

NYR1-05

Answering the Call

A One-Round D&D LIVING GREYHAWK®

Nyrond Regional Adventure

Version 1

by Robert L. Barber

Traveling in Almor you have learned the Church of Pholtus is determined to bring the Protectorate of Almor back from the darkness that has claimed it. The Prelate of Almor has put out a call to the faithful and to all good adventurers to help him restore Almor to its rightful place in the Flanaess and you have answered the call from his priests to restore the Church to a small thorp called Middy.

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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 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.

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

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	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Notice to Judges and Con Coordinators

Before for you run this scenario and other Living Greyhawk Nyrond Scenarios, please contact the Nyrond Triad (craig@hierview.com) to get a copy of the Nyrond Judge's Kit for the scenario you are running. This kit will include additional background for the Kingdom's major NPCs, historical data, current events, crime and punishment, and other useful information. This information will be constantly updated, so it is important to get this information with every new scenario. It is important to understand that the Nyrond Judge's Kit is only for the campaign judges and not for player consumption. You may also find it useful to review the Nyrond web site (<http://nyrond.oerth.com/index.html>).

Adventure Summary and Background

DM Background

In retaking the protectorate of Almor, the Church of Pholtus of the One True Path is looking for help from its followers, adventurers and veterans that wander the land. A priest of Pholtus, his robes glowing white in the dark, and two acolytes dressed in light gray approach a campfire and ask for volunteers to help them restore a small church in a nearby thorp. All the priest can offer the adventurers is a place to stay, simple food while they are there and the knowledge that they have helped to restore some good to the land. He asks for adventurers, as he knows there to be trouble in the area. After accepting the offer, the party and priests will leave in the morning and travel most of the day to the reach the thorp.

The thorp is little more than a few battered buildings huddled under a keep overlooking the road on a small upthrust of rock. A new lord from Nyronnd occupies Castle Tor, as it is known locally. Sir Arley has been here less than a year. A minor courtier from the Nyronndian capital, he has been "gifted" the thorp and surrounding land for his services during the war. His lordship is less than pleased with his reward. He is unprepared and afraid of this life on the frontier and relies on his men at arms to administer the lands and people for him. This has left him isolated and uninformed of what is going on around him. His men at arms are determined to squeeze the most from what they have, and have been strict in their extolling of taxes from the local population. The Sgt.-at-arms of the castle's garrison, Scanlon, and several of his men are actively in the employ of a bandit named Pepin. Pepin is actually spying on the military forces along the border with Ahlissa though Scanlon doesn't know that. The party's first encounter will be with several of Sir Arley's men who keep order in the thorp. They are using their positions to extract monies and favors from the local population, which they consider no more than thieves, cowards and undesirables. The men will meet the party coming into the thorp. They will inform Scanlon of the arrival of the priests and party, he will in turn get word to Pepin. During the night the party will have visitors at the Church in the form of undead. The priest, Culbert, will have been called away during the evening to help a peasant family and thus be gone during the attack, his acolytes will only get involved if the party is in danger of being destroyed. The next day, after the attack, the party will be encouraged to explore the small thorp and meet the people while the priests start rebuilding the church. This will lead to the encounter with Scanlon and his men. Remember to really role-play the people of the thorp for

what they are, survivors. These are the people who have been sold into slavery and escaped or were forced to flee and wander through the war surviving as best they could. All of these people have a story they could tell of what they went through, and they still must contend with much just to survive; the local militia is harsh and corrupt (Scanlon and his group), there are undead that wander the town at night, and every stranger is a possible threat or enemy. Almost everyone is armed, mostly with peasant weapons, knives, clubs and slings, but none want to fight if they can flee. They have all seen too much to like the idea of fighting.

Scanlon will want to stop the adventurers from asking too many questions and will come looking for the party after they have had a chance to meet some of the people of the thorp. In the encounter with Scanlon and his men, it is obvious that he and his men are spoiling for a fight. Nyronnd has laws against raising arms against the local militia and it must be obvious that Scanlon was planning on making an example of the party for the locals to remember. Several of the locals must be present to testify about the fight before Sir Arley's magistrate. If the party starts the fight, the locals will tell the magistrate that and include the other details about what Scanlon has been doing to them as well. This will allow you to lighten the party's sentences due to extenuating circumstances, but remember Nyronnd is a country of law and the party can be sentenced to prison or worse for their actions. During either the fight or trial, the existence of Pepin is revealed. Have Scanlon threaten the locals with Pepin's vengeance or have one of the men offer the information in exchange for his life, or as a dying plea not to allow his body to be buried where Pepin can get his hands on it.

Introduction

It is still safest to travel through Almor in groups. These groups are made up mostly of refugees from the war still trying to find a safe place to stay. Many having found their homes burned or occupied by others are on the road again looking for loved ones and a place to stay. Some are mercenaries from the wars, heading to new conflicts or looking for new posts to ply their trade. A few are fortune hunters, such as you, looking for adventure and a chance for glory in a war-torn land. It is at such a camp along the Trade Road in the northern portion of the Harpshire in the Almorian Protectorate that you are now camped. You are gathered around the small campfire with a number of other travelers, when someone gasps and points out into the darkness. Coming towards the fire out of the night is a figure dressed in almost unnaturally white robes. You notice as the man reaches the fire that two other men dressed in light gray robes flank him. He holds out his hands and says

"Good Even, gentlepeople. May the Blessings of Pholtus light the path before you! I am Father Culbert and this is Brother Deems and Brother Galavin." He gestures to the two men in gray. "We have come seeking the help of heroes."

Most of the people around you turn away at hearing this and go back to doing other things and ignore the priest and his acolytes. Father Culbert continues: "We seek not sellwords, as we have no money to spare from the poor." More people lose interest in the priest. "We seek those that would do Good for Good's sake, help those less fortunate than themselves, and in so doing, help themselves down the One True Path to betterment and salvation. We seek those that would help restore the land and its people to their rightful place among the nations of the Flanaess. We come on a mission from the Prelate of Almor, Osred himself, to restore the Church of Pholtus of the One True Path to the people of Midday. Travelers have told us that much troubles this small place and help will be needed if we are to bring Midday back onto The Path and into The Light. Are any among you Good of Heart? Come with us and help us bring this Blessing forth! We can but offer our thanks and what help we may in food and healing company while we are joined in The Path."

You look around and find that only yourself and a few others have even bothered to listen. You look at each other and recognize that which the priest has asked for. Your journey has been long, you are weary, and yet, you know that you must once again... answer the call.

Take this time to let the players introduce themselves to the other players at the table and to answer any questions they may have about the adventure. Father Culbert will not have much information past location and distance to Midday. It is a thorp on the Trade Road a half-day's travel north of the River Harp, about a day's walk from the camp to the southeast. He has been warned that there is trouble in the town. He is sure this is so, as Midday is only a half-day's journey from Chathold and the troubles there. He has heard rumors of undead roaming through the night, but this is said of most of Almor so he is not sure if it is true to Midday or just part of a general rumor. The people who have been there have said that it is a sullen little thorp and the feeling of oppression and foreboding is "thick enough to serve for dinner and better than the food at the inn."

Father Culbert, male human, Clr3 (Pholtus): CR 3; Medium-size humanoid; HD 3d8+6; hp 24; Init -1 (Dex); Spd 30; AC 13, (+4 Chain shirt, -1 Dex) Atks +5 melee one weapon two-handed (1d6+2, Masterwork Quarterstaff) AL LG; SV Ref +0, Fort +5, Will +6; Str 13, Dex 8, Con 15, Int 10, Wis 16, Cha 11.

Skills and Feats: Concentration +6, Diplomacy +4, Gather Information +1, Knowledge (religion) +4, Sense Motive +5; Combat Casting, Weapon Focus: Quarterstaff, Two-Weapon Fighting; Domains: Law, Sun.

Equipment: Chain shirt, masterwork Quarterstaff, Holy Symbol, Vestments.

Father Culbert is in his late twenties, light brown curly hair and lively green eyes. He is 5'2" tall and looks to be a little on the heavy side. It just looks that way; he only weighs 132 lbs, but has a chain mail shirt on under his robe. He is dressed in the white robe of a priest of Pholtus with a staff in his hands. The staff is shod in cold rolled iron at its tips and the iron on top of the staff is worked to represent an open book. On the open pages are inscribed, "From the Law, the Path will be found." Totally dedicated to Pholtus and his mission, Father Culbert will insist the law be followed. He is quick to laugh and joke, but not at other people's expense.

Brother Deems, male human, Clr1 (Pholtus): CR 1; Medium-size humanoid; HD 1d8+1; hp 9; Init +0; Spd 30; AC 14, (+4 Chain shirt) Atks +1 melee one weapon two-handed (1d6+1, quarterstaff) or +1 melee one weapon (1d8+1, morningstar) AL LG; SV Ref +0, Fort +3, Will +4; Str 13, Dex 10, Con 13, Int 11, Wis 15, Cha 11.

Skills and Feats: Diplomacy +2, Heal +4, Knowledge (religion) +4, Profession (cook) +6; Combat Casting, Extra Turning;

Domains: Law, Good.

Equipment: Chain shirt, Quarterstaff, Morningstar, Holy Symbol, Vestments.

Brother Deems is in his early twenties, black hair and beard with gray eyes. He is just taller than Father Culbert at 5 foot 3 inches but is heavier at 145 lbs. He is quite proud of his cooking skills and takes clear pleasure in preparing good food for people. He does not brag though, giving Pholtus the credit for his skills.

Brother Galavin, male human, Clr1 (Pholtus): CR 1; Medium Humanoid; HD 1d8+1; hp 9; Init +0; Spd 30; AC 14, (+4 Chain shirt) Atks +1 melee one weapon two-handed (1d6+1, quarterstaff) or +1 melee one weapon (1d8+1, heavy mace) AL LG; SV Ref +0, Fort +3, Will +6; Str 12, Dex 11, Con 12, Int 11, Wis 14, Cha 11.

Skills and Feats: Concentration +3, Diplomacy +2, Knowledge (religion) +4, Scry +2, Spellcraft +2. Feats: Combat Casting, Iron Will;

Domains: Law, Good.

Equipment: Chain shirt, Quarterstaff, Mace, Heavy, Holy Symbol, Vestments.

Brother Galavin is in his mid-twenties, tall (6 foot 1 inches) and of medium build (195 lbs.). His hair is light brown, straight and cut short. His eyes are brown and hard and he moves with a determined measure. He does not engage in small talk, but

will be friendly to the party. He has a way of looking at people and through them at the same time.

Encounter 1

Travel to Midday

After spending the rest of the evening meeting the others and discussing what must be done the following day, you retire for a short night's sleep before setting out for Midday. In the morning you gather up your few possessions and get ready to head out. As the party heads south down the Trade Road towards Chathold and Midday, Father Culbert and his acolytes pull a cart with them down the road setting a brisk pace. The country along the road is gentle rolling plain and the miles pass quickly. The priests break for a short lunch just after noon. Once finished, the priests set off again at their brisk pace that soon brings several gentle hills into sight. Topping the first hill brings Midday into view by the afternoon light. The thorp is unimpressive, consisting of four major buildings bordering a small market square with a few small out buildings and dwellings surrounding them. The building on the North side of the square is missing most of its roof; its walls, once white, are stained and crude graffiti covers most of the building. The building opposite it, on the South side, looks solidly built with a heavy front door and upper story windows that are barred. The other two buildings, the western one an obvious smithy and stables, the eastern one a large tavern or small inn, have both seen better days and are in need of repair. There is an orchard behind the tavern/inn that looks to be in as poor shape as everything else in the area, running east up the next hill and disappearing over it. Several of the smaller dwellings are collapsed and abandoned with none of them looking very serviceable; small worked plots next to a couple of them show them to be otherwise.

Overlooking it all to the southeast, is an upthrust of rock, just large enough to hold a single keep with curtain wall surrounding it. From the tower flies the coat of arms of Nyron. The Trade Road runs just under its shadow and past the thorp known as Midday. Just visible through the small gap between hills, the woods along the Harp River valley can be seen in the distance.

Father Culbert points to the building with no roof, "That is the Church—let's go see what can be done while there is still light." As you head down towards the thorp, you see four men in livery come out of the building on the south side of the town and head towards the party. As you come down the hill, they wait at the edge of the building Father Culbert identified as the Church. Their livery and badges show them to be members of the local Lord's militia. (Heraldry check DC 15 to identify Lord Arley's livery) They

wait leaning against the Church wall, poking it with their weapons and scraping their muddy boots against it, looking bored.

As you approach, the men step out in front of you and the one in front raises his hand "Halt, state your names and reason for coming to Midday," he says.

Have the party answer with their names and whatever they want to tell the militia. The priests will state their reason for being there as "To restore the Church of Pholtus to Midday." The militia will openly stare in disbelief at them and laugh, making rude jokes about the idea. The militia should be openly arrogant and insolent to the party and the priests. The militia should meet any threats or objections to the treatment with threats of arrest or punishment. Have them shake down the priests and any party member who acts reasonable and non-threatening for "church tax" money. The militia should not strike first in this encounter, as they will want to get this information back to Scanlon first, but have them come off as badly as you can without coming to blows with the party. The major buildings with the exception of the Church are made of a combination of wooden beams covered in stucco-like cement.

Tier 1 (EL 4)

Local Militia, male humans, Ftr 1 (4): CR 1; Medium-size Humanoid HD 1d10+1; hp 11; Init +4 (Improved Initiative); Spd 30; AC 15, (+4 Chain shirt, +1 Shield) Atks +2 melee one weapon (1d8+2 [crit 19-20/x2] Longsword) AL N(E);SV Ref +3, Fort +0, Will +0; Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feats: Ride +4, Swim +2, Intimidate +1, Gather Information +1, Jump +2. **Feats:** Improved Initiative, Weapon Focus (Longsword), Blind Fighting;

Equipment: Chain shirt, Longsword, Dagger, Small Steel Shield, 3GP, 7 SP

Tier 2 (EL 6)

Local Militia, male humans Ftr 2 (4): CR 2; Medium-size Humanoid HD 2d10+2; hp 18; Init +4 (Improved Initiative); Spd 30; AC 15, (+4 Chain shirt, +1 Shield) Atks +3 melee one weapon (1d8+2 [crit 19-20/x2] Longsword) AL N(E);SV Ref +3, Fort +0, Will +0; Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feats: Ride +4, Swim +2, Intimidate +1, Gather Information +1, Jump +2. **Feats:** Improved Initiative, Weapon Focus (Longsword), Blind Fighting;

Equipment: Chain shirt, Longsword, Dagger, Small Steel Shield, 3GP, 7 SP

Tier 3 (EL 7)

Local Militia, male human Ftr3 (4): CR 3; Medium-size Humanoid HD 3d10+3; hp 25; Init +4

(Improved Initiative); Spd 30; AC 15, (+4 Chain shirt, +1 Shield) Atks +4 melee one weapon (1d8+2 [crit 19-20/x2] Longsword) AL N(E); SV Ref +3, Fort +0, Will +0; Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feats: Ride +4, Swim +2, Intimidate +1, Gather Information +1, Jump +2. Feats: Improved Initiative, Weapon Focus (Longsword), Blind Fighting.

Equipment: Chain shirt, Longsword, Dagger, Small Steel Shield, 3GP, 7 SP

Encounter 2: The Church of Pholtus of the One True Path.

The Church was surrounded by a fence on its west side and a low wall on the north and east sides. The fence once surrounded a small graveyard on the west side of the church, but has now fallen down; the graveyard has been nearly destroyed. Grave markers are knocked over and broken and it looks as if several of the graves themselves have been disturbed. All of the markers are pre-war; none have recent dates on them. The Church is nothing more than the shell of a building. It has obviously been torched and looted more than once. The fire has not seriously damaged the exterior of the building, made of stone, but the interior has been completely gutted. The heavy front doors were damaged by fire, but are still serviceable. The roof has collapsed into the building along with other debris. The priests enter and begin clearing away the debris. "If we work hard, we can sleep here tonight," states Brother Deems. It is obvious that it will be under the stars and on the hard ground if you do.

The Church (30 feet by 70 feet) is two stories tall with double doors on the south end facing into the market-square. The upper story was lined with arched windows now broken and missing. The north end contains the altar and the sanctuary with a small door exiting in the northeastern side and a chimney in the center of the north wall. The door is now solidly blocked by a large chunk of the roof.

If the party stays and helps clean the Church.

Working hard with the priests, the party will find that they can clear a fair portion of the church and use some of the wooden debris to build a fire that Brother Deems will use to cook the party a dinner of stew, cheese and bread. Brother Gavin will surprise the party by building pallet beds out of some of the wood and making straw mattresses for them.

Father Culbert will be called away shortly after dinner to help one of the local peasant

families. He will not return before dawn the next day and so will not be at the church for the encounter with the night visitors.

Breakfast the next day will be good porridge and fresh baked bread.

If the party doesn't help at the church.

If the party doesn't stay with the priests to clean up, when they return later that night, they will be told of Father Culbert being called away and the brothers will offer space on the floor for the party's bedrolls. In the morning, breakfast will be good porridge.

Subsequent days at the Church.

The party is not expected to stay and help repair the church. However, if time is spent in Midday the repairs to the church will follow this course of events. At the end of the second day, the debris will be cleared from the church and the beds will be made for the priests, but not for the party if they have not helped in the clean up. Beds will be made for the party members that need to rest and heal from Encounter Three. There will be canvas walls put up in the northern part of the church, the beds will be next to the chimney on the north wall and have a canvas roof as well. The doors to the church will have been repaired and reinforced. After the third day the altar will be restored and pews built. The fourth day, the exterior will be scrubbed, painted and patched. The fifth day the interior will be painted and patched. Work will start on the roof after that.

Encounter 3: Visitors in the Night.

During the first night, Pepin sends a small welcoming party to visit the party after Scanlon tells him of their arrival. The party should be forced to spend the night at the Church, as Lynsey will not rent them rooms at the inn. The visitors will arrive around midnight without warning, though surprise should be difficult if the party has set up with the priests in the Church. Undead are particularly repulsive to Pholtus as a breaking of the natural laws. Thus the idea of defiling the church by fighting them here is repulsive to the priests. The priests (Brother Deems and Brother Galavin, Father Culbert is out) will avoid combat allowing the party to deal with the threat unless the party is facing defeat. They will then provide healing to keep the party fighting. They will only fight to avoid total party destruction.

Tier 1 (EL 1)

Skeletons (4): hp 6 each; see *Monster Manual* page 165.

Tier 2 (EL 4)

Zombies (5): hp 16 each; see *Monster Manual* page 191.

Tier 3 (EL 5)

Skeletons (4): hp 6 each, See *Monster Manual* page 165.

Zombies (5): hp 16 each; See *Monster Manual* page 191.

The Morning After

Father Culbert will return shortly after dawn the next morning. Hearing the story of the attack he says, "Chaos and corruption have come against us! We must find it out and destroy it or be killed in our own Church!" Turning to the party he opens his arms and says, "This is the reason Pholtus has brought you here with us. You must find this chaos and stop it from destroying the people and keeping us from restoring the Church."

Father Culbert will encourage the party to go out and find out what they can from the people living here. Has anyone suffered the same fate? Why was there no alarm? What is known of where these foul creatures came from?

Anyone attempting to track or retrace the trail of the undead will only be able to follow the tracks as far as the market square. Someone has swept the square clean of all tracks!

Encounter 4: The Inn of the Wandering Harp

The building has suffered structural damage in several places and either not been repaired or repaired with makeshift materials. Despite the damage, it is a clean, if threadbare, building. The inn is two stories tall and the windows have all been broken and replaced with planking. The front door and frame have been broken several times. Repairs to both have been poorly done. The upper story of the building shows holes in the walls and roof that have not been visibly repaired. There is evidence of graffiti on the walls that has been washed off, but not painted over.

An orchard of apple trees extends from the back of the inn to the east. The trees show signs of neglect; yet even untrimmed and half-dead, they still hang heavy with fruit.

If the party goes here first before the Church, there will be no one here except Lynsey, the innkeeper. If the party comes here after going to the church and checking it out, but don't stay to help the priests clean up, there will be two of the local militia here to check the party out and see what they are up to. Everything said will be

reported back to Scanlon. The men will avoid talking to the party themselves, but will listen in on what the party has to say to the innkeeper, Lynsey.

Lynsey is the former seneschal of the former local lord. The lord and his family were killed in the war and Lynsey was seriously wounded. Sir Arley has his own seneschal and placed Lynsey here at the Inn as reward for his service to the former lord and as a good fit to his skills and abilities.

The inn has only fair to poor food and drink with the exception of the local apple cider. It is of exceptional quality and comes in fresh as well as hard varieties. The quality problems at the inn are due to both money and supply problems. There is almost no meat to be had and the menu reflects this with many local root vegetable dishes. The dishes are bland due to the lack of seasonings; spices used elsewhere are not available here. Given the proper materials to work with Lynsey can turn out quite nice fare. He will be quite close-mouthed until Scanlon is dead or captured. Before that happens, his only interest will be in getting food, spices, or drink for the inn. He will brag that before the war, caravans stopped here for lunch on their way north from Chathold and the Inn was famous for its fine cider and fabulous food. He hopes to restore that reputation, just as he is sure that some day Chathold will be restored. There are two small rooms on the upper floor of the inn; however, Lynsey will claim the damage to the upper floor is too great and not rent them out to the party without permission from Scanlon. Permission will not be given the first night the party is in town. Costs at the Inn will be double to quadruple book price for anything and higher priced if Scanlon feels the party has the money. Once Scanlon is dealt with, prices drop to one-and-one-half to twice book.

If a party member can convince Lynsey that the party is there to help and he can confide in them, he will tell them that Scanlon is shaking him down for protection money and Scanlon takes almost all of the money the Inn manages to make, which isn't much with trade being so poor now a days. It is enough that Lynsey can't afford to make decent repairs to the Inn. Lynsey has seen Scanlon meet with several people outside of Midday, to the east near the woods along the Harp River at night. He doesn't know what was said or who the men were, but he knows that it couldn't be for good. Lynsey believes that if he could tell Sir Arley about what he's seen, Sir Arley could do something about it. But he hasn't seen Sir Arley since he gave Lynsey the Inn for his service to the old Lord just under a year ago. Lynsey has never seen Sir Arley outside of Castle Tor.

All Tiers (EL 4)

Lynsey, Male human Ari4: CR 3; Medium-size Humanoid (5'7") HD 4d8 hp 24; Init +0 Spd 30; AC 12 (+2 Leather) Atks +4 melee one weapon (1d8+1 [crit 19-20/x2] Longsword) AL LG; SV Ref +1 Fort +1 Will +4; Str 12 Dex 8 Con 10 Int 13 Wis 13 Cha 9

Skills and Feats: Diplomacy +6, Gather Information +4, Profession (seneschal) +5, Profession (innkeeper) +2, Sense Motive +3, Ride +4, Listen +4, Innuendo +3, Read Lips +2, Spot +2

Equipment: Leather armor, Longsword,

Lynsey is a dignified older gentleman with a pronounced limp and a scar running down the right side of his face from his hairline to his neck. He is 5'7" and 155 lbs., steel-blue eyes and his hair is heavily grayed from its coal black color of his youth.

Local Militia, Human Males, Ftr1 (4): CR 1; Medium Humanoid HD 1d10+1; hp 11; Init +4 (Improved Initiative); Spd 30; AC 15, (+4 Chain shirt, +1 Shield) Atks +2 melee one weapon (1d8+2 [crit 19-20/x2] Longsword) AL N(E); SV Ref +3, Fort +0, Will +0; Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feats: Ride +4, Swim +2, Intimidate +1, Gather Information +1, Jump +2; Improved Initiative, Weapon Focus (Longsword), Blind Fighting;

Equipment: Chain shirt, Longsword, Dagger, Small Steel Shield,

Encounter 5: Leckwell's Smithy Shop and Stables

This building is in poor repair and upkeep. Damage done in fighting during the war is clearly visible. The building suffers from neglect as well, with unwashed stained walls and a clutter of junk surrounding the smithy and stables. The smithy itself is crowded with half-worked material and items scattered around. The work itself is not well done, mostly repair work on armor and riding gear. It is serviceable, but rough. Most of the work shows the livery of Nyrond on it. The smith wears the iron collar of indentured servitude around his neck and is working lethargically at the anvil on a bit. He is short and heavyset with wild black hair that shoots out in all directions. His clothes are grimy and he is covered in soot and sweat. As he looks up at you, his eyes narrow. "What do you want here?" It is more of an accusation than a question.

Leckwell is a "pioneer" from one of the debtor prisons of Nyrond. He "volunteered" to work off his debt in Almor and was sent here to replace the smith that disappeared during the war. His work for the most part is not good-looking as Sir Arley commissions most of it and has Scanlon

order and pay for it all. Scanlon has been skimming off the top and does not treat Leckwell nicely at all. Leckwell can repair weapons and armor much better than the work shown, but he insists on being paid well for it in order to receive his best work. His prices will run 10% of cost of an item that needs minor repair, 25% of item cost for major repair and 125% of cost to create any item. Payment above these prices will get additional attention and quality to details, but none will be of exceptional quality.

Leckwell is very bitter about his treatment at the hands of the Nyrondian officials and does not feel he deserves the sentence he got. Add Scanlon's treatment of him to it and he is an angry, bitter man who would love the chance to even things up somehow. He is aware Scanlon is meeting someone outside the village, but is not aware what it is about or who it is. He does know Scanlon or one of his men leave from the castle and head east towards the woods along the river Harp, usually at night and always alone. Leckwell has not seen Sir Arley since he was sentenced to the smithy almost a year ago. It was during an audience at the castle.

Leckwell, Human Male, Exp3: CR 2; Medium Humanoid (5'1") HD 3d6+1 hp 18; Init +1 Spd 30; AC 13 (+2 Leather, +1 Dex) Atks +4 melee one weapon (1d8+2 [crit x2] Mace, Heavy) AL N; SV Ref +2 Fort +2 Will +2; Str 14 Dex 12 Con 12 Int 10 Wis 9 Cha 9.

Skills and Feats: Appraise +2, Gather Information +4, Handle Animal +2, Craft (blacksmithing) +5, Craft (armorsmithing) +5, Craft (weaponsmithing) +5, Ride +2, Listen +4, Read Lips +3, Spot +4

Equipment: Leather armor, Heavy Mace,

Encounter 6: City Hall

This building is in the best shape of all the buildings in town. Two stories tall, repaired, and recently painted, it has two doors on the ground floor, one in front and one in back. Both are heavy wood doors reinforced with iron strips. On the second floor, iron bars cover the two windows looking out of each side of the building.

This is "City Hall" as most of the locals call it. It was the old tollhouse for the Trade Road, but the war has shown the need to more closely guard the collection of tolls. That is what the opening over the road in the tower of Castle Tor is for. City Hall is really the local militia headquarters and courthouse. Two to five militia members will always be found here on duty. From the rooms upstairs, any loud fight or disturbance in the thorp can be heard. Caravans and travelers check in here as they come through from the direction of Chathold. All others are questioned here or as they stop in at the local businesses. The local magistrate holds court in front of the building

once a week or as needed. Troublemakers and prisoners are kept in cells inside until their trial.

Local Militia, male humans Ftr1 (4); CR 1; Medium Humanoid HD 1d10+1; hp 11; Init +4 (Improved Initiative); Spd 30; AC 15, (+4 Chain shirt, +1 Shield) Atks +2 melee one weapon (1d8+2 [crit 19-20/x2] Longsword) AL N(E); SV Ref +3, Fort +0, Will +0; Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feats: Ride +4, Swim +2, Intimidate +1, Gather Information +1, Jump +2; Improved Initiative, Weapon Focus (Longsword), Blind Fighting;

Equipment: Chain shirt, Longsword, Dagger, Small Steel Shield,

Encounter 7: Castle Tor

The castle is located on an up-thrust of rock that is just large enough to hold the keep and the curtain wall around it. The only approachable opening is on the downward slope in front facing to the South. It is a drawbridge fifteen feet above the level of the ground, wide enough for two horses to pass each other. It opens onto a raised ramp outside the wall that slopes down the hill. A garrison flag showing the colors of Nyronnd flies from the side of the keep. There are two men stationed at the bottom of the slope leading up to the front gate bearing pole arms. Four more are visible on the front wall, with two more on the top of the keep; all are armed with heavy crossbows and wearing chain shirts with the livery of the local lord over them.

If the party tries to see Sir Arley or anyone else at the Castle, have the guards turn them away saying that they must make an appointment to be seen. If they ask for an appointment, tell them the request will be passed on. The guards all speak with the soft Nyronndian accents of Rel Mord.

The front of the curtain wall is thirty feet high and crenellated. It tapers down to twenty feet high and no crenellation on the sides and back, though the level of the ground rises making the wall look an even height around the keep. A postern gate is in the rear wall; it is only large enough to let one man pass at a time and opens out onto a ledge of grass only ten feet across at its widest outside the curtain wall. A beam large enough to support the weight of a fully armored knight and his mount sticks out of the keep above a large set of doors set into the wall of the keep above the postern gate. The postern gate and this opening are almost directly above the Trade Road. The castle overlooks the surrounding countryside including the thorp and the Trade Road is visible for at least a mile in each direction.

The keep itself is a square tower standing over forty feet tall and almost as wide. It is crenellated on top and looks to be built from massively thick stone blocks. Other than the two

entrances mentioned before, the only openings are arrow slits above the level of the curtain wall and two small windows in the upper floor, one facing Chathold and the other facing North up the Trade road.

If the party watches the castle or asks the locals, they may see a patrol leave or come into the castle. This happens just about every day and usually consists of a patrol of twenty heavy horse and knights coming or going. If they ask about the patrols or watch the castle during the day, it will be noted and reported back to Scanlon.

Encounter 8: The People of Midday.

When the party goes out and talks to the people of Midday to find out about the attack last night, they will find a close-mouthed lot who will warn the party to "leave and take the priests with you for their own protection." Role-play these people as hard, bitter survivors who have come to believe that life offers nothing but more suffering in an ultimately futile struggle against death. If the party does well at convincing you that they want to help the people here or treat the people with kindness and respect, give them these bits of information during the role-playing along with rumors off of the Nyronnd rumors sheet (Appendix One):

4. Everyone knows better than to be out after dark here in Midday. That's warning enough for most.
5. If the undead come for you at night, you have angered someone or not given proper respect to those in power here. You have called this punishment down upon yourselves.
6. If there was no alarm, is that not a warning in itself? You have been warned--take it to heart.
7. Leave and go quickly telling no one where you have gone. You will not be safe until you have left Midday far behind you.

These warnings can be uttered by anyone, however a few suggestions are:

Durn, the local woodchopper: Durn had his left hand cut off at mid-forearm during the war, but gets along without it fairly well.

Twilit, the local herbalist: Her family was killed and she was left for dead herself during the invasion. She escaped later and came back after the war. Her knowledge of herbs kept her alive more than once while others died.

Vel, the orchard worker: He has lived with his trees all his life and tended them as his father did before him. He has scars on his back from the lashing he received while protecting the orchard from being chopped down as sport during the occupation by orcs. Instead of chopping down the

orchard, they whipped Vel for three days. Vel swears the trees protected him from dying of that beating.

Encounter 8: Scanlon and Company

Sir Arley hired Scanlon while in Rel Mord. Scanlon had fought in Almor during the war and had become a very bitter and cynical man from his experiences there. Sir Arley failed to check Scanlon's record closely enough to find this out and Scanlon has been able to play on Sir Arley's fears to the point that Scanlon now runs Sir Arley's fief outside of Castle Tor. Sir Arley's seneschal suspects Scanlon and Scanlon plans an accident for him as soon as he can find a way to do it. Scanlon has hired most of the militia, but the castle guards came with Sir Arley from Rel Mord. Scanlon can thus trust the militia to do his dirty work for him, but not the castle guard or the Nyrondian military stationed there.

Scanlon is taking money for information from a man called Pepin, who Scanlon believes to be a bandit. Scanlon thinks Pepin is planning raids on caravans and travelers as he always asks for information on anyone traveling through the area.

When Scanlon finds out the party has survived the night and are asking questions around town, he will bring two of his friends with him to pick a fight with the party. This will be the obvious call out to punish the party for "coming in and causing trouble" and needs to be handled carefully. If the party wins the fight, the surviving militia at "City Hall" will call the castle guard to arrest the party.

While Scanlon engages his opponent, Aralon and Darger will use their Halberds to protect Scanlon's flanks and engage anyone attempting to join in. Think small unit tactics here and fight them as a unit. These men are veterans and have fought together before, don't let them be drawn in or fooled easily.

Tier 1 (EL 4)

Scanlon, Human male Ftr3: CR 3; Medium-size humanoid (5'10") HD 3d10+6; hp 28; Init +5 (Dex); Spd 30; AC 18, (+6 Banded, +1 Shield, +1 Dex) Atks +6 melee one weapon (1d8+2 [crit 19-20/x2] Longsword) AL NE; SV Ref +2, Fort +5, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 11, Cha 9.

Skills and Feats: Gather Information +1, Intimidate +1, Move Silently +2, Ride +7 Sense Motive +1; Weapon Focus (longsword), Improved Initiative, Quick Draw, Power Attack, Cleave

Equipment: Banded armor, longsword, small steel shield, dagger, morningstar, sap, and 53 gp.

Scanlon is 5 foot 10 inches 180 lbs. with brown slightly curly hair that hangs long down the sides of his face, his eyes are brown and cold.

Aralon, Human male Ftr1: CR 1; Medium-size humanoid (5'7") HD 1d10+2; hp 12; Init +2 (Dex); Spd 30; AC 17, (+4 Chain shirt, +1 Shield, +2 Dex) Atks +3 melee one weapon (1d10+3 [crit x3] Halberd) AL N (E); SV Ref +2, Fort +4, Will +0; Str 15, Dex 14, Con 14, Int 11, Wis 11, Cha 11.

Skills and Feats: Gather Information +1, Handle Animal +2, Intimidate +2, Ride +6; Weapon Focus (Halberd), Dodge, Blind Fighting

Equipment: Chain shirt, halberd, small steel shield, throwing axe, dagger, sap, 27 gp.

Darger, Human male Ftr 1: CR 1; Medium-size humanoid (5'9") HD 1d10+2; hp 15; Init +2 (Dex); Spd 30; AC 17, (+4 Chain shirt, +1 Shield, +2 Dex) Atks +4 melee one weapon (1d10+3 [crit x3] Halberd) AL N (E); SV Ref +2, Fort +4, Will +0; Str 16, Dex 14, Con 15, Int 11, Wis 10, Cha 8.

Skills and Feats: Bluff +0, Gather Information +0, Intimidate +1, Ride +6; Weapon Focus (halberd), Toughness, Blind Fighting

Equipment: Chain shirt, halberd, small steel shield, bastard sword, dagger, sap, 23 gp

Tier 2 (EL 6)

Scanlon, Human male Ftr 5: CR 5; Medium-size humanoid (5'10") HD 5d10+10; hp 44; Init +5 (+4 Improved Initiative, +1 Dex); Spd 20; AC 18, (+6 Banded, +1 Shield, +1 Dex) Atks +10 melee one weapon (1d8+3 [crit 19-20/x2] Masterwork Longsword) AL NE; SV Ref +2, Fort +6, Will +1; Str 16, Dex 12, Con 14, Int 11, Wis 11, Cha 9.

Skills and Feats: Gather Information +1, Intimidate +2, Move Silently +1, Ride +9, Sense Motive +2; Weapon Focus: Longsword, Improved Initiative, Quick Draw, Power Attack, Cleave, Blind Fighting

Equipment: Banded armor, masterwork longsword, small steel shield, dagger, morningstar, sap, and 93 gp

Aralon, Human male Ftr 2: CR 2; Medium-size humanoid (5'7") HD 2d10+4; hp 20; Init +2 (Dex); Spd 20; AC 17, (+4 Chain shirt, +1 Shield, +2 Dex) Atks +5 melee one weapon (1d10+2 [crit x3] Halberd) or (1d8+2 [crit x2] Morningstar) AL N (E); SV Ref +2, Fort +4, Will +0; Str 15, Dex 14, Con 14, Int 11, Wis 11, Cha 11.

Skills and Feats: Gather Information +1, Handle Animal +2, Intimidate +2, Ride +7; Weapon Focus (morning star), Weapon Focus: Halberd, Dodge, Blind Fighting

Equipment: Chain shirt, morningstar, halberd, small steel shield, throwing axe, dagger, sap, 43 gp

Darger, Human male Ftr 2: CR 2; Medium-size humanoid (5'9") HD 2d10+4; hp 23; Init +2 (Dex); Spd 20; AC 17, (+4 Chain shirt, +1 Shield, +2 Dex)

Atks +5 melee one weapon (1d10+3 [crit x3] Halberd) or (1d8+3 [crit x2] Mace, Heavy) AL N (E); SV Ref +2, Fort +4, Will +0; Str 16, Dex 14, Con 15, Int 11, Wis 10, Cha 8.

Skills and Feats: Bluff +0, Gather Information +1, Intimidate +1, Ride +7; Weapon Focus (heavy mace), Weapon Focus (halberd) Toughness, Blind Fighting

Equipment: Chain shirt, Halberd, Mace, Heavy, Small Steel Shield, Bastard Sword, Dagger, Sap, 38 gp

Tier 3 (EL 9)

Scanlon, Human male Ftr 8: CR 8; Medium-size humanoid (5'10") HD 8d10+16; hp 78; Init +5 (Improved Initiative, Dex); Spd 20; AC 18, (+6 Banded, +1 Shield, +1 Dex) Atks +11/+6 melee one weapon (1d8+3 [crit 19-20/x2] Masterwork Longsword) AL NE; SV Ref +3, Fort +8, Will +2; Str 16, Dex 12, Con 14, Int 11, Wis 11, Cha 10.

Skills and Feats: Gather Information +3, Intimidate +3, Move Silently +2, Ride +10, Sense Motive +3, Forgery +1; Blind Fighting, Cleave, Weapon Focus (longsword), Great Cleave, Improved Initiative, Power Attack, Quick Draw, Two Weapon Fighting.

Equipment: Banded Armor, Masterwork Longsword, Small Steel Shield, Dagger, Morningstar, Sap, Rapier, and 185 gp

Aralon, Human male Ftr 4: CR 4; Medium humanoid; HD 4d10+8; hp 36; Init +6 (+2 Dex, +4 Improved Init); Spd 20; AC 17, (+4 Chain shirt, +1 Shield, +2 Dex) Atks +7 melee one weapon (1d10+3 [crit x3] Halberd) or (1d8+3 [crit x2] Morningstar) AL N (E); SV Ref +3, Fort +6, Will +1; Str 16, Dex 14, Con 14, Int 11, Wis 11, Cha 11.

Skills and Feats: Gather Information +2, Handle Animal +4, Intimidate +3, Ride +9; Blind Fighting, Weapon Focus (morningstar), Weapon Focus (halberd), Dodge, Improved Initiative, Quick Draw

Equipment: Chain shirt, morningstar, small steel shield, throwing axe, dagger, sap, halberd, 53 gp

Darger, Human male Ftr 4: CR 4; Medium-size humanoid HD 4d10+12; hp 43; Init +2 (Dex); Spd 20; AC 17, (+4 chain shirt, +1 shield, +2 Dex) Atks +7 melee one weapon (1d10+3 [crit x3] Halberd) or (1d8+3 [crit x2] Mace, Heavy) AL N (E); SV Ref +3, Fort +7, Will +1.

Str 16, Dex 14, Con 16, Int 11, Wis 10, Cha 8.

Skills and Feats: Bluff +1, Gather Information +1, Intimidate +1, Ride +9, Swim +2; Blind Fighting, Cleave, Weapon Focus (heavy mace), Weapon Focus (halberd), Toughness, Power Attack

Equipment: Chain shirt, mace, heavy, small steel shield, bastard sword, dagger, sap, halberd, 48 gp

Encounter 10: The Arrest and Trial

After the fight with Scanlon is over, the party will hear the sound of riders in armor coming and a squad of twelve men will ride into Midday to arrest the party in the name of the King's Peace and Sir Arley. The party will be required to lay down their arms and appear before the magistrate for trial. The captain of the guard will be reasonable but insistent on this. While every attempt should be made to arrest the party peacefully, if a character is set on suicide by patrol of the Kings men, let him. Nyronde is a lawful country and the Almorian Protectorate is even more so.

Fergal, Captain of the King's Heavy Calvary, Human male Ftr 10: CR 10; Medium-size humanoid; HD 10d10+20; hp 88; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20; AC 22, (+9 Masterwork Full Plate, +2 Shield, +1 Dex) Atks +15/+10 melee one weapon (2-12+6 [crit 19-20x2] masterwork greatsword) or (1d8+4 [crit 19-20x2] masterwork longsword) AL LN; SV Ref +5, Fort +9, Will +3; Str 18, Dex 14, Con 15, Int 11, Wis 11, Cha 8.

Skills and Feats: Climb +6, Handle Animal +10, Jump +6, Ride +10, Swim +7; Alertness, Blind Fighting, Cleave, Combat Reflexes, Dodge, Improved Initiative, Mobility, Mounted Combat, Power Attack, Ride-By Attack, Spring Attack

Equipment: Masterwork full plate with spikes, masterwork large wooden shield with spikes, heavy lance, masterwork greatsword, masterwork punching dagger, mace

Enat, Human male Clr8 (Heironeous): CR 8; Medium humanoid (5'10") HD 8d8+24; hp 67; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 22, (+9 masterwork full plate, +2 large steel shield, +1 Dex) Atks +8/+3 melee one weapon (1d8+3 [crit 19-20x2] +1 longsword) or (1d8+3 [crit x2] heavy mace) AL LG; SV Ref +4, Fort +9, Will +9; Str 15, Dex 15, Con 16, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Diplomacy +7, Knowledge (Religion) +8, Ride +1, Spellcraft +6, Spot +1. Feats: Combat Casting, Weapon Focus (longsword), Improved Initiative, Martial Weapon Proficiency (longsword), Mounted Combat, Leadership.

Spells: (7/6/5/5/3; Domains: Good, War ; DC 13 + spell level).

Equipment: masterwork Full Plate, masterwork Large Steel Shield, +1 Longsword, Mace, Heavy, Lance, Light.

Kings Heavy Cavalry, Human Males Ftr 2 (10): CR 2; Medium-size Humanoid HD 2d10+2; hp 17; Init +4 (Improved Initiative); Spd 20; AC 20, (+8 Full Plate, +2 Shield) Atks +2 melee one weapon (1d8+2 [crit 19-20/x2], longsword) AL LN; SV Ref +3, Fort

+0, Will +0; Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feat: Ride +5, Swim +2, Gather Information +1, Jump +2; Improved Initiative, Weapon Focus (longsword), Blind Fighting;

Equipment: Full plate, heavy lance, longsword, dagger, large steel shield,

The Magistrate, Ileum, is a follower of Hieroneous. He is very reverent and will be as fair as circumstances allow. If the party is seen as picking the fight or attacking the castle guard afterward, the trial magistrate must punish the party for violating the law of Nyronnd. This is to be done by assigning additional units of time to the characters log sheet to signify time served for assault in prison. One month and a 100 noble fine is the standard punishment and may be lessened due to the extenuating circumstances of the situation.

If the party is not found guilty of assault, but has exposed Scanlon and his friends for the thieves they are, Ileum will order the militia investigated and the party rewarded twenty-five gold pieces (75 gp total) for each of the bandits (Scanlon and his two companions). This will lead to several more of the militia leaving town quickly, but no reward for the party.

Pepin must be mentioned at this point if he wasn't brought up at the fight. The town's people will come forward at this point if they haven't told the party yet about what they know Scanlon to be doing outside of town.

Conclusion

If the party was found not guilty of assault.

The trial was quick but fair; the local folk came forward and testified to the fact that Scanlon was the cause of more than just this day's fight. He has caused trouble to all and his demise leaves more questions than answers. Who has he been meeting outside of the thorp? What was he doing with those he met? What is to happen to the thorp now that the militia has lost so many of its members? With Scanlon gone, will the attacks at night stop? Or will they get worse, with no militia to protect the thorp? Despite these questions, you feel good about what you have helped do here at Midday. The Church of Pholtus is well on the way to being rebuilt and you have received the favor of the Church from Father Culbert for your help to this end. The militia is no longer a threat to the very people they were meant to protect, and you have a few more gold in your pocket than you had a few short days ago. Life is good and who knows, you may stay here a while longer and see this Fair that people are talking about, to celebrate Sir Arley's first year of rule. You deserve a little fun now, don't you? Maybe you could join the militia here and help find some of the answers to those questions.

If the party is convicted of assaulting the King's men.

The trial was quick and fair; the local folk came forward and testified to the fact that Scanlon was the cause of more than just this day's fight. His actions however don't explain your own and the magistrate has given you time to ponder some of the questions his demise has left. Who has he been meeting outside of the thorp? What was he doing with those he met? What is to happen to the thorp now that the militia has lost so many members? You will have time to think about these questions and more as you help the King restore the Trade Road in a Royal Chain Gang. Perhaps next time you will think twice about attacking the local militia or King's Cavalry without provocation. Father Culbert will no doubt preach in his sermons and visits with you about the need for restraint and self-control. At least some good came out of this with the restoration of the Church of Pholtus to Midday.

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

Helping clean the Church 25 xp

Encounter Three

Getting information about Scanlon from Lindsay. 25 xp

Encounter Four

Getting information about Scanlon from Leckwell. 25 xp

Encounter Seven

Defeating the undead 100 xp

Encounter Eight

Defeating Scanlon and Friends 250xp

Encounter Nine

Surrendering and good conduct at trial 25 xp

Total experience for objectives 450xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

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 One

- Master Work Quarterstaff: Wooden quarterstaff tipped with cold rolled iron on both ends, the top has been worked into the shape of an open book. On the open pages it says, "Through the Law, the Path will be found." This is the quarterstaff of Father Culbert. It will be given to any lawful character that has done something to make himself stand out during the module, preferably to a follower of Pholtus or convert.
Note: This quarterstaff will under NO circumstances be given to a Chaotic character.

- Favor of the Church of Pholtus: This will give the bearer one first level spell for free or can be used for a 50% discount on a second level spell from any priest of Pholtus of the Church of the One True Path. As long as the bearer is known to be not wanted for any crimes against the Church.

Encounter Nine

- 103 gp

Encounter Ten

- 75 GP reward for bandits. This is a tax-free award from authorities and not subject to the Kings' adventurer's tax.

Judge's Event Summary Sheet

The purpose of this summary sheet is to provide information to the Nyronde Triad to see how events in this scenario influence future happenings in Nyronde. Return this survey to the event coordinator. Please give PCs' names, players' names and RPGA numbers.

- | 1. | List: Players Name | Character Name | Class & Level |
|----|---|----------------|---------------|
| 2. | Did the PCs do anything extraordinary (significantly different from what the scenario implies they might do)? Explain. | | |
| 3. | Which PC served the mission objectives best? Provide a brief explanation. | | |
| 4. | Describe any events not outlined in the scenario that you feel could effect the future of the campaign in Nyrond in any way. | | |
| 5. | Which NPC(s) were killed, and which NPC(s) escaped? | | |
| 6. | Which PC received the priest's masterwork quarterstaff? Reason? | | |
| 7. | Did any PCs exhibit exceptional behavior towards the people of Midday (exceptionally polite, heroic, obnoxious, etc.)? Please provide PC and player names, and very briefly describe their actions. | | |

Appendix 1: Useful Rumors

- Some say Prince Sewardt is in hiding in Korenflass, while others say he skulks in the Gnatmarsh.
- Some say King Lynwerd is feeble and incompetent, a puppet whose strings are pulled by certain noble families. We should rise up and overthrow him so that Prince Sewardt can take his rightful place on the throne.
- The Kingdom's new debtor's prisons have been built to accommodate all the unlicensed adventurers. Executions will be used to ease the expected overcrowding.
- While traveling to Rel Mord, the King's fiancée fell ill. No one has seen her since. Some believe her dead by poison at the hands of Prince Sewardt, others believe it is demon-induced sleep.
- Demons haunt the Almorian lands, so travel down the Flessern River is dangerous at best.
- There is still a pirate problem in Relmor Bay. No one knows who the pirates work for. One wonders if they are of the Scarlet Brotherhood, preying on the fair peoples of Nyronnd. Others say they are southern nobles out making a fortune for themselves.
- Don't go out at night anywhere in the kingdom. People have been arrested, charged with thievery, and have had their hands cut off. Some others have been sold into slavery.
- The rich nobles are in league with fiends.
- All nobles are in league with fiends.
- King Lynwerd is demon. At night he changes into a hideous three-headed creature and eats maidens and sheep.
- Nyronnd will invade the Theocracy of the Pale within a year to rid that land of oppression. Pholtus himself will lead our armies.
- The Undead Duke (Szeffrin) has returned to Chathold and is gathering his demon armies around him once more.
- King Lynwerd will give Almor its freedom at his Five Year Gala and announce the formation of a new alliance against Ahlissa to gain the rest of Almor.
- Pholtus himself will lead Nyronnd's and Almor's combined armies against Chathold and restore the city to its former glory.
- Ahlissa will invade and take the rest of Almor from Nyronnd. King Lynwerd will let them keep it. It has been arranged.
- The King will announce a reduction of taxes at his Five Year Gala.
- All of Nyronnd awaits a single heroic act to burst forth in rebellion and overthrow King Lynwerd. Almor will be free again.
- The Prelate, Osred, has ordered all of the Faithful to obey Nyronnd's laws until the King shows he will not free Almor, then and only then to prepare for rebellion.
- The Knights of the Shield of Almor have been re-formed by the Prelate. They gather in Mithat to go forth once again throughout the land.
- The new town of Adrean's Landing will celebrate its founding later on this year. People from all over the Kingdom will gather to participate in the grand festival, featuring contests and craftsmen.

Player Handout #1

Recent History.

Before the Greyhawk wars, the Prelacy of Almor was an independent country run with the guidance of the Church of Pholtus. Now, it is torn between two kingdoms, Nyrond and Ahlissa. The beginning of the Greyhawk Wars in CY 583 saw Commandant Ossen take the Almorian army and boldly strike into the heart of the Great Kingdom in an attempt to draw away the forces of evil and allow time to muster the forces of good to Almor's banner. The Great Kingdoms' General Szeffrin ignored Ossens' advance, marched through Almor, and destroyed the Nyrondian first line of defense, almost halving the number of knights in King Archbold's army. In 584 CY Ivid V had all of his generals, General Szeffrin included, and most of the nobles of the Great Kingdom turned into undead Animuses in Ivid's service. Ivid then sent Szeffrin on a punitive expedition into Almor and loosened a reign of terror on Almor that was not even matched by Ivid himself with his sacking of the See of Medegia later in the war. This time will forever be remembered as The Time Death Walked Almor and culminated in the destruction of the capital, Chathold, on The Day of Dust.

General Szeffrin's occupation and reign of terror (584-586 CY) over Almor left the prelacy occupied by a demonic army and little else. Over seventy thousand people died during this time. Those that could, fled the country, many fled east back into the Great Kingdom, to family or friends in the South Province, but most fled west into Nyrond, seeking shelter there among their allies and neighbors. General Szeffrin sold additional thousands of Almorians who failed to get away into slavery, until only the dead, insane, infirm and unreasonably stubborn were left in Almor. Vast tracks of the country were completely emptied of human life and an army of demons and undead roamed the wreckage that was Almor.

By the Year of Peace (585 CY) the destruction of Almor was almost complete. With the deaths of the Prelate of Almor and the Duke of Chathold and his sons in battle with forces of the Great Kingdom, Ivid declared Almor a province of the Great Kingdom to be ruled by now Duke Szeffrin. Resistance by the forces of Almor was reduced to fortification of isolated outposts and raids on patrols and targets of opportunity. In CY 586, Duke Szeffrin marched his army to Rauxes in an attempt to claim the Malachite throne for his own after the reported death of Ivid. With the Great Kingdom engulfed in civil war, Nyrond seized the western half of Almor for its own early in 587 CY. A defensive line was created along the Harp River, half way through Almor. Holding the western half of Almor proved difficult as the evil left behind by Duke Szeffrin brought forth the dead to fight again as undead. Pacification of the land was made almost impossible as Nyrond's losses of the day before were brought back against her in the field the following day.

The United Kingdom of Ahlissa, the victor, if that term can be used, in the civil war of the Great Kingdom, moved forces West to the Harp River late in 587 CY. It was just as difficult to occupy the eastern portion of Almor as the western half. The Duke's forces were not many, but their power was great. Chathold was an occupied ruin, populated by demons and undead, and the rest of eastern Almor was just as horrifying as the western half. However, with the destruction of Rauxes and the death of the Duke, most open warfare had stopped and fighting fell to a level for local control. Chathold was isolated and most of the local despots were legitimized in order to settle matters quickly and gain control of the territory now called the Marchlands of Chathold. Ahlissa didn't have the strength or the will to contest the seizing of the western portion of Almor by Nyrond.

With the declaration of peace between Nyrond and Ahlissa in early 588 CY, the Church of Pholtus looked to rebuild Almor. The task was daunting, but the Church felt it could be done. The first order of business was to rebuild the Church, most of the clerisy had been killed or scattered by the war. The Patriarch had died in Rauxes on the Screaming Column, a victim of Ivid's insane hatred of the Church. The Prelate and most of the Council of Clergy for the Church had been killed in the war, reducing to little more than a third the numbers of the Council. Those that were left called for a Conclave in Mithat. It took almost six months to gather the members together and organize the Conclave. The selection, election and gathering of members of the clergy to the Council took even longer. The Conclave was called to order appropriately in the month of Flocktime, the traditional month for followers of Pholtus to tend to matters of the home and family, 588 CY. By the time the Council had elected a Prelate to lead them in 590 CY, events had moved on without the Church.

Nyrond had occupied the western half of Almor and at great cost to itself and its people, held it all the way to the Harp River for over two years. The Church of Pholtus, bled dry and emptied by the years of warfare before, failed to bring forth much help and embroiled in its own crisis of leadership, had withdrawn into Mithat and away from the world. Early in 590 CY, King Lynwerd I made his own decision, since Nyrond had liberated Almor and had suffered to hold it against the evils placed upon it by Duke Szeffrin, Nyrond would claim it as its own. Nyrond had never thought of Almor as much more than a client state anyway, so the announcement of Nyrond's establishment of the Almorian Protectorate was no surprise at Court. He immediately started appointing nobles and land grants to veterans of the army that still occupied Almor. With the power given him by Nyrondian law, King Lynwerd I stripped many of the local nobility of their titles and lands. Almorian nobles returning from

exile in Nyronnd and the South Province found themselves disinherited. The king stated that since they had not stayed to fight for their land, they had lost their rights to it, ignoring the fact that had they stayed, they would have been killed and lost it anyway.

With a newly elected Prelate and Council of Clergy, the Church re-emerged from their Conclave in Mithat to a new reality, one that had passed them by and replaced them. There was in Mithat, a new ruler, not of the Prelacy of Almor, but of the Protectorate of Almor. The King had appointed Younard, the Governor of Almor, and he arrived in Mithat nine days before the Conclave had elected its new Prelate, Osred. The Church no longer ruled Almor. Osred was a Prelate without a Prelacy.

Nyronnd moved quickly to secure its new Protectorate, under populated and still full of evil strongholds and undead, Almor needed people to help bring it back from the brink of chaos. Land was offered to those willing to settle in Almor, an offer attractive to the farmers of Midmeadow who were suffering from a plague in the soil of their farmlands. Debtor prisons were emptied and any political undesirables found were sent to Almor. Anyone who fell afoul of the system became an instant pioneer to Almor. When Prelate Osred protested this action to the King, another group of people were added to the list of immigrants: worshipers of Pholtus. Whether or not the followers were members of the "Church of Pholtus of The One True Path" (Almor) or members of "The Church of Pholtus of the Blinding Light" (Theocracy of the Pale), even members of the "Church of Pholtus of the True Path" (Nyronnd) were sent into Almor.

It was this action that set the path for Osred. He became determined to retake the protectorate and by doing so to reclaim the Prelacy. Osred reasoned: In the following of The One True Path, anyone of strength and power is bound by the duty and responsibility of that strength and power to protect the weak amongst them from the dangers of Chaos and Evil. King Archbold had done that in coming to the aid of Almor during the war. The fact his strength wasn't great enough to hold the Prelacy was not to be belittled; he had done all that Nyronnd could do against the Chaos and Evil threatening it and Almor. Where King Lynwerd had fallen from The Path was when he had claimed Almor for his own afterwards. Instead of protecting Almor until she could once again stand on her own, he had come in and taken her for his own. Instead of forwarding the claim of the Prelacy to the western half of Almor, he had ceded it to Ahlissa. It wasn't that the King had been cowardly, it was that he had been mistaken in thinking that Almor couldn't stand on her own and that he wasn't strong enough to protect all of Almor.

It was up to Osred and the Church to show him the errors of his way and to bring the King back to The One True Path. This was to be done by retaking the protectorate of Almor for him by the Church. Once the Church secured the protectorate and made it safe for the people, the king would see that he had been wrong to think that Nyronnd was needed to hold the territory from harm and release the protectorate back to the Church. Perhaps together Almor and Nyronnd would show Ahlissa her error as well and reunite the Prelacy. If Nyronnd and the King ignored the lesson and still laid claim to Almor, well, there was another lesson in strength that Almor could teach Nyronnd if it proved necessary.