; Atk +7 melee (1d8+4 [crit 19-20] longsword) or +6 missile (1d8 [crit x3] longbow); AL NE; SV Fort +5, Ref +3, Will +1; Str

14, Dex 14, Con 14, Int 11, Wis 11, Cha 10. Height 5 ft. 11 in.

Skills and Feats: Listen +3, Hide +5, Spot +3; Cleave, Endurance, Run, Power Attack, Weapon Focus (longsword), Weapon Specialization.

Equipment: Longsword, longbow, 20 arrows, Masterwork Breastplate, large wooden shield, some minor personal effects (valueless).

➤ **Aramil, the Bandit Sorcerer, male human Sor4:** CR 4; Medium-size humanoid (human); HD 4d4+4 hp 17; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d6, quarterstaff) or +4 missile (1d8/19-20, repeating crossbow); AL NE; SV Fort +5, Ref +3, Will +1; Str 10, Dex 14, Con 12, Int 11, Wis 11, Cha 16. Height 5 ft. 11 in.

Skills and Feats: Spellcraft +7, Concentration +7, Wilderness Lore +3; Exotic Weapon Proficiency (repeating crossbow), Run, Spell Focus (Necromancy).

Possession: Quarterstaff, repeating crossbow, spell components (valueless), some minor personal effects (valueless).

Spells Known (6/7/4; base DC = 13 + spell level): 0—dancing lights, detect magic, detect poison, flare, mage hand, read magic; 1st—colour spray, ray of enfeeblement, sleep; 2nd—Melf's acid arrow.

TIER 3 (EL 13)

➤ **Bandits, male humans War3** (12): CR 2; medium-size humanoid (human); HD 3d8+6; hp 21; Init +6; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +6 melee (1d8+2/19-20, longsword); AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 11, Wis 11, Cha 10. Height 5 ft. 10 in.

Skills and Feats: Climb +8, Hide +5, Move Silently +5; Improve Initiative, Run, Weapon Focus (Longsword).

Possessions: Longsword, hide armour, large wooden shield, 5 silver pieces, 1 lb. of salt, some minor personal effects (valueless).

➤ **Bandits Archers, male human War3** (12): CR 2; Medium-size humanoid (human); HD 3d8+6; hp 21; Init +6; Spd 20 ft.; AC 17/19 (touch 12, flat-footed 15/17); Atk +5 melee (1d8+2/19-20, longsword) or +6 missile (1d8/x3, longbow); AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 11, Wis 11, Cha 10. Height 5 ft. 10 in.

Skills and Feats: Climb +8, Hide +5, Move Silently +5; Point Blank Shot, Precise Shot, Weapon Focus (Longbow).

Possessions: Longsword, longbow, 20 arrows, hide armour, large wooden shield, 5 silver pieces, 1 lb. of salt, some minor personal effects (valueless).

➤ **Tateland, the Bandit Leader, male human Ftr6:** CR 6; Medium-size humanoid (human); HD 6d10+8; hp 54; Init +2; Spd 20 ft; AC 18/20 (touch 12, flat-footed 16/18); Atk +9/+4 melee (1d8+4/19-20, longsword) or +8/+3 missile (1d8/x3, longbow); AL NE; SV Fort +6, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 11, Wis 11, Cha 10. Height 5 ft. 11 in.

Skills and Feats: Listen +4, Hide +6, Spot +4; Cleave, Endurance, Great Cleave, Run, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization.

Equipment: Longsword, longbow, 20 arrows, Masterwork Breastplate, 25 gp, 1 lb. of saffron, large wooden shield, some minor personal effects (valueless).

➤ **Aramil, the Bandit Sorcerer, male human Sor6:** CR 6; Medium-size humanoid (human); HD 6d4+6; hp 25; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d6, quarterstaff) or +4 missile (1d8/19-20, repeating crossbow); AL NE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 12, Int 11, Wis 11, Cha 16. Height 5 ft. 7 in.

Skills and Feats: Spellcraft +9, Concentration +9, Wilderness Lore +4; Point Blank Shot, Run, Spell Focus (Necromancy), Spell Focus (Evocation).

Possessions: Quarterstaff, repeating crossbow, 25 gp, 1 lb. of saffron, spell components (valueless), some minor personal effects (valueless).

Spells Known (6/7/6/4; base DC = 13 + spell level): 0—dancing lights, detect magic, detect poison, flare, mage hand, ray of frost, read magic; 1st—colour spray, magic weapon, ray of enfeeblement, sleep; 2nd—Melf's acid arrow, bull's strength; 3rd—lightning bolt.

➤ **Japheth, the Bandit Cleric, male human Clr4** (1): CR 4; Medium-size humanoid (human); HD 4d8+8; hp 31; Init +0; Spd 20 ft; AC 17 (touch 10, flat-footed 17); Atk +5 melee (1d8+2, morningstar) or +3 missile (1d6+2, javelin); AL CN; SV Fort +5, Ref +1, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 10. Height 5 ft. 10 in.

Skills and Feats: Knowledge (Religion) +7, Spellcraft +7, Concentration +7; Cleave, Power Attack, Run.

Possessions: Morningstar, breastplate, large wooden shield, 6 javelins, Holy Symbol of Kord, spell components (valueless), 25 gp, 1 lb. of saffron, some minor personal effects (valueless).

Spells Prepared (5/5/4; base DC = 13 + spell level): 0—create water (x2), detect magic, guidance (x2); 1st—protection from law*, bless, bane, divine Favour, magic weapon; 2nd—bull's strength*, endurance, hold person, sound burst.

*Domain spell. **Domains:** [Chaos (+1 caster level for chaos spells); Strength (+4 strength for 1 round/per day)].

Tactics: The bandits' primary goal is to capture Farzeen and/or Farzeen's body. The secondary goal is to kill Farzeen. The tertiary goal is to destroy and loot the caravan.

Fast play rules (For judges who do not wish to run the full battle): Every three healthy remaining guards can neutralize one bandit. Two wounded or sick guards equal one healthy guard. For convenience sake, assume that three guards and one bandit are reduced to -1 every second round, until no guards are left. The caravan master, and his four caravan drivers can reduce one bandit to -1 after all the other guards are defeated, but

will be incapable of stopping the leader (if he is the only bandit remaining).

The bandit leader, sorcerer and cleric (if applicable) and one quarter of the bandits will focus their attention on the characters. One quarter of the bandits will attempt to capture Farzeen and take him prisoner. The rest will deal with the caravan guards.

Note: The bandits who are attacking Farzeen are equipped with 2 tanglefoot bags, 2 thunderstones, and 2 vial of alchemist's fire. They use the alchemist's fire to light the wagons on fire after they have Farzeen, they use the tanglefoot bags to stop anyone who tries to follow them, and they thunderstones used against any spell casters who are trying to protect Farzeen.

If it looks like the bandits won't be able to capture Farzeen they will settle for lighting him on fire with the alchemist's fire.

Development: Some characters might decide to surrender or try to join the bandits. If the characters can convince them of their honest desire to join the bandits (A Diplomacy check according to page Table 5-4 in the DUNGEON MASTER'S Guide, pg 149, determine the current attitude, and the DC to modify that attitude to friendly).

The Ket regional Triad will arbitrate the consequences of joining the bandits. Any characters that succeed in the Diplomacy check should be noted on the critical event summary, and the players should be told to contact the Triad. The characters are out of play until further notice.

ENCOUNTER 7

While the final day of your journey is cold and the sky dark, no rain falls from the otherwise dreary sky.

If the Roshad hasn't been discovered and both Oakheart and Farzeen are being transported the Traitor conveniently leaves a dagger within reach of Oakheart.

Oakheart tries to kill Farzeen. Farzeen obviously doesn't want to die.

Be sure you know where the characters are positioned on what's left of the caravan before starting. You will also need to know how Farzeen and Oakheart current life totals.

Farzeen is restrained at first and must make an Escape Artist check at DC 20 to escape the rope, until he does he has a -4 penalty to his armour class.

Suddenly a shout rings out "Now Farzeen, you die!"

NPCs:

☛ **Farzeen and Oakheart:** See DM Aid #2.

ENCOUNTER 8

If the characters are suspicious that there may be traitor among them, they are allowed to make spot checks, but

unless they suspect Roshad specifically or decide to thoroughly search all the guards, they are considered to be taking 10 on a Spot check. They need to beat Roshad's Disguise check (DC 24).

If they specifically suspect Roshad, and watch him for abnormal behaviour, the judge should roll the character(s) spot check(s). If the spot check beats Roshad's disguise check, they see through Roshad's disguise and realize that he is not a typical caravan guard.

If the characters confront Roshad he will deny everything. Roshad will insist he's just looking for some honest work.

In case the characters mentally probe Roshad, he knows the bandits plan to ambush the caravan in order to get Farzeen. He does not know when or how.

That he is supposed to help Farzeen escape if possible so that he can be killed in the woods.

That he's supposed to spy on Farzeen's guardians and report anything clever they come up with.

He drops his reports at specially prepared locations.

ENCOUNTER 9

This encounter only occurs if the players fail to reach the next fort before nightfall. They have eight hours each day to reach the next fort. If they take longer than eight hours, then one of the following encounters will occur.

Roll 1d8, to determine which of the following random encounters occur. The encounter may be more than the players can handle, in which case they should flee. The Bramblewood is a dangerous place.

- 1) Lucked out, no encounter.
- 2) Bugbears (2) (CR 2, EL 4)
- 3) Troll (1) (CR 5, EL 5)
- 4) Ogres (4) (CR 2, EL 6)
- 5) Giant Stag Beetles (3) (CR 4, EL 7)
- 6) Giant Spiders (Huge Hunters: 4) (CR 4 EL 8)
- 7) Wyverns (3) (CR 6 EL 9)
- 8) Behir (2) (CR 8 EL 10)

Creatures:

☛ **Bugbears** (2): hp 20, 21; see *Monster Manual* page 27.

☛ **Troll** (1): hp 63; see *Monster Manual* page 180.

☛ **Ogres** (4): hp 26, 27, 28, 29; see *Monster Manual* page 144.

☛ **Giant Stag Beetles** (3): hp 53, 54, 55; see *Monster Manual* pages 206-207.

☛ **Giant Spiders (Huge Hunters)** (4): hp 55, 56, 57, 58; Poison DC 22, 1d8 Str; see *Monster Manual* page 210.

☛ **Wyverns** (3): hp 59, 60, 61; see *Monster Manual* page 186.

➤ **Behir** (2): hp 94, 95; see *Monster Manual* page 24.

Tactics:

Bugbears and Ogres: The bugbears and the ogres will each strike from an ambush, attacking a group no larger than their own numbers, attempting to take them quickly.

Troll: The Troll is fearless and hungry, he will attack until killed, or until his victims flee. If no dead or wounded are left behind he will pursue until some are.

Giant Stag Beetles and Giant Spiders: These insects are pack hunters they will tend to try to charge and then flank their opponents. The giant spiders are hunters, not web spinners. Once an insect has felled an opponent it will begin eating unless it is actively threatened.

Wyverns: Each wyvern will dive out of the sky and try to pick up a single victim and then fly away with him. Note: There is a mistake in the wyvern description, the snatch ability should work against creatures four to one size smaller than the wyvern not “four or more sizes smaller”. In this case it works against creatures from size tiny to large.

Behirs: The behirs will attack from opposite sides; each will try to catch as many opponents as possible in its breath weapon. Then they begin eating whatever is left. Each can eat two man-sized creatures, once both have filled up, they will withdraw, only attacking those who continue to harass them.

CONCLUSION

After a long day, but relatively dry day under the overcast sky, you finally reach Fort Nesser. The gates are still open, but from the waning sun, not for very much longer. The caravan quickly slips into the Fortress.

As you emerge from the massive gates into the interior courtyard, you find a pair of Mullahs and a small group of guards awaiting you.

There are three different conclusions depending on whether the characters have Farzeen, and whether or not he's alive:

1) Well done.

If the characters arrived with Farzeen (and Oakheart, if applicable) alive.

As the guards unload Farzeen from the wagon, the Mullahs smile and address you “You have done well in transporting these men to us. You have the blessing of True Faith, and our thanks.”

The characters receive a point of influence with the True Faith. If the characters betrayed Farzeen in round 1, they get to live and receive the Debt of Commander of Delvash.

2) At least he didn't escape...

If the characters return with the corpse of Farzeen and/or Oakheart

As the guards unload the corpse from the wagon, the Mullahs frown and address you “This is not good. You were supposed to transport him alive to us. You have failed to accomplish your task.”

The characters receive nothing, unless they betrayed Farzeen in round 1, in which case they are executed for betraying Commander Farzeen.

3) You WHAT???

If the character return without Farzeen and/or Oakheart.

As the guards look into the empty wagon, the Mullahs frown and address you “This is not acceptable. You were supposed to transport him to us. You have failed to accomplish your task.”

The characters lose an influence point with the Mullahs for losing their valuable cargo. If the character betrayed Farzeen in Round 1 they are executed.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Reaching Minochehr before nightfall* 25 xp

Encounter Three

Preventing Farzeen's Escape 25 xp

Reaching Fort Stivang before nightfall* 25 xp

Encounter Four

Defeating the rust monster 25 xp

Reaching Fort Mahboud before nightfall* 25 xp

Encounter Five

Saving Farzeen from the monsters 50 xp

Reaching Fort Maldonius before nightfall* 25 xp

Encounter Six

Defeating the bandits 50 xp

Saving Farzeen from the bandits 25 xp

Reaching Fort Canyses before nightfall* 25 xp

Encounter Seven

Saving Farzeen from Oakheart	25 xp
Reaching Fort Nesser before nightfall*	25 xp

Conclusion

Turning Farzeen over to the Mullahs	75 xp
Turning Oakheart over to the Mullahs	25 xp

* The caravan must not have spent any nights on the road.

Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Total possible experience 500 xp

- 1 lb. of salt per bandit (5 gp each)
- 25 gp per leader (Aramil, Tateland, Japheth)
- 1 lb. of saffron (15 gp each) per leader (Aramil, Tateland, Japheth)
- 2 Tanglefoot bags (unless used) (50 gp, 4 lb., leather, common): See PH page 114.
- 2 Thunderstones (unless used) (30 gp, 1 lb., stone, common): See PH page 114.
- 2 Vials of Alchemist's Fire (unless used) (20 gp, 1¼ lb., glass, common): See PH page 114.
- Masterwork Breastplate (350 gp, 30 lb. steel, rare): This sturdy steel breastplate has a bronze inlay depicting a roaring bear's head.

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter Six

- 5 silver pieces per bandit.

DM AID #1: THE CARAVAN

The caravan consists of one caravan master, four drivers, four wagons and 16 guards. Two guards ride on each of the wagons, and four each serve as a front guard and a rear guard. The wagons are moderately full. There is enough spare room to move the full load, including the guards and driver, from one wagon onto the other three. By default, Farzeen (and Oakheart if applicable) are loaded in the final wagon.

Guards killed during encounters are not replaced. If the characters begin killing guards with friendly fire, the characters will no longer be welcome. The caravan master fervently believes that time is money, and will refuse to stop for any avoidable delays this means even if the characters are suffering from poison and filth fever, he pushes on.

If the characters decide to wait with Farzeen at a Fort along the way, the caravan continues and is destroyed the next day. Other caravans heading in their direction will arrive every second day. For each caravan that they skip the DM has the option of doubling the number of monsters in the rest of the encounters or raising the tier by 1. This effect is cumulative as the bandits take more time to prepare for the ambushes. Each additional caravan can be considered to have the same stats as Pishkar's caravan, but with different names.

Roshad is always one of the guards on Farzeen's wagon, unless the characters do something to move him around. He will be nice to the characters, almost to the point of fawning. He will ask them questions about their adventures, and generally try to be their friend.

🐉 **Pishkar, the Caravan Master, male human Exp3:** CR 2; Medium-size humanoid (human); HD 3d6; hp 17; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +2 melee (1d6/18-20, scimitar); AL LN; SV Fort +1, Ref +1, Will +3; Str 11, Dex 10, Con 11, Int 13, Wis 10, Cha 13. Height 5 ft. 9 in.

Skills and Feats: Appraise +7, Bluff +7, Diplomacy +13, Handle Animals +7, Knowledge (Local) +7, Listen +5, Ride +6, Sense Motive +6, Spot +5; Alertness, Skill Focus (Diplomacy), Toughness.

Possessions: Scimitar, Merchant's clothes, 250 lances, 2 silver rings (50 lances each), personal effects (valueless).

🐉 **Barzu, Farshid, Javad, Sadri, Sarvar, Sinar, Siavosh, and Zal, the Front and Rear Guard, male humans War2:** CR1; Medium-size humanoid (human); HD 2d8+2; hp 14; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d6+2/18-20, scimitar), or +3 missile (1d6/x3, shortbow) or +4 melee (1d8+2/x3, heavy lance); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 13, Int 10, Wis 11, Cha 10. Height 5 ft. 10 in.

Skills and Feats: Listen +2, Profession (Guard) +1, Ride +6, Spot +2; Mounted Combat, Ride-By Attack.

Possessions: Scimitar, heavy lance, leather armour, large wooden shield, saddle, light warhorse, shortbow, 20 arrows.

🐉 **Adel, Bijan, Darayus, Hesam, Kayvan, Khubyar, and Omar the Wagon Guards, male humans War1:** CR ½; Medium-size humanoid (human); HD 1d8+1; hp 7; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d6+2/18-20, scimitar), or +4 missile (1d6/x3, shortbow); AL LN; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 13, Int 10, Wis 11, Cha 10. Height 5 ft. 8 in.

Skills and Feats: Climb +5, Handle Animal +2, Listen +1, Profession (Guard) +1, Ride +3, Spot +1; Point Blank Shot, Quick Draw.

Equipment: Scimitar, leather armour, large wooden shield, saddle, short bow, 20 arrows.

🐉 **Roshad, the Wagon Guard, male human Rog3:** CR 3; Medium-size humanoid (human); HD 1d6+1; Spd 30ft.; AC: 17 (touch 13, flat-footed 14); Atk -3 melee (1d6+1 [crit 18-20] scimitar), or +5 missile (1d6 [crit x3] shortbow); AL LN; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 11, Wis 11, Cha 12. Height 5 ft. 8 in.

Skills and Feats: Bluff +7, Diplomacy +11, Disguise +9, Gather Information +7, Hide +9, Intimidate +9, Move Silently +9, Open Locks +9, Pick Pockets +11, Sense Motive +6; Point Blank Shot, Quick Draw, Precise Shot.

Equipment: Scimitar, leather armour, large wooden shield, saddle, short bow, 20 arrows.

🐉 **Erach, Tirdad, Yima, and Zariab the Wagon Drivers, male human Com2:** CR 1; Medium-size humanoid (human); HD 1d4; hp 6; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Atk +0 melee (1d6 club); AL LN; SV Fort +0, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10. Height 5 ft. 6 in.

Skills and Feats: Handle Animal +7, Profession (Driver) +5, Use Rope +5; Skill Focus (Handle Animal), Endurance;

🐉 **Light War Horses (8):** hp 22; see *Monster Manual* page 197.

🐉 **Heavy Horses (8):** hp 19; see *Monster Manual* page 197.

DM AID #2: FARZEEN AND OAKHEART

TIER 1 (EL 5)

☛ **Farzeen, male human Ftr1/Rog3**: CR 4; Medium-size humanoid (human); HD 1d10 + 3d6 + 8; hp 30, Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 13); Atks +5 melee (1d3+2 subdual, fist); SA +2d6 Sneak attack; AL LE; Fort +6, Ref +5, Will +2; Str 15, Dex 14, Con 14, Int 8, Wis 12, Chr 14. Height 5 ft., 2 in.

Skills and Feat: Bluff +8, Diplomacy +10, Escape artist +8, Hide +7, Listen +5, Move Silent +7, Profession (Guard) +7, Ride +3, Sense Motive +6, Spot +5; Improved Initiative, Dodge, Alertness, Mounted Combat.

Possessions: Loincloth and shackles.

☛ **Oakheart, male elf Clr3**: CR 3; Medium-size humanoid (elf); HD 3d8+3; hp 23; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +2 melee (1d3-1 subdual, fist); SA Spells, Channel positive energy; AL CN; SV Fort +4, Ref +4, Will +5; Str 9, Dex 16, Con 12, Int 12, Wis 14, Chr 10. Height 4 ft., 11 in.

Skills and Feats: Concentration +7, Knowledge: Religion +7, Spellcraft +7; Point Blank Shot, Rapid Shot, Weapon Focus (longsword).

Possessions: Loincloth and shackles.

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision

Domains: Chaos, War.

*Spells Prepared*** (4/3+1/2+1; Spell DC = 12 + spell level) 0—resistance, detect magic, detect poison, inflict minor wounds; 1st—magic weapon, bane, inflict light wounds (x2); 2nd—spiritual weapon, bull's strength, inflict moderate wounds;

TIER 2

☛ **Farzeen, male human Ftr3/Rog3**: CR 6; Medium-size humanoid (human); HD 3d10 + 3d6 + 12; hp 48, Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +7/+2 melee (1d3+2 subdual, fist); SA +2d6 Sneak attack; AL LE; Fort +6, Ref +5, Will +2; Str 15, Dex 14, Con 14, Int 8, Wis 12, Chr 14. Height 5 ft., 2 in.

Skills and Feats: Bluff +8, Diplomacy +10, Escape artist +8, Hide +7, Listen +5, Move Silent +7, Profession (Guard) +7, Ride +5, Sense Motive +6, Spot +5; Imp. Init., Dodge, Alertness, Mounted Combat, Ride by Attack, Trample.

Possessions: Loincloth and shackles.

☛ **Oakheart, male elf, Clr6**: CR 6; Medium-size humanoid (human); HD 6d8+6; hp 39; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +4 melee (1d3-1 subdual, fist); SA Spells, Channel positive energy; AL CN; SV Fort +6, Ref +5, Will +7; Str 9, Dex 16, Con 12, Int 12, Wis 15, Chr 10. Height 4 ft., 11 in.

Skills and Feats: Concentration +10, Knowledge: Religion +10, Spellcraft +10; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword).

Possessions: Loincloth and shackles.

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision.

Domains: Chaos, War.

*Spells Prepared*** (5/5+1/4+1/2+1; Spell DC = 12 + spell level) 0—resistance, detect magic, detect poison, light, inflict minor wounds; 1st—magic weapon, bane, detect law, endure elements, protection from law, inflict light wounds; 2nd—spiritual weapon, bull's strength, endurance, hold person, inflict moderate wounds; 3rd—magic circle against law, inflict serious wounds, prayer.

TIER 3

➤ **Farzeen, male human Ftr5/Rog3:** CR 8; Medium-size humanoid (human); HD 2d10 + 3d6 + 10; hp 40, Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +10/+5 melee (1d3+3 subdual, fists); SA +2d6 Sneak attack; AL LE; Fort +6, Ref +5, Will +2; Str 16, Dex 14, Con 14, Int 8, Wis 12, Chr 14. Height 5 ft., 2 in.

Skills: Bluff +8, Diplomacy +10, Escape artist +8, Hide +7, Listen +5, Move Silent +7, Profession (Guard) +7, Ride +7, Sense Motive +6, Spot +5; **Feats:** Improved Initiative, Dodge, Alertness, Mounted Combat, Ride by Attack, Trample, Spirited Charge.

Possessions: Loincloth and shackles.

➤ **Oakheart, male half-elf Clr8:** CR 8; Medium-size humanoid (elf); HD 8d8+8; hp 51; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +2 melee (1d3-1 subdual, fist); SA Spells, Channel positive energy; AL CN; SV Fort +7, Ref +5, Will +9; Str 9, Dex 16, Con 12, Int 12, Wis 16, Chr 10. Height 4 ft., 11 in.

Skills and Feats: Concentration +12, Knowledge: Religion +12, Spellcraft +12; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword).

Possessions: Loincloth and shackles.

SQ: Immunity to Sleep, +2 vs Enchantments, Low-light Vision.

Domains: Chaos, War.

Spells Prepared** (5/5+1/4+1/4+1/2+1) 0—resistance, detect magic, detect poison, inflict minor wounds, light, purify food and water; 1st—magic weapon, bane, detect law, endure elementsx2, protection from law, inflict light wounds; 2nd—spiritual weapon, bull's strength, endurance, hold person, inflict moderate wounds; 3rd—magic circle vs law, bestow curse, blindness/deafness, inflict serious wounds, prayer; 4th—chaos hammer, greater magic weapon, inflict critical wounds, invisibility purge.

** be sure to cross off any spells used in round one.

Oakheart prays for spells at noon. Unless the characters take steps to ensure that Oakheart can pray, the guards (and Farzeen) will not allow him to replace his spells (not even Roshad). If the characters allow Oakheart to prepare spells he will try to command one of the guards or caravan drivers to unlock him (when/if the characters are far away) and then he'll try to kill Farzeen again.

Both Farzeen and Oakheart begin the module with 2 hit points and 2000 points of subdual damage (They were very thoroughly beaten). Both characters heal 6, 9 or 12 points of real damage (Assuming they don't engage in any strenuous activities, like combat, spellcasting, or running away, in which case they don't heal any normal damage) and 96, 144, or 192 points of subdual damage a day (Based on Tier).

By default Farzeen and Oakheart will be chained together by a set of manacles. The chains for these manacles will be locked to one of the iron rings used to secure cargo. Additionally both Farzeen and Oakheart will be tied by a short waist rope to opposite sides of the wagon, so that they will be incapable of reaching each other.

DM AID #3: SUMMONED MONSTERS

➤ **Fiendish Dire Rat:** Small Magical Beast; HD 1d8+1; hp 5; Init +3 (Dex); Spd 40, Climb 20; AC 15 (+1 Size, +3 Dex, +1 Natural); Atks +3 melee (1d4, Bite); Face/Reach 5 by 5/ 5 ft.; SA Disease, Smite Good; SD Scent, Resistance (5); SR 2; AL LE; SV Fort +3, Ref +5, Will +3.

Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (Bite).

Smite Good (Su): 1/day +1 damage vs a good foe.

Disease (Ex): Filth Fever bite, Fort save DC 12, Incubation 1d3 days, Damage 1d3 temp dex, 1d3 temp Con.

Scent (Ex): Creature can detect opponents within 30 feet, Double Upwind, Half downwind. If within 5' it can pinpoint the source, otherwise it just detects the presence. Tracking by scent requires a Wisdom check w/ a DC of 10 for a fresh trail.

Resistance (Ex): Ignores the first 5 points of Fire & Cold damage.

Darkvision (Ex): 60 ft.

Spell Resistance (Ex): SR 2

➤ **Fiendish Hawk:** Tiny Animal; HD 1d8; hp 4; Init +3 (Dex); Spd 10, Fly 60 (Average); AC 17 (+2 Size, +3 Dex, +2 Natural); Atks +5 melee (1d4-2, Claws); Face/Reach 2.5 by 2.5/ 0 ft.; SA Smite Good; SD Resistance (5); SR 2; AL CE; SV Fort +2, Ref +5, Will +2.

Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6 (14 in daylight); Weapon Finesse (Claws).

Smite Good 1/day +1 damage vs a good foe.

Resistance (5): Ignores the first 5 points of Fire & Cold damage.

Darkvision (Ex): 60 ft.

Spell Resistance (Ex): SR 2

➤ **Celestial Eagle,** Small Animal; HD 1d8+1; hp 5; Init +2 (Dex); Spd 10, Fly 80 (Average); AC 14 (+1 Size, +2 Dex, +1 Natural); Atks +3 melee (1d3, Claw) +3 melee (1d3, Claw), -2 melee (1d4, Bite); Face/Reach 5 by 5/ 5 ft.; SA Smite Evil; SD Resistance (5); SR 0; AL CG; SV Fort +3, Ref +4, Will +2.

Str 10, Dex 15, Con 12, Int 3, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6 (14 in daylight); Weapon Finesse (Claw/Bite)

Smite Evil (Su): 1/day +1 damage vs an evil foe.

Resistance (Ex): Ignores the first 5 points of Acid, Cold or Electrical damage. **Darkvision (Ex):** 60 ft.

Spell Resistance (Ex): SR 2

➤ **Fiendish Wolf,** Medium Animal; HD 2d8+4; hp 13; Init +2 (Dex); Spd 50; AC 14 (+2 Dex, +2 Natural); Atks +3 melee (1d6+1, Bite); Face/Reach 5 by 5/ 5 ft.; SA Trip, Smite Good; SD Scent, Resistance (5); SR 0; AL CE; SV Fort +5, Ref +5, Will +1.

Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Spot +4, Move Silently +4, (Wilderness Lore +4 for Tracking); Weapon Finesse (Bite).

Trip (Ex): With a successful Bite attack can make an attempt to trip as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails the opponent can not react to trip the wolf.

Smite Good (Ex): 1/day +2 damage vs a good foe.

Scent (Ex): Creature can detect opponents within 30 feet, Double Upwind, Half downwind. If within 5' it can pinpoint the source, otherwise it just detects the presence. Tracking by scent requires a Wisdom check w/ a DC of 10 for a fresh trail.

Resistance (Ex): Ignores the first 5 points of Fire & Cold damage.

Darkvision (Ex): 60 ft.

Spell Resistance (Ex): SR 4

➤ **Celestial Bison** Large Animal; HD 5d8+15; hp 37; Init +0; Spd 40, Climb 30; AC 13 (-1 Size, +4 Natural); Atks +6 melee (1d8+6, Butt); Face/Reach 5 by 10/ 5 ft.; SA Stampede; SD Scent; SR 0; AL Neutral; SV Fort +7, Ref +4, Will +1.

Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +8, Spot +5

Stampede (Ex): A frightened herd of Bison flees as a group in a random direction (though always away from a perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 damage for each bison in the herd. A reflex save (DC 16) halves this.

Smite Evil (Su): 1/day +5 damage vs an evil foe.

Scent (Ex): Creature can detect opponents within 30 feet, Double Upwind, Half downwind. If within 5' it can pinpoint the source, otherwise it just detects the presence. Tracking by scent requires a Wisdom check w/ a DC of 10 for a fresh trail.

Damage Reduction (Su): 5/+1 Ignores the first 5 points of damage per attack unless inflicted with a +1 or better weapon.

Resistance (Ex): Ignores the first 10 points of Acid, Cold or Electrical damage.

Darkvision (Ex): 60 ft.

Spell Resistance (Ex): SR 10

➤ **Fiendish Dire Weasel** Medium Animal; HD 3d8+6; hp 19; Init +4 (Dex); Spd 40, AC 16 (+4 Dex, +2 Natural); Atks +7 melee (1d6+3 Bite); Face/Reach 5 by 5/ 5 ft.; SA Attach, Blood Drain; SD Scent; SR 0; AL Neutral; SV Fort +3, Ref +7, Will +4.

Str 14, Dex 19 Con 10, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +9, Spot +5, Move Silently +10; Weapon Finesse (bite)

Attach (Ex): A Dire Weasel that hits with its bite attack latches on to the opponent's body with its powerful jaws. An attached Dire Weasel has an AC of 12 (loses Dex).

Blood Drain (Ex): A Dire Weasel drains blood for 2d4 points of temporary Constitution damage each round it remains attached.

Smite Good (Su): 1/day +3 damage vs a good foe.

Scent (Ex): Creature can detect opponents within 30 feet, Double Upwind, Half downwind. If within 5' it can pinpoint the source, otherwise it just detects the presence. Tracking by scent requires a Wisdom check w/ a DC of 10 for a fresh trail.

Resistance (Ex): Ignores the first 5 points of Fire & Cold damage.

Darkvision (Ex): 60 ft.

Spell Resistance (Ex): SR 6

🦅 **Small Arrowhawk:** 16 hp; see *Monster Manual* page 19

CRITICAL EVENTS FOR TRAIL OF FEARS ROUND 2

Dungeon Master's name:

List the names of the characters who played this event:

Did Oakheart appear in Round 2? (Yes / No) If so was he killed? (Yes / No)

Did Farzeen escape? (Yes / No)

Was Farzeen killed? (Yes / No)

How many of the caravan guards survived the scenario?

List any other important events that occurred:
