

SND2-02



BLOOD OF INNOCENT

A One-Round D&D[®] LIVING GREYHAWK[®]
Sunndi Regional Adventure

Version 1

by Pieter Sleijpen

RPGA HQ reviewer: Stephen Radney-MacFarland

A new year has started and as usual the counts of Sunndi have traveled to Pitchfield to attend the first meeting of the Congress of Lords in this year. To garner support from their peers and even the populace for new plans, the various political factions organize festivities and meetings. Then, in broad daylight, the leader of the League is kidnapped. Will you prevail and keep Sunndi a player in the international politics of the Iron League? An adventure for characters level 1-6.

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

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

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 2002 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. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 described in the introduction.

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Sunndi. All characters pay one Time Units to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

It is the beginning of a new year and all the counts of Sunndi have travelled to Pitchfield for their quarterly meeting at the Congress of Lords. As usual, there are a lot of things for the lords to discuss and advise their king on. On the streets, the possibility to send official help to Onnwal is the hottest topic though, and whatever else may be decided, this subject probably has the biggest consequence on an international scale.

There are basically three factions in the Congress on this subject: the League, the Conservatives and the Protectionists. The nobles of the League -as the name suggest- want to revive the Iron League in the hope that strong allies will form a strong deterrent for Ahlissa and the Scarlet Brotherhood. To them, sending official support to the freedom fighters of Onnwal is the first step to strengthen their ties with their allies and to create a united, unbeatable front to the enemies of Sunndi's

freedom. The Conservatives prefer to wait for an official request. They do not want to rush things. The Protectionists fear that any official support will draw unwanted attention to Sunndi and anger both Ahlissa and the Scarlet Brotherhood.

At the moment it appears the League will win, and that is something the Scarlet Brotherhood cannot allow to happen. So they decided to kidnap the leader of the League—Count Kestor of the county Corul—and then later to kill him brutally. They want to make the kidnapping as public and brutal as possible. Their hope is that they will remove a strong supporter of the League, since the heir (Balinda) of the count is too young to rule and her mother is a strong Protectionist. Their second goal is to cause fear.

The Scarlet Brotherhood leaders in Sunndi realize that the Sunndians might react opposite to their wishes if they are directly associated with such brutal acts. So instead, they want to let it appear as if followers of Wastri are behind the kidnapping and the brutal attack on the people of Sunndi. This is not so difficult since the Count recently killed several supposed cultists of Wastri. Hopefully, the people will want Sunndi to strengthen their southern borders before using gold to support Onnwal and they probably are not wrong in this assumption.

There is one downside in using the followers of Wastri. Instead of going for the certain kill, they want to kidnap and properly punish the Count for his supposed crimes against Wastri. This gives the characters the opportunity to free the Count before it is too late.

Encounter One - Blood of Innocent

As usually during Needfest various lords give speeches to show their interest in their people and to gather public support for their proposals during the Congress. By chance or through interest the characters wander into one of these public meetings when suddenly a swarm of stirges attack the people while a small group of people is kidnapping Count Kestor of Corul. They have got two choices: 1) help the public or 2) help to stop the kidnapping.

Encounter Two - To the Rescue

If the characters decide to help the people they will have to deal with the stirges and the panicking people. Besides combat with the bloodsucking monsters, they can try to calm the people and perhaps rescue a few children and the old from being crushed under the boots of panicking people. There are city guards doing this as well, so they are not obliged to do this.

Encounter Three – Kidnapped!

When the characters try to stop the kidnappers, they will have to get through panicked people and they will have to go to the back of the stage. This will cost time. By the time they arrive there the kidnapped Count is being spirited away. If the characters follow they will soon come to a place where the kidnappers have horses. By that time they are close enough to pose a threat to the kidnappers.

A small group will stay behind and attack the characters to slow them down.

Encounter Four – The Authorities

Whatever the characters have decided in Encounter One, they should have made a fairly favourable impression on the authorities. Captain Lassonaer, leader of the City Guard, will ask the characters to try finding count Kestor before it is too late, while he and his men try to take care of the wounded and the still free roaming stirges. If the characters refuse, he will not promise a reward, but he does point out that the Count is a powerful and rich man. He will lend them horses and other common equipment.

Encounter Five – On the Trail

By the time the characters are ready to leave Pitchfield the kidnappers are long gone. They will have to question several travellers and farmers and try finding the proper clues without falling for the red herrings the kidnappers left behind. Depending on their actions they will arrive sooner or later (or not at all) at the hideout of the kidnappers. This encounter will be mostly roleplaying and problem solving. The hideout is a small farm with a barn and a large stable.

Encounter 6 – The Hide-Out

Depending on their speed during Encounter 5, the characters might find more or less of the kidnappers still at the place. If they were really slow, they will find the place nearly deserted with the dead Count in the well. Freeing the Count -if still alive- while keeping him alive will not be easy and will require sneaking and good thinking.

Conclusion – On Time or too Late?

Depending on their success the characters will be received as heroes. If the Count is still alive he will reward them well. If he is dead, the characters will have to deal with the authorities and explain what they have found. Convincing others that they could not have arrived in time to save the Count will be difficult and the pain in the face of the Count's son will probably burn itself in the memory of the characters.

INTRODUCTION

The introduction should be hold at the beginning of the adventure before the parties have all their spell prepared or introduced themselves to each other. This way, the players know what their characters would expect to do for the day. At the end of the introduction, the party should prepare their spells and introduce themselves.

It is a relatively early morning, with a blue clear sky announcing a typical warm humid winter day. For some time the Counts, their entourages and other parties interested in politics have been flocking to Pitchfield. In a few days the first meeting of the Congress of Lords of the new year will be opened. With the arrival of the Counts the streets of Pitchfield tend to become quite busy and there are always people in need of

adventurers for one service or another. As usual the various political factions try to garner support for the plans for the coming year. One of the ways in doing this is by organizing meetings, which usually require orderlies. There is also an increase in demand for able bodyguards. You have been wandering through town alert for possibilities, when you notice a large gathering in the square ahead. What is happening there? Curiously you wander on to Ossoon's Square, to see a platform near the monument at the other end of the square near the Old Prison. It appears an important noble will start a speech or else this area would not be used for this.

ENCOUNTER 1: BLOOD OF INNOCENTS

Once the players have prepared their allotment of spells and know who is playing what, return to the described scene in the introduction. Let their characters wander around a bit. Ossoon's Square is a large square with the monument at one end right in front of the old prison (which ironically now is a hospital, orphanage and a sanctuary for old veterans of the war run by Pelorites). The square is filled with people interested in hearing the speech, which will be given by Count Kestor in a few minutes. Kestor is a quite popular Count and a good speaker.

The square is roughly 200 feet by 200 feet. On one side stands the looming stone Old Prison with pretty close to it a life-size brass statue of Ossoon on rearing warhorse with a lance in his hand and the crushed body of a devil under the horse. Next to the statue there is a 5-foot high wooden platform. A few soldiers from the Count's personal retinue keep the people about 10 feet away from the platform. In addition to the Old Prison, there are several other large buildings around the square. These used to be barracks, the Court and some houses for old rulers. Because of the painful memories for many these have all been changed into taverns and living quarters. There is a watch station as well. There are many people on the balconies and looking from the windows of these buildings, as well as in the large oak trees that are on three sides of the square. There are also several wagons without horses for people to watch the Count from.

The characters might notice that there are very few guards around. When they ask about this, people will inform them that a group of Pholtus worshippers has arrived from abroad and that the Nemoudian Hounds (a gang of youths taking their worship of Trithereon a bit too serious) have threatened to teach these people a lesson. Obviously, that poses more a threat for the already pressed City Guards than a simple speech from a noble. Once it becomes clear what every character is doing and where they are standing, the following text should be read out aloud.

Suddenly the low mumbling noise of the crowd is overcome by the loud noise of trumpeters sounding the arrival of an important noble. It is difficult to see, but from the Old Prison

several richly dressed people walk to the platform. The Count of Corul is easily recognizable by the strange white streak in his otherwise short, black hair and his huge beard. Unlike others he also does not wield any weapon, because, as everyone knows, his weapon is arcane magic. Reaching the platform, the Count begins his speech.

"Greetings, fellow citizens of Sunndi and perhaps guests from abroad. As you are all aware a new year has begun: a new year full of politics, a new year filled with dangers that threaten our independence and freedom. Another year has passed in which we were free from tyranny, free of fear of tomorrow. The monument next to which I am standing... What is that?"

Suddenly a low humming noise can be heard from the back of the square. People start screaming and when you look around you see a swarm of strange birdlike creatures descend upon the public. All of you have heard the stories of the dreaded stirges of the Vast Swamp. Are these tiny horrors those creatures?

Then, the beasts are upon you.

ENCOUNTER 2: TO THE RESCUE

There are a lot of stirges swarming over the square and the city. Only a select few will directly attack the characters, starting with those at the back of the square. Characters at the back of the square might actually notice the stirges coming from a window on the first floor of an inn if they succeed in a Spot check (DC 25). If a character had been keeping an eye on the windows around that individual a +10 circumstance bonus.

One of the main problems the characters will have is facing a crowd of panicking people. Since there is no particular safe spot to run to, panic really takes a grip of the people. More than likely more people will die because they are being trampled than of the blood draining by the stirges. Still, after about 10 rounds the square will be empty enough that it is no longer a problem for the characters. Especially the first 4 rounds are very dangerous, particularly for small sized characters. Because of the crowd, character movement is halved, and each round there is a chance a character is tripped by the pushing and shoving of the panicked crowd. Treat this as a trip attack with a +4 on the attack roll, but no further bonuses or penalties on the opposed check (except against small characters, where the normal +4 bonus for size differences should be taken into account). Once a person falls to the ground, that person will take 1d6 subdual damage per round. Getting up will take another opposed trip attack, this time with a -4 penalty (in addition to any size differences) on the character's roll. Characters waving around weapons will not face any trip attacks, but this is not a good act since innocents are bound to get hurt because of these actions. A neutral aligned person could get away with it.

The best tactic for the characters would be to go to the side of the square or one of the several wagons spread throughout the square. Of course, in the open the characters will be easy prey for the stirges. Besides

fighting the stirges, the characters might opt to help children and the infirm get out of the crowd relatively unscathed.

The stirges are trained to primarily attack non-humans, but they have not eaten in days. So, while they have a certain preference for non-humans, they will definitely attack humans. The amount of stirges given below per APL indicates the ones that directly attack the characters if they get into the open. There are a lot more stirges freed, so the characters might kill these while they are draining people of their blood. Do not overdo this, since the characters will need their resources further on in the adventure. There will be no time to recharge.

APL 2 (EL 2):

➤ **Stirges (4):** hp 5, 5, 5, 5; see *Monster Manual*.

APL 4 (EL 4):

➤ **Stirges (8):** hp 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual*.

APL 6 (EL 6):

➤ **Stirges (12):** hp 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual*.

Development: The characters might try to enter the Haystack Inn if they note that the stirges are coming from there. By the time they arrive at the rooms from which the stirges came, they will find a lot of open cages. By that time the cultists are long gone through the backdoor or into the crowd. If they search the room, they will find four vials with a stinking alchemical substance, which will keep away all stirges for one hour. It goes bad in less than a week. Each vial contains enough for one use by a Medium-size or Small humanoid.

Treasure: Retrieve the four vials of stirge repellent. Since they will not meet any more stirges later on in the adventure and these vials will go off in less than one week they cannot be sold. They just serve as a clue as to how the cultists controlled the stirges or at least prevented the stirges from attacking them.

ENCOUNTER 3: KIDNAPPED!

While the characters (and all the guards) are busy dealing with the stirges, the followers of Wastri attack Count Kestor. The cultists are fully aware that the Count is a powerful wizard, so they start the attack by shooting several poisoned darts at him. All that people in the square might see is that the Count suddenly falls to the ground while casting a spell. If none of the characters were paying any particular attention to the count, they need to succeed at a Spot check (DC 20) each round to notice what is going on atop the platform. Of course, characters fighting or lying on the ground will have no chance at all to spot the goings-on on the platform.

The schedule below tells how the Count will be kidnapped:

- Round 1 - Stirges are released from the inn "The Haystack."
- Round 2 - Count Kestor is sedated. Cultists walk on the platform.
- Round 3 - Cultists carry the Count away into the alley where horses are waiting.
- Round 4 - To stop any pursuers a group of cultists stay behind to fight to the death.

It is unlikely all the characters will note the kidnapping and even if they notice, getting to the platform is another matter. Still, the kidnappers are expecting at least some people to follow them. A group of fanatic followers of Wastri will be staying behind in the alley to delay any pursuers long enough for the rest to escape. The humans expect to die and they will fight to the death. The dogs are vicious man-killers, trained to fight to the death, though calming magic such as *animal friendship* might prevent this.

The tactics of the cultists will focus on delaying any pursuers. They will first try to delay pursuers by holding a hostage at knife point. They have little qualms in actually killing the hostage. Once a fight starts, they will try to trip their opponents. Even risking their skin to grapple. They will focus on spell casters. Starting with wizards and druids, since those two classes will be the most able to stop the kidnappers. If it is clear that the characters are in trouble, several personal bodyguards of Count Kestor arrive on the scene. They will help out the characters. By that time though the kidnappers have disappeared into the city.

The alley behind the Old Prison is narrow, with many corners and side alleys. By the time any character arrives on the scene the kidnappers should already be around the corner. The ingenuity of the players should never be underestimated. If they think of a reasonable tactic to bypass the cultists and are fast enough to chase down galloping horses the statistics for the rest of the kidnappers are also provided. These will show no mercy, but it is conceivable the characters win, especially if they are intelligent enough to get the Guard involved. This is by no means the end of the adventure. Count Kestor is still unconscious and some of the cultists will escape. The characters will be asked to follow these cultists and arrest them dead or alive. Modify any later encounters accordingly.

APL 2 (EL 2)

➤ **Small dogs (3):** hp 10, 10, 10; see *Monster Manual*, Animal entry.

➤ **Monk (1):** Male human Mnk1; hp 9; see Appendix I.

➤ **Cleric of Wastri (1):** Male human Clr1; hp 10; see Appendix I.

APL 4 (EL 3)

➤ **Riding dog (2):** hp 16, 16; see *Monster Manual*, Animal entry; one of these is the animal companion of the cleric.

➤ **Monk (2):** Male Human Mnk1; hp 9, 9; see Appendix I.

➤ **Cleric of Wastri (1):** Male Human Clr2; hp 16; see Appendix I.

APL 6 (EL 7)

➤ **Riding dog (4):** hp 16; see *Monster Manual*, Animal entry; Two of these are the animal companions of the cleric.

➤ **Monk (2):** Male Human Mnk2; hp 15, 15; see Appendix I.

➤ **Cleric of Wastri (1):** Male Human Clr4; hp 29; see Appendix I.

Treasure: If the characters successfully defeat the cultists they can find an amount of treasure and gear determined by the APL of the party.

APL2: Loot: 31gp; Coin: ogp; Magic: ogp;

APL4: Loot: 66gp; Coin: ogp; Magic: - divine scroll of *cure light wounds* x2, *hold person* (3ogp);

APL6: Loot: 201gp; Coin: ogp; Magic: - divine scroll of *cure light wounds* x2, *hold person*, *potion of blue*, *potion of cure light wounds* (82gp);

The Kidnappers

The statistics of the kidnappers are given in Encounter 6. Again, all except the leader (who is leading the horse with the gagged Count on it) will gladly give their lives to enable the leader time to escape with Count Kestor.

ENCOUNTER 4: AUTHORITIES

At some point during the above two encounters the characters will encounter the proper authorities in the form of the Guard. Since the crime is rather severe, they will meet Captain Lassonaer. Captain Lassonaer is a big burly half-elf that most people would associate with the barbarian class. He has got a large red beard and long braided hair. In fact, he is a fighter/sorcerer. He will try to enlist the characters into helping the Guard by capturing the criminals who released the stirges and free Count Kestor. The resources of the Guard were already stretched to the limit before the release of a swarm of stirges, but now they are at breaking point. He simply does not have enough men to start chasing the kidnappers. It is his sincerest hope that the characters will be willing to undertake this. He cannot promise a reward for their patriotism, but he will remind the characters that Count Kestor is a powerful and rich man. The kind of person no adventurer would mind having indebted to him or her.

If the characters ask whom he thinks is behind the whole affair, he will tell that the Count recently had captured and executed a cell of cultists dedicated to Wastri. The guards found a dried gray toad on the platform, which suggests they are involved. The tactics

used (stirges and paralytic poison) seems to confirm this. Still, he is not so sure because of the work and planning needed to pull this off suggests a large, intelligent and well-organized force. The followers of Wastri are certainly able to do this, but the Captain was not aware of such a big and well-organized cell in Pitchfield or the nearby area. It worries him greatly. So while the characters are out there, they might as well try to find out if the kidnappers really are followers of Wastri. Lassonaer is also suspicious because he thinks they would simply try to assassinate the man. Then again, perhaps they will try to get a ransom for him or sacrifice the Count to their vile god.

Captain Lassonaer will provide the characters with light warhorses (or ponies for the smaller heroes among the group). He will also let one of the clerics of the Guard heal the characters and provide each of the characters with a *potion of cure light wounds*. He expects the horses back in one piece and if the characters do not use the potions he expects those to be returned as well. If the horses get killed, and it is not the character's fault, Lassonaer will not ask them to repay the loss to the Guards. If it is their fault he will demand them to pay for the horses. Of course, he will also provide the characters with a signed document, giving the characters the rights of a Guard.

The Captain cannot give much information, except that the kidnappers have been seen riding towards the South Gate.

ENCOUNTER 5: ON THE TRAIL

Under this header fall several role-playing encounters. These should not all be used, unless the group has got unlimited time. Select two of the optional encounters. The encounter you should really use is the "red herring" encounter. If the characters fall for this distraction, they will find the hideout, but by that time the Count will be dead (as detailed in Encounter 6: The Hide-Out). No matter how many encounters you run, the XP gained for the encounter will remain the same.

At the end of each encounter a few options are given with a number behind it. At the end of Encounter Five, you should add these up and divide it by the number of encounters you run during this section (with the exception of the At the Gate encounter). For example, let's assume you ran only the Ambush and Chickens for a total score of 5 and 0. Then the end score becomes 2.5. What this number means is explained at the beginning of encounter 6.

AT THE GATE

Once the characters arrive at the South Gate they should be intelligent enough to talk with the guards. The guards can provide the characters with a description of the kidnappers. This should not take too much time.

The guards at the gate are typical for Pitchfield. They are well armed, clean, polite and friendly. Unlike many soldiers outside Pitchfield, these are well disciplined. The sergeant's name is Fenna. There are 5 more soldiers stationed here (female and male).

When approached they will enquire why the characters are asking about any strange group of people that passed by. Showing the document given by Captain Lassonaer makes the soldiers very helpful. As a matter of fact, not too long ago a group of 5 riders rode straight through the gate without slowing down one bit. It all happened so quickly that they could not react in time to stop them. A messenger already has been sent to HQ. The soldiers can give a pretty accurate description of the group. They were riding well trained riding horses, mostly brown, though a black one carried a large sack, which looked surprisingly like it contained a man. By now the horses should be quite tired and easy to recognize. The leader of the group was a small short bearded man in simple leather clothing armed with a bow. The rest of the group was wearing the same weaponry, but green hooded cloaks. The cloaks hid their facial features.

RED HERRING: AMBUSH

The cultists realize that the Guards of Sunndi are more than likely to hire a couple of adventurers to chase them down. The problem is that they have little time to prepare a proper red herring. Still, they have hired some local low-life to distract the characters. These bandits have been given the clothes of cultists of Wastri. They are wearing gray hooded robes over their scale mails and they are armed with glaives. They are also all wearing the symbol of Wastri. They will not stay for a long drawn out fight. After the initial attack, they will immediately retreat to their horses and try to flee as fast as possible in exactly the opposite direction the real cultists have taken. If the characters follow the bandits or even take the time to question any captured bandits they will lose valuable time.

This encounter is not a real threat to the characters and that is not the intent of the encounter. It is mainly to distract the characters. It is best used just after the characters left the town, since the cultists at least know from what direction any adventurers will be coming.

Ignore the bandits: +0; Try to chase the bandits +5 to +10 (depending on the amount of time spent on this); Taking captured bandits along will increase the score by +2.

APL 2 (EL 2):

👉 **Human Thugs (4):** Male Humans War1; hp 8, 8, 8, 8; see Appendix I.

APL 4 (EL 4):

👉 **Human Thugs (8):** Male Humans War1; Hp 8, 8, 8, 8, 8, 8, 8, 8; see Appendix I.

APL 6 (EL 6):

👉 **Human Bandits (5):** Male Humans Ftr1; hp 15, 15, 15, 15, 15; see Appendix I.

👉 **Leader (1):** Male Human Ftr1/ Rog1; hp 17; see Appendix I.

Treasure: If the characters successfully defeat the cultists they can find an amount of treasure and gear determined by the APL of the party.

APL2: Loot: 60gp; Coin: ogp; Magic: ogp;

APL4: Loot: 120gp; Coin: ogp; Magic: ogp;

APL6: Loot: 160gp; Coin: ogp; Magic: ogp

OPTIONAL ONE: THE TRAMP

In any land and any time there will be people who have got hardly any earthly possessions and who wander around aimlessly. Sunndi is no exception to it and unlike in many nations it is not illegal. Of course, people do not trust tramps but the Watch will not simply arrest somebody because he is wearing rags and is dirty. The characters will meet a particular dirty man at a crossroad lying under a nearby tree. The man is drunk and looking for people to talk with. So getting information from him will not be easy or even pleasant. He can point out though that the people the characters are looking for went to the south. The man is so drunk though that he is mixing directions up, which he will realize when the characters ride south. This of course might anger the characters and at the very least it will make them distrust the NPC. Looking for tracks or asking several travelers to the north will tell that the riders indeed went to the north and not the south.

Going to the south: +5; Going to the North: +0

OPTIONAL TWO: CHICKENS

While riding along the road the characters will see a wagon lying on its side next to the road. The wagon carried a lot of chickens in cages. Since many of the cages have shattered there are chickens everywhere. Two halflings in simple farmer's clothes with short curly hair are desperately trying to capture the chickens. One of the halflings is an elderly fellow, while the second one is probably a teenager. Both halflings are quite angry and the elder halfling continually grumbles at the poor youngster who is at the brink of tears. A small sturdy pony is grazing next to the car, apparently completely oblivious to the cacophony around it.

When the halflings notice the characters, the youngster will immediately hide under the wagon. The elder halfling draws his short sword and looks rather angry at the characters. The halflings think the characters belong to the same group of human riders that caused their wagon to tip over. Of course, the halflings are in a very bad mood. When the characters show little hostility, the elder halfling will apologize for his behavior, but the characters should understand that he is not in the best of moods. He will politely introduce himself as Kellander

Thistleweed and the youngster as his son Jol. He will describe the humans who did this and they are the same people as the guards at the gate of Pitchfield described. Jol will point out that he saw the face of one of the hooded men, and it was of a disfigured man. With a bit of imagination it looked a bit like the face of a frog.

Kellander can tell the characters in what direction the riders went. Though if they help him capture the chickens he can provide them with a shortcut. With so many people capturing the chickens would not take much time. If the characters demand from him to tell the short cut immediately, Kellander will state that he does not care much about the high-ups. If he cannot sell his chickens today he will be the one suffering. So, if the characters do not want to help, that is fine, but he is not going to tell them how to get to the shortcut. Forcing him to tell the short cut will have the opposite effect. Unless the characters will have truth magic he will send them off in the wrong direction.

If they do help, have some fun describing how the characters are trying to capture the chickens. Once most of the chickens are captured, Kellander will tell them that he recognized one of the humans and that he knows where that man lives. He will describe the characters how to get there. If this is the final encounter of this string, this will lead directly to the hideout. Else it will lead to another encounter, where the people can give the proper directions (like somebody in the thorp in Marry Dancing, where the people will give the directions to the farm the horses came from).

Asking for directions: +0; Angering Kellandar and follow his new directions: +5; Helping Capturing the Chickens: -3.

OPTIONAL THREE: MARRY DANCING

After a couple of hours the characters will enter a small thorp named Oakhome. Apparently there are some festivities going on. On the town square there is a group of musicians playing dancing music with a large gathering of people dancing around. Apparently there is a marriage going on. The people are in a good mood and when they notice the characters they will immediately invite them to feast with them, offering them food and wine in the process.

When the characters ask after the riders it will become apparent that the group of riders did pass through the village. They paid little attention to the people, and they nearly overran several people.

The initial reaction of the people will be of distrust, unless the characters immediately state that they are looking for these riders to arrest or kill them.

In that case several people at once want to add their grievances to any charges pressed against these villains. It will take some work to calm the people down and to get them to tell their story one at a time. A few of the villagers actually recognized the horses as belonging to a nearby farm. They are more than happy to point the characters in the correct direction.

Being direct and honest, accepting a bit of drink and congratulating the married couple: +0; Insulting the

people, demanding quick answers: +5 (unless smoothed over by another character's successful Diplomacy check).

ENCOUNTER 6: THE HIDE-OUT

The hide out of the cultists of Wastri is in the farm of one of the members nearby a small thorp named Oakhome. A map of the farm can be found at Appendix II: Maps.

The farm is built on the ridge of a valley in the middle of fields of grain on the lower slopes and orchards (mainly peaches, oranges and olives) and grapes higher up. The bottom of the valley itself is humid and swamp-like and is used for the growth of rice. It is relatively easy to approach the farm unnoticed, and it is in a rather secluded spot. This makes it a perfect hideout for the cultists of Wastri, though it makes it somewhat easier to approach for the characters. The roads are watched though by a few animal companions of the clerics of Wastri. So if the characters use the road, the cultists will know of their approach unless the characters somehow manage to avoid being seen by the birds (crows mainly). If the characters do not use the road, they will not be seen. They should not travel by road the moment they leave Oakhome.

Raise the number calculated at the end of Encounter 5 by one or more if the characters spend a lot of time discussing how to approach the hideout unnoticed.

ALIVE?

The first thing the DM should determine when arriving at this point of the adventure is if Kestor is still alive. He was captured alive because the cultists want to ritually murder him as punishment for his crimes against the followers of Wastri. Obviously, if the characters have waited a day to prepare new spells and to recover, the Count will be long dead. In fact, unless they arrive real early, they will find the farm abandoned. Though they should be able to track the cultists and catch up to them if they are quick.

If the characters have not lost any time during the chase, Kestor will still be alive. Some encounters the characters might undergo during the chase though will slow them down. During Encounter Five you had to calculate a number. If this number is below five, Kestor will still be alive. The cultists need five hours from the time they arrive at the farm till the ritual will be completed. Each number below five is the amount of hours the cultists still need to complete the ritual. So from the moment the characters arrive near the farm, keeping an eye on the clock becomes vital to the success of the characters.

On a side-note, there is a very slight chance the characters might actually get a negative number. If this is lower than -1 they actually arrive at the farm before the cultists. Modify the encounter accordingly.

For more details on how Kestor will be killed, look below at the section on the well.

The Wall

The farm and the direct surroundings are surrounded by a 7 ft. high stone wall about 1 ft. thick. It is plastered with white chalk. It has not been made to keep people out and for medium sized humanoids it is relatively easy to scale; Climb check (DC 10). Its primary function is to keep wild animals out and farm animals in. Near the garden (number 6 on the map) the wall is overgrown with grapes. The rest of the wall is bare.

There are two large black iron grates that give access to the farm. Both are locked with very simple locks. The grates are simple and undecorated with the bars close enough together to prevent a chicken from passing through.

Iron Grates: hardness 10; hp 60; break DC 28; Open Locks DC 20.

The Barn

This 40-foot by 50-foot wooden barn is more a covered open area than a barn. It is about 20 feet. high. The wooden beams are painted green and the roof is made out of boards as well. The large stone tubs used for squashing grapes for the wine take the biggest area under the roof. A big wagon is also placed here.

A slope under this roof leads down into the hill giving access to a large green double door with a smaller door in it. These doors give access to the large cool wine cellars. It is also used to store fruit and other large stock products. Since it is in the middle of the growing season it is rather empty, except for several wine barrels and flasks filled with aging wine. The door to the cellar is made out of strong thick wood and is locked with a good lock.

Wooden Door: Hardness 5; hp 20; Break DC 25; Open Lock DC 25.

The farmer, his wife, three young children and four helping hands are imprisoned in the cellar. The name of the farmer and his wife are Cantello and Mareena.

While the farmer had an inclination to agree with the ideas of Wastri, he had no intention to be part of kidnapping or anything else remotely criminal. So the cultists had to lock him and most of his workers up. Luckily there was food and water enough below, because the cultists have ignored them for the past 4 days. These people have been locked up in the dark for some time and they are desperate and rightly fear for their lives.

The Stables

Unlike the barn the stables are made out of thick stonewalls and a tilted stone roof. As the farm, the walls are plastered with white chalk, though it is not nearly as white as on the house. The ground floor of the stables is used as stables, mainly for the horses and pigs. A small path runs through the middle of the stable to provide easy access to the different areas for humans. At the northern end of the stables though there is one large area for the sheep. Besides the horses and pigs, there are also three cows. All the animals - except the horses- have not been

taken care of for the past four days. One of the cultists gave them water and food and milked the cows to prevent them from dying, but there has been no time for other things - the stables have not been cleaned for example. The sheep are not in the stables at the moment. A couple of shepherds are traveling through the hills in the north.

The attic of the stables is used for storage of food for the animals and riding gear. A part is just a dusty unused place fulfilling a function as the home for a family of barn owls (Dutch name: Kerkuil).

The Farm

The actual farm is attached to the stable and is also made out of stone and is plastered with a thick layer of white chalk. Even the roof is made out of plates of limestone. The thick stonewalls provide a good isolation against the heat of the subtropical summer afternoons. The house has one story and an attic. The shutters of the windows and the doors are painted in dark green with large red diamond shaped patterns in the middle. There are some lovely red and white curtains and flowers grow in buckets hanging under the windows. All in all, it looks like a cozy farm where the inhabitants would receive guests with open arms. Looks deceive though, since the cultists of Wastri have locked up the original habitants in the cellar under the barn. Appendix Four contains a map of the farm.

The ground floor consists of one large room which functions as the living area for all the humanoid inhabitants of the farm and a smaller room to receive important guests. In the main-living room there is a huge fireplace, a big heavy wooden table and benches around it. In the corner there is rocking chair and there is working area for fixing tools and the like. A small wooden staircase leads up to the sleeping rooms. The smaller room contains richer and more beautiful furniture and an open cabinet for eating utensils such as plates and cups. There is a door to the north that leads directly outside, from where a path leads to the outhouse and the wooden cabin. Another door leads directly into the stables.

The first floor consists of several sleeping rooms. The biggest sleeping room lies next to the stables and a small door gives access to the stables as well. On the attic, directly under the roof, are a few sleeping quarters as well. Though most of the space is used to stash away junk.

There is a small cellar directly under the kitchen, which is used for food supplies.

The house is used as living quarters by the cultists. The leaders sleep in the sleeping rooms, while the simple warriors sleep in the living room. They have not cleaned up the place in several days.

Taking anything of value from the farm is considered theft, since the farmers themselves had little to do with the kidnapping.

The Courtyard

Most of the area is made out of hardened mud and dirt. The courtyard is covered with the tracks of animals and wagons, though most of them are old. It is a dusty area. There are chickens, a few cats and of course some dogs

running around the place. Near the well there is a washing place for the sheep. At the moment this hole contains no water. The dogs had been magically befriended, to prevent them from helping the farmer earlier.

The well is surrounded by a 3 ft. high stonewall. It is covered with a stone plate. The Count will be hanging in the well. All the cultists have to do when they are under attack is to release the stone lid to drop the tied-up and gagged Count into the water. The Count will start to drown from that moment. He has a constitution of 12.

The Cultists want to sacrifice Kestor to their insane deity Wastri. To do it the proper way they are preparing a ritual, which will be held around the well. If the Count is still alive when the characters arrive at the farm, they might note the activity around the well. A Knowledge [religion] check (DC 20) will tell that the clerics are preparing a rite in honor of Wastri. If they succeed at the check by 5 or more, they will realize that the ritual requires the sacrifice of a sentient creature to Wastri. The victim is sacrificed by drowning as punishment for treason against Wastri.

If Kestor is already dead by the time the characters arrive, the signs of the ritual can be found around the well. Knowledge checks to recognize the signs for what they are, are increased by 5. Otherwise, they will have to actively search in the well to find the corpse of Kestor (either by succeeding in a Spot check (DC 20) when just looking in the well or automatically when they take the time and difficulty to actually go down into the well and look around).

The Garden

This is a private vegetable and herb garden. It looks as if it has not been attended for a couple of days though before that time somebody was spending a lot of time in there. There is a small bench close to the wall with a good view on the garden. There also is a small wooden shed with gardening tools in it.

The Wooden Cabin

In the northwest corner of the farm stand a relatively small wooden cabin on a thick foundation of stone. It is about 20 feet by 20 feet and 10 feet high (not counting the stone foundation). A covered wooden veranda is in front of the only entrance. Inside there is one room with several bunks, a fireplace and several windows. The shutters to the building are closed. The wooden door is locked with a simple lock. The cabin is for extra employees during the harvest season and is not in use at this time of the year. The roof is a convenient lookout, so a ladder currently leads to the roof and the guard up there.

🔒 **Wooden Door:** Hardness 5; hp 10; Break DC 15; Open Lock DC 20.

The Scarlet Brotherhood Connection

The Scarlet Brotherhood did not become as powerful as they are now by making mistakes. They know perfectly

well that if their involvement becomes public knowledge the plot most likely will backfire. Instead of reducing the support for active help of Sunndi against the rebels of Onnwal, it would increase the support for such actions. So they have tried their utmost best to destroy any clue that might point in their direction. Even the leader of the Cultists on the farm does not know the Scarlet Brotherhood financed the whole affair. Unlike the other cultists though he does suspect some outside agency has been given support to the whole plot. The information they gained on the whereabouts of the Count was simply granted on a too short notice and they were too accurate to be the result of their own information gathering. He has got no proof to back this up and of course he will not give this information voluntarily. He will act as if the Cult of Wastri is strong and powerful within Sunndi. If he is alive that is, because, as a real fanatic, he will prefer to fight to the death.

The Cultists

The kidnappers consist of: Zaresh (the leader of the cultists) and four cultists (Yevel, Keshar, Lartana and Ulosha). They have five riding horses and a light warhorse. If these are attacked at the farm, the horses will be at the stable and they will not be used during the fight.

A few cultists remained at the farm, these consist of: Dancar (2nd in command), a number of warriors and several dogs. The size of this group is dependent on the APL at which this event is played.

APL 2 (EL 3)

👤 **Zaresh:** Human male Clr 1; hp 10; See Appendix I.

👤 **Yevel:** Human male War 1; hp 9; See Appendix I.

👤 **Keshar:** Human male War 1; hp 12; See Appendix I.

👤 **Lartana and Ulosha:** Human Females (twins) Rog 1; hp 7,7; See Appendix I.

👤 **Dancar:** Human male Com1; hp 3; See Appendix I; At this APL Dancar is just a stable-hand who has just been initiated into the cult. He will not fight at all, preferring to flee at the fist sign of real trouble.

🐕 **Dogs (2):** Small dogs; hp 6, 6; See *Monster Manual*, Animal entry. The dogs will bark when they notice strangers, but they are chained to the barn and are just as threatening to the cultists as to the characters. So they will not fight.

🐎 **Riding Horses (4):** hp 19, 19, 19, 19; see *Monster Manual*, Animal entry.

🐎 **Light Warhorse;** hp 22; see *Monster Manual*, Animal entry.

APL 4 (EL 6)

👤 **Zaresh:** Human male Clr3; hp 23; see Appendix I.

👤 **Yevel:** Human male Mnk1; hp 9; see Appendix I.

👤 **Keshar:** Human male War1; 12; see Appendix I.

👤 **Lartana and Ulosha:** Human females (twins) Rog 1; hp 7, 7; see Appendix I.

👤 **Dancar:** Human Male War1; hp 8; See Appendix I.

🐾 **Dogs (2):** Small dogs; hp 6, 6; See *Monster Manual*, Animal entry; The dogs will bark when they notice strangers, but they are chained to the barn and are just as threatening to the cultists as to the characters. So they will not fight. One of the dogs is the animal companion of Zareh.

🐾 **Riding Horses (4):** hp 19, 19, 19, 19; see *Monster Manual*, Animal Entry.

🐾 **Light Warhorse;** hp 22, see *Monster Manual*, Animal entry.

APL 6 (EL 8)

🐾 **Zareh:** Human male Clr 5; hp 35; see Appendix I.

🐾 **Yevel:** Human male Mnk 1; hp 9; see Appendix I.

🐾 **Keshar:** Human male Ftr 1; hp 14; see Appendix I.

🐾 **Lartana and Ulosa:** Human females (twin) Rog 1; hp 7, 7; see Appendix I.

🐾 **Dancar:** Human male Ftr 1; hp 14; see Appendix I.

🐾 **Dogs (2):** Small dogs; hp 6, 6; See *Monster Manual*, Animal Entry. The dogs will bark when they notice strangers, but they are chained to the barn and are just as threatening to the cultists as to the characters. So they will not fight. Two of the dogs are animal companions of Zareh.

🐾 **Riding Horses (4):** hp 19, see *Monster Manual*, Animal entry.

🐾 **Light Warhorse;** hp 22, see *Monster Manual*, Animal entry.

Tactics: There are basically three options for the characters when it comes to approaching the house: 1) frontal attack, 2) sneaking in and 3) diplomacy. Of these 3, option 2 will have the best chance of succeeding. Not because the cultists might survive a frontal assault, but because as soon as they notice anything hostile they will drop Count Kestor into the well.

Option 3 might be the most interesting for the DM. Obviously, the cultists will consider a group of 4 or more armed travelers a real threat, which will result in the death of Count Kestor. Dressing up as Scarlet Brotherhood agents or Cultists of Wastri will not change this with one possible exception. If the characters think of dressing like the cultists that remained behind in encounter 3 (and these have all been captured or killed), the cultists will not immediately assume an attack. Of course, these cultists were not supposed to return, so the characters better have a good excuse ready (and a very good disguise) by the time they arrive at the gates of the farm. One or two travelers are a whole other story. Especially when they are not armed with more than a sword and light armor. The cultists will not consider two travelers a threat. Still, they will not allow travelers to enter the farm since the risk of discovery is too big. If the characters insist, they will be allowed to enter in which case the cultists will try to lure the characters into a trap and throw them in the cellar under the barn. These two

lone travelers though would form a perfect distraction for people trying to sneak up to the farm from the other side.

Guards will be walking the perimeter and one guard will always be on the roof of the wooden cabin. As long as the characters are careful, they should be able to get to the walls of the farm unnoticed. When Kestor is still alive the five kidnappers will be busy around the well. Only one of them will leave when the characters come up with a distraction. The rest will remain busy preparing the ritual. If the distraction is big enough, more will leave, but there will always remain one behind. Of course, a fight will result in the cultists charging in that direction. One will remain behind to drop Kestor into the well. He will try to do this even if attacked [this will draw attacks of opportunity] unless this will clearly mean his death without any chance for success. In that case the cultist will shout for help and try to create a situation in which he can kill Kestor.

The cultists present at the farm are detailed above. It is up to you to come up with any good tactics. Remember that the cultists are not trained soldiers, but they are savage, cruel and experts in guerrilla tactics. They are also fanatics who care little for their own skin. Wastri's faith preaches against dwarves, halflings, gnomes and especially elves. So if at all possible the cultists will focus on characters that belong to these races (though not if that would obviously mean losing the battle). They will also leave no opportunity unanswered to insult any non-humans and to make their devotion to Wastri clear. A good tactic would be to withdraw into the stables, barn and house to cover the well with missile weapons and spells, while waiting for Count Kestor to drown.

Treasure: If the characters successfully defeat the cultists they can find an amount of treasure and gear determined by the APL of the party.

APL2: Loot: 124gp; Coin: ogp; Magic: 7gp;

APL4: Loot: 280gp; Coin: ogp; Magic: divine scroll of *cure light wounds* x2, *hold person* (30gp);

APL6: Loot: 280gp; Coin: ogp; Magic: divine scroll of *cure light wounds* x2, *hold person*, *potion of cure moderate wounds*, *potion of expeditious retreat*, *potion of ghoul touch* (127gp)

CONCLUSION: ON TIME?

The end result of this adventure is dependent on one thing: Did the characters manage to rescue Count Kestor (or at the very least recover his body)?

If the characters traveled as fast as possible and did not waste time to the bandits (or by angering the halfling farmer and believing him afterwards or by believing the drunken tramp without thought), Count Kestor will be alive by the time the characters arrive at the farm. Though whether they rescue him or not will be on how quick the characters approach the farm and what tactics they will use during the attack.

If the characters manage to rescue Count Kestor, the man will obviously be very grateful for his rescue. This will give each character one favor with Count Kestor,

which can be used in a still to be determined way in the future. Though as a member of the Congress of Lords, it also counts as one influence point with that governmental institute. Of course, the Count realizes that adventurers cannot eat from gratitude, so he also offers a substantial financial reward (see the Treasure Summary at the end of the adventure). Besides the financial reward, the characters will also be the guests of honor on a banquet and dance evening in higher circles. This will be the chance to meet people among the mighty of Sunndi (though the benefit is role-playing wise only).

The ordeal will not change the Count's mind concerning the need to help Onnwal. The cultists of Wastri after all have got nothing to do with the Scarlet Brotherhood. The characters will learn that Count Kestor is a thin, dexterous man with an out-going attitude who does not hide the fact that he is in debt to the characters. He will be curious what exactly the characters have done to free him and once that curiosity is satisfied, he will want to know more about the characters past exploits and family.

If the Count has died, but the body was recovered, not all is lost. Even though the manner in which the Count died, makes a simple *raise dead* impossible, his family is still grateful. While the characters do not gain the influence point, they do gain the financial reward. If the characters do not recover the body, they will not gain any reward at all. In both cases the young daughter Balinda and heir of the Count and the girl's mother Lady Owana will interview them. Both people will obviously be in a grim mood and Balinda obviously has cried a lot. Both try to keep their dignity though, which might make them appear cold and distant. Lady Balinda is pregnant. They want to know exactly what happened from the characters before they hand over any reward.

No matter how the characters have fared, you should fill in the questionnaire at the end of this adventure either by E-mail or on paper and hand it over to the Triad of Sunndi. Information on the address of the contact person can be found at <http://sunndi.blackstar.nl/>. If you run this adventure after October 2002, this is not necessary, since the results will have no impact on how things will proceed in the campaign.

The End

EXPERIENCE POINT SUMMARY

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

Encounter Two. To the Rescue

Killing the Stirges

APL 2	60 xp
APL 4	120 xp

APL 6	180 xp
-------	--------

Encounter Three. Kidnapped!

Defeating the Cultists

APL 2	60 xp
APL 4	90 xp
APL 6	120 xp

(This xp will be awarded whether the guards need to help the PCs or not)

Encounter Five. On the Trail

Defeating the bandits

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp

Encounter Six. The Hideout

Defeating the Cultists

APL 2	90 xp
APL 4	180 xp
APL 6	240 xp

Total Experience for Objectives

APL 2	270 xp
APL 4	510 xp
APL 6	720 xp

Discretionary Role-playing Award

APL 2	30 xp
APL 4	90 xp
APL 6	90 xp

Total Possible Experience

APL 2	300 xp
APL 4	600 xp
APL 6	900 xp

TREASURE SUMMARY

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

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

body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

Encounter Three

Loot: Retrieve the equipment of the cultists who stayed behind to delay any pursuers.

APL2: Loot: 31gp; Coin: 0gp; Magic: 0gp;

APL4: Loot: 66gp; Coin: 0gp; Magic: - divine scroll of *cure light wounds* x2, *hold person* (30gp);

APL6: Loot: 201gp; Coin: 0gp; Magic: - divine scroll of *cure light wounds* x2, *hold person*, *potion of blue*, *potion of cure light wounds* (82gp);

Encounter Five

If the PCs successfully defeat the cultists they can find an amount of treasure and gear determined by the APL of the party.

APL2: Loot: 60gp; Coin: 0gp; Magic: 0gp;

APL4: Loot: 120gp; Coin: 0gp; Magic: 0gp;

APL6: Loot: 160gp; Coin: 0gp; Magic: 0gp

Encounter Six

If the PCs successfully defeat the cultists they can find an amount of treasure and gear determined by the APL of the party.

APL2: Loot: 124gp; Coin: 0gp; Magic: 7gp;

APL4: Loot: 280gp; Coin: 0gp; Magic: divine scroll of *cure light wounds* x2, *hold person* (30gp);

APL6: Loot: 280gp; Coin: 0gp; Magic: divine scroll of *cure light wounds* x2, *hold person*, *potion of cure moderate wounds*, *potion of expeditious retreat*, *potion of ghoul touch* (127gp)

Conclusion

Reward: If the PC rescued Count Kestor or recovered his body, they will get a reward. Besides money this also include 1 influence point.

APL 2: L: 0 gp; C: 50 gp; M: 0.

APL 4: L: 0 gp; C: 50 gp; M: 0.

APL 6: L: 0 gp; C: 50 gp; M: 0.

Total Possible Treasure

Characters completing this module may earn no more than the maximum amount of treasure allowed by the APL level. Any additional treasure above this amount is lost.

APL 2: 272 gp

APL 4: 576 gp

APL 6: 900 gp

ITEMS ON THE ADVENTURE CERT

One influence point with Count Kestor

APPENDIX I: NPCS

APL 2

Encounter 3

☛ **Male human Clrī of Wastri:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Spd 20 ft.; Init +0; AC 15/17 (touch 10, flat-footed 17); Atk +2 melee (2d4+1/x3, guisarme) or +1 melee (1d6+1, light mace) or +0 ranged (1d8/19-20 x2, light crossbow); SA rebuke undead 2/day, spontaneous casting (inflict); SQ spells; AL LE; SV Fort +4, Ref +0, Will +4; Str 12, Dex 10, Con 14, Int 13, Wis 14, Cha 8

Skills and Feats: Concentration +6, Healing +6, Knowledge (nature) +3, Knowledge (religion) +3, Swim +5; Expertise, Improved Trip, Weapon Focus (guisarme).

Spells Prepared (3/3; base DC 12 + spell level); 0—cure minor wounds, detect poison, resistance; 1st—cause fear, command, calm animals

Domain spell. Deity: Wastri. Domains: Animal (animal friendship 1/day); War (free weapon focus guisarme).

Possessions: chain mail, large steel shield, guisarme, light mace, light crossbow, quiver, 20 bolts, tangle foot bag.

☛ **Male human Mnkr:** CR 1; Medium-size humanoid (human); HD 1d8+1; hp 9 each; Spd 30 ft.; Init +2 (Dex); AC 13 (touch 13, flat-footed 12); Atk +0 melee (1d6, unarmed attack) or +2 ranged (1d8/19-20 x2, light crossbow); SA unarmed strike, stunning attack 1/d (DC 12); SQ evasion; AL LE; SV Fort +3, Ref +4, Will +4; Str 10, Dex 14, Con 12, Int 10, Wis 14, Cha 10

Skills and Feats: Balance +4, Escape Artist +6, Hide +6, Move Silently +6, Swim +2, Tumble +6; Dodge, Combat Reflexes.

Possessions: Monk's robes, light crossbow, quiver, 20 bolts.

Encounter 5

☛ **Thug, male human Warī:** CR ½; Medium-size humanoid (human); HD 1d8+3; hp 8 each; Init +0; AC 16 (touch 10, flat-footed 16); Atk +2 melee (1d8+1/19-20 x2, longsword) or +1 ranged (1d8/x3, longbow); AL NE; SV Fort +3, Ref +0, Will +0; Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +0, Ride +4, Swim +5 (without penalties for load); Toughness, Point Blank Shot.

Possessions: scale mail, large wooden shield, long sword, longbow, quiver, 20 arrows, dagger.

Encounter 6

☛ **Dancar:** Male human Comī; CR ½; Medium-size humanoid (human); HD 1d4+1; hp 3; Init +0; AC 10; Atk +0 melee (1d4/19-20 x2, dagger); AL LE; SV Fort +1, Ref +0, Will -1; Str 10, Dex 11, Con 12, Int 10, Wis 9, Cha 10.

Skills and Feats: Handle Animal +6, Profession (farmer) +3, Ride +2, Rope use +2; Skill Focus (handle animal), Endurance.

Possessions: Peasant's outfit, dagger.

☛ **Keshar:** Male human Warī; CR ½; Medium-size humanoid (human); HD 1d8+1+3; hp 12; Init +0; AC 16 (touch 10, flat-footed 16); Atk +3 melee (1d8+2/19-20 x2, longsword) or +1 missile (1d8/19-20 x2, light crossbow); AL LE; SV Fort +3, Ref +0, Will +0; Str 14, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +2, Intimidate +2, Ride +4, Swim +4; Toughness, Power Attack.

Possessions: Traveler's outfit, chain mail, large wooden shield, dagger, longsword, light crossbow, quiver, 20 bolts.

☛ **Latana and Ulosha:** Female human Rogī; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7 each; Init +7 (Dex + Improved Initiative); AC 16 (touch 13, flat-footed 13); Atk +0 melee (1d6/18-20 x2, rapier) or +3 ranged (1d8/19-20 x2, light crossbow); SA sneak attack +1d6, poisoned bolts (effects APL dependent, see below); AL LE; SV Fort +0, Ref +2, Will +0; Str 10, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +4, Disable Device +4, Hide +6, Listen +5, Move Silently +6, Search +4, Sense Motive +5, Spot +5, Tumble +6; Dodge, Improved Initiative.

Possessions: Studded leather, rapier, light crossbow, quiver, 10 bolts, 8 masterwork bolts, 2 masterwork poisoned bolts (blue whinnies, DC 14, 1 temporary Con/Unconsciousness; APL 6: shadow essence, DC 17, 1 permanent Str/2d6 temporary Str), thieves' tools.

☛ **Yevel:** Male human Warī; CR ½; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +6 (Dex, Improved Initiative); AC 18 (touch 12, flat-footed 18); Atk +1 melee (1d8/19-20 x2, longsword) or +3 missile (1d8/19-20 x2, light crossbow); AL LE; SV Fort +3, Ref +2, Will +0; Str 11, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +2, Intimidate +2, Ride +6, Swim +3; Dodge, Improved Initiative.

Possessions: Traveler's outfit, chain mail, large wooden shield, dagger, longsword, light crossbow, quiver, 20 bolts.

☛ **Zaresh:** Male human Clrī; CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Spd 20 ft.; Init +0; AC 15/17 (touch 10, flat-footed 17); Atk +2 melee (2d4+1/x3, guisarme) or +1 melee (1d6+1, light mace) or +0 ranged (1d8/19-20 x2, light crossbow); SA rebuke undead 3/day, spontaneous casting (inflict); SQ spells; AL LE; SV Fort +4, Ref +0, Will +4.

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

Skills and Feats: Concentration +6, Healing +6, Knowledge [nature] +3, Knowledge [religion] +3, Swim

+5; Expertise, Improved Trip, Weapon Focus [guisarme].

Spells Prepared (3/3; base DC 12 + spell level); o—cure minor wounds, detect poison, resistance; 1st—cause fear, command, calm animals*

Domain spell. Deity: Wastri. Domains: Animal (animal friendship 1/day); War (free weapon focus guisarme).

Possessions: chain mail, large steel shield, guisarme, light mace, light crossbow, quiver, 20 bolts, *potion of cure light wounds*.

APL 4

Encounter 3

♣**Male human Clr2 of Wastri**: CR 2; Medium-size humanoid (human); HD 2d8+4; hp 16; Spd 20 ft.; Init +0; AC 16/18 (touch 10, flat-footed 18); Atk +4 melee (2d4+1/x3, guisarme) or +2 melee (1d6+1, light mace) or +1 ranged (1d8/19-20 x2, light crossbow); SA rebuke undead 2/day, spontaneous casting (inflict); SQ spells; AL LE; SV fort +5, ref +0, will +5.

Str 12, Dex 10, Con 14, Int 13, Wis 14, Cha 8

Skills and Feats: Concentration +7, Healing +6, Knowledge [nature] +4, Knowledge [religion] +4, Swim +7; Expertise, Improved Trip, Weapon Focus [guisarm].

Spells Prepared (4/4; base DC 12 + spell level); o - cure minor wounds x2, detect poison, resistance; 1st - cause fear, command, calm animals*, cure light wounds

Domain spell. Deity: Wastri. Domains: Animal (animal friendship 1/day); War (free weapon focus guisarme).

Possessions: splint mail, large steel shield, masterwork guisarme, light mace, light crossbow, quiver, 20 bolts, *tangle foot bag*, *divine scroll: cure light wounds* x2, *hold person*.

♣**Male human Mnkr**: CR 1; Medium-size humanoid (human); HD 1d8+1; hp 9 each; Spd 30 ft.; Init +2 (Dex); AC 13 (touch 13, flat-footed 12); Atk +0 melee (1d6, unarmed attack) or +2 ranged (1d8/19-20 x2, light crossbow); SA unarmed strike, stunning attack 1/d (DC 12); SQ evasion; AL LE; SV fort +3, ref +4, will +4.

Str 10, Dex 14, Con 12, Int 10, Wis 14, Cha 10

Skills and Feats: Balance +4, Escape Artist +6, Hide +6, Move Silently +6, Swim +2, Tumble +6; Dodge, Combat Reflexes.

Possessions: Monk's robes, light crossbow, quiver, 20 bolts.

Encounter 5

♣**Thug**: Male human War1; CR ½; Medium-size humanoid (human); HD 1d8+3; hp 8 each; Init +0; AC 16 (touch 10, flat-footed 16); Atk +2 melee (1d8+1/19-20 x2, longsword) or +1 ranged (1d8/x3, longbow); AL NE; SV fort +3, ref +0, will +0.

Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +0, Ride +4, Swim +5 (without penalties for load); Toughness, Point Blank Shot.

Possessions: scale mail, large wooden shield, long sword, longbow, quiver, 20 arrows, dagger.

Encounter 6

♣**Dancar**: Male human War1; CR ½; Medium-size humanoid (human); HD 1d8+1+3; hp 8; Init +0; AC 14 (touch 10, flat-footed 14); Atk +2 melee (1d8+1/19-20 x2, longsword) or +1 missile (1d8/19-20 x2, light crossbow); AL LE; SV fort +3, ref +0, will -1.

Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 10.

Skills and Feats: Handle Animal +4, Profession (farmer) +2, Ride +2, Rope use +1; Toughness, Endurance.

Possessions: Peasant's outfit, studded leather armor, dagger, longsword, small wooden shield, light crossbow, quiver, 20 bolts.

♣**Keshar**: Male human War1; CR ½; Medium-size humanoid (human); HD 1d8+1+3; hp 12; Init +0; AC 16 (touch 10, flat-footed 16); Atk +3 melee (1d8+2/19-20 x2, longsword) or +1 missile (1d8/19-20 x2, light crossbow); AL LE; SV fort +3, ref +0, will +0.

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

Skills and Feats: Handle Animal +2, Intimidate +2, Ride +4, Swim +4; Toughness, Power Attack.

Possessions: Traveler's outfit, chain mail, large wooden shield, dagger, longsword, light crossbow, quiver, 20 bolts.

♣**Latana and Ulosha**: Female human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7 each; Init +7 (Dex + Improved Initiative); AC 16 (touch 13, flat-footed 13); Atk +0 melee (1d6/18-20 x2, rapier) or +3 ranged (1d8/19-20 x2, light crossbow); SA sneak attack +1d6, poisoned bolts (effects APL dependent, see below); AL LE; SV fort +0, ref +2, will +0.

Str 10, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +4, Disable Device +4, Hide +6, Listen +5, Move Silently +6, Search +4, Sense Motive +5, Spot +5, Tumble +6; Dodge, Improved Initiative.

Possessions: Studded leather, rapier, light crossbow, quiver, 10 bolts, 8 masterwork bolts, +2 masterwork poisoned bolts (blue whinnies, DC 14, 1 temporary Con/Unconsciousness), thief tools.

♣**Yevel**: Male human Mnkr1; CR 1; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +6 (Dex, Improved Initiative); AC 14 (touch 14, flat-footed 12); Atk +0 melee (1d6, fist) or +3 missile (1d8/19-20 x2, light crossbow); SA flurry of blows, stun attack 1/day (DC 13); SQ evasion; AL LE; SV fort +3, ref +4, will +4.

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

Skills and Feats: Hide +6, Listen +6, Move Silently +6, Swim +4, Tumble +6; Dodge, Improved Initiative.

Possessions: Traveler's outfit, light crossbow, quiver, 20 bolts;

♣**Zaresh**: Male human Clr3; CR 3; Medium-size humanoid (human); HD 3d8+6; hp 23; Spd 20 ft.; Init

+0; AC 18/20 (touch 10, flat-footed 20); Atk +6 melee (2d4+1/x3, guisarme) or +4 melee (1d6+1, light mace) or +3 ranged (1d8/19-20 x2, light crossbow); SA rebuke undead 3/day, spontaneous casting (inflict); SQ spells; AL LE; SV fort +6, ref +1, will +7.

Str 12, Dex 10, Con 14, Int 13, Wis 16, Cha 10

Skills and Feats: Concentration +9, Healing +6, Knowledge [nature] +6, Knowledge [religion] +4, Spellcraft +3, Swim +9; Expertise, Improved Trip, Weapon Focus [guisarme], Combat reflexes.

Spells Prepared (4/4/3; base DC 13 + spell level); o - cure minor wounds, detect poison, resistance, detect magic; 1st - bless, cause fear, command, calm animals*; 2nd lvl - Hold Animal*, Hold Person, Remove Paralysis.

Domain spell. Deity: Wastri. Domains: Animal (animal friendship 1/day); War (free weapon focus guisarme).

Possessions: full plate, large steel shield, masterwork guisarme, light mace, light crossbow, quiver, 20 bolts, tangle foot bag x2, divine scroll of cure light wounds x2, hold person.

APL 6

Encounter 3

➤ **Male human Clr4 of Wastri:** CR 4; Medium-size humanoid (human); HD 4d8+8; hp 29; Spd 20 ft.; Init +0; AC 18/20 (touch 10, flat-footed 20); Atk +6 melee (2d4+1/x3, guisarme) or +4 melee (1d6+1, light mace) or +3 ranged (1d8/19-20 x2, light crossbow); SA rebuke undead 2/day, spontaneous casting (inflict); SQ spells; AL LE; SV fort +6, ref +1, will +6.

Str 12, Dex 10, Con 14, Int 13, Wis 15, Cha 8

Skills and Feats: Concentration +9, Healing +6, Knowledge [nature] +6, Knowledge [religion] +4, Spellcraft +3, Swim +9; Expertise, Improved Trip, Weapon Focus [guisarme], Endurance.

Spells Prepared (5/5/4; base DC 12 + spell level); o - cure minor wounds, detect poison, resistance, detect magic, read magic; 1st - bless, cause fear, command, calm animals*, protection from good; 2nd lvl - Bull's Strength, Hold Animal*, Hold Person, Sound Burst.

Domain spell. Deity: Wastri. Domains: Animal (animal friendship 1/day); War (free weapon focus guisarme).

Possessions: full plate, large steel shield, masterwork guisarme, light mace, light crossbow, quiver, 20 bolts, tangle foot bag x2, divine scroll of cure light wounds x2, hold person, potion of blur.

➤ **Male human Mnk2:** CR 2; Medium-size humanoid (human); HD 1d8+1; hp 15 each; Spd 30 ft.; Init +2 (Dex); AC 13 (touch 13, flat-footed 13); Atk +1 melee (1d6, unarmed attack) or +3 ranged (1d8/19-20 x2, light crossbow); SA unarmed strike, stunning attack 2/d (DC 13); SQ evasion, deflect arrows; AL LE; SV fort +4, ref +5, will +5.

Str 10, Dex 14, Con 12, Int 10, Wis 14, Cha 10

Skills and Feats: Balance +4, Escape Artist +7, Hide +7, Move Silently +7, Swim +3, Tumble +7; Dodge, Combat Reflexes.

Possessions: Monk's robes, *potion of cure light wounds*, light crossbow, quiver, 20 bolts.

Encounter 5

➤ **Bandit:** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+5; hp 15 each; Init +1 (Dex); AC 18 (touch 11, flat-footed 17); Atk +3 melee (1d8+2/19-20 x2, longsword) or ranged +2 (1d8/x3, composite longbow); AL NE; SV fort +4, ref +1, will +1.

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +0, Ride +5, Swim +6 (without penalties for load); Toughness, Point Blank Shot, Rapid Shot.

Possessions: chain mail, large wooden shield, longsword, composite longbow, quiver, 20 arrows, dagger.

➤ **Leader:** Male human Ftr1/Rog1; CR 2; Medium-size humanoid (human); HD 1d10+1 + 1d6+1; hp 17; Init +2 (Dex); AC 17 (touch 12, flat-footed 15); Atk +2 melee (1d8+1/19-20 x2, longsword) or +3 ranged (1d8/x3, composite longbow); SA +1d6 sneak attack; AL NE; SV fort +3, ref +4, will +1.

Str 13, Dex 15, Con 12, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +2, Listen +2, Ride +6, Spot +3, Swim +5 (without penalties for load), Tumble +4; Dodge, Mobility, Point Blank Shot.

Possessions: chain shirt, small wooden shield, longsword, composite longbow, quiver, 20 arrows, dagger.

Encounter 6

➤ **Dancar:** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+1+3; hp 14; Init +0; AC 16 (touch 10, flat-footed 16); Atk +4 melee (1d8+2/19-20 x2, longsword) or +1 missile (1d8/19-20 x2, light crossbow); AL LE; SV fort +3, ref +0, will -1.

Str 14, Dex 11, Con 12, Int 10, Wis 9, Cha 10

Skills and Feats: Handle Animal +4, Profession (farmer) +2, Ride +2, Rope use +1; Toughness, Endurance, Weapon Focus (long sword).

Possessions: Peasant's outfit, chain mail, large wooden shield, dagger, longsword, light crossbow, quiver, 20 bolts.

➤ **Keshar:** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+1+3; hp 14; Init +1 (Dex); AC 17 (touch 11, flat-footed 16); Atk +3 melee (1d8+2/19-20 x2, longsword) or +2 missile (1d8/19-20 x2, light crossbow); AL LE; SV fort +3, ref +1, will +0.

Str 14, Dex 13, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Handle Animal +2, Intimidate +2, Ride +4, Swim +4; Toughness, Power Attack, Dodge.

Possessions: Traveler's outfit, chain mail, large wooden shield, dagger, longsword, light crossbow, quiver, 20 bolts.

☛ **Latana and Ulosha:** Female human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7 each; Init +7 (Dex + Improved Initiative); AC 16 (touch 13, flat-footed 13); Atk +0 melee (1d6/18-20 x2, rapier) or +3 ranged (1d8/19-20 x2, light crossbow); SA sneak attack +1d6, poisoned bolts (effects APL dependent, see below); AL LE; SV fort +0, ref +2, will +0.

Str 10, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +4, Disable Device +4, Hide +6, Listen +5, Move Silently +6, Search +4, Sense Motive +5, Spot +5, Tumble +6; Dodge, Improved Initiative.

Possessions: Studded leather, rapier, light crossbow, quiver, 10 bolts, 8 masterwork bolts, 2 masterwork poisoned bolts (shadow essence, DC 17, 1 permanent Str/2d6 temporary Str), thief tools.

☛ **Yevel:** Male human Mnk1; CR 1; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +6 (Dex, Improved Initiative); AC 14 (touch 14, flat-footed 12); Atk +0 melee (1d6, fist) or +3 missile (1d8/19-20 x2, light crossbow); SA flurry of blows, stun attack 1/day (DC 13); SQ evasion; AL LE; SV fort +3, ref +4, will +4.

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

Skills and Feats: Hide +6, Listen +6, Move Silently +6, Swim +4, Tumble +6; Dodge, Improved Initiative.

Possessions: Traveler's outfit, light crossbow, quiver, 20 bolts; *potion of ghoul touch*, *potion of expeditious retreat*.

☛ **Zaresh:** Male human Clr5; CR 5; Medium-size humanoid (human); HD 5d8+10; hp 35; Spd 20 ft.; Init +0; AC 18/20 (touch 10, flat-footed 20); Atk +6 melee (2d4+1/x3, guisarme) or +4 melee (1d6+1, light mace) or +3 ranged (1d8/19-20 x2, light crossbow); SA rebuke undead 3/day, spontaneous casting (inflict); SQ spells; AL LE; SV fort +6, ref +1, will +7.

Str 12, Dex 10, Con 14, Int 13, Wis 16, Cha 10.

Skills and Feats: Concentration +10, Healing +6, Knowledge [nature] +6, Knowledge [religion] +4, Spellcraft +6, Swim +9; Expertise, Improved Trip, Weapon Focus [guisarme], Combat Reflexes.

Spells Prepared (5/5/4/3; base DC 13 + spell level); o - *cure minor wounds*, *detect poison*, *resistance*, *detect magic*, *read magic*; 1st - *bless*, *cause fear*, *command*, *calm animals*, *protection from good*; 2nd lvl - *Bull's Strength*, *Hold Animal*, *Hold Person*, *Remove Paralysis*; 3rd lvl - *Blindness/Deafness*, *Dispel Magic*, *Dominate Animal*.

Domain spell. Deity: Wastri. Domains: Animal (*animal friendship* 1/day); War (free weapon focus guisarme).

Possessions: full plate, large steel shield, masterwork Guisarme, light mace, light crossbow, quiver, 20 bolts, *tangle foot bag* x2, *divine scroll of cure light wounds* x2, *hold person*, *potion of cure moderate wounds*.

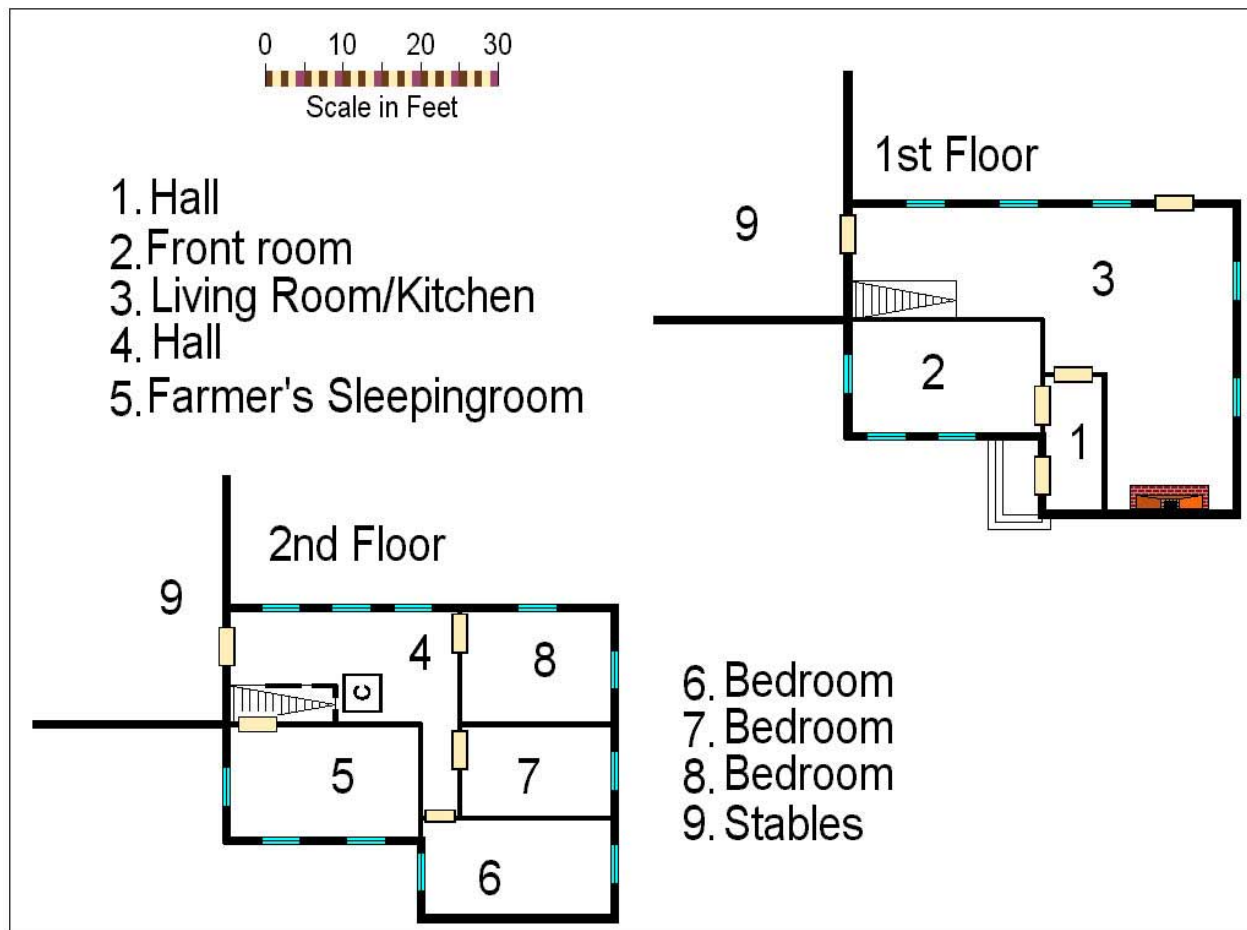
APPENDIX II: MAPS

HIDE-OUT OF THE CULTISTS



1. Low Wall
2. Barn
3. Stables
4. Farmhouse
5. Courtyard
6. Garden

MAP OF THE HOUSE



Notes: The map does not contain any furniture. Of course, in the game the farm does contain furniture. There is little space for any combat. The stairs to the cellar are under the stairs to the 2nd floor. The trap door in the ceiling (square with the c in it) on the 2nd floor is a stairs that can be pulled down.

- What were the names, race, classes, level, alignment and religion of the PCs that played this game?
- Did the PCs help Kellander (the halfling farmer) capture his chickens?
- Did the PCs rescue Count Kestor alive?
- If not, did they recover the body of Count Kestor?
- Did the PCs capture any of the Cultists alive? If so, which cultists did they capture alive?
- Did the PCs free the farmer and his family from their imprisonment in the cellar of their barn?
- If you have got the time, a short summary on what happened during the adventure will be highly appreciated. If you as a DM lack the time, it is fine to ask one of the players to write one. These will be used to write any news flashes later on.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.