

BIS1-02

THE QUEST FOR THE ALABASTER PALACE

A One-Round D&D LIVING GREYHAWK[®]

Bissel Regional Adventure

Version 1

by Jed Harrington and Alex Lombardi

A tavern owner and ex-adventurer has hired you to find out information on a friend he lost contact with during the Great War. But when you arrive you find all is not as it should be, and what is worse, there is evil at work. What went wrong with this place anyway? Bring your thinking caps please! A Living Greyhawk Bissel adventure for levels 1-6.

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

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

LIVING GREYHAWK TIER STRUCTURE

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

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

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

Wild: You are living in the wild, either as a nomad or perhaps in a cave. You hunt and gather your own food and your clothes consist of furs and/or hand-woven items. At times, food is scarce and you go hungry. But you survive. You must have an effective Wilderness Lore of 6 (including modifiers) or higher, otherwise you are Destitute.

Rough: You live in the wilderness, roaming a specific territory or living in a crude shack or tent. Your meals come from hunting and foraging, though you may cultivate a few small crops or herd some animals. You get by well enough to barter for equipment or to gather coins to pay for necessary repairs. You must have an effective Wilderness Lore of 4 (including modifiers) or higher, otherwise you are Poor.

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	Urban	Effect
Destitute	15 sp	-2
Wild	15 sp	-2 urban/-1 rural
Poor	45 sp	-1
Rough	45 sp	-1 urban
Common	15 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

While the PCs are resting in a local inn, the bartender, Jashu Longhorn, inquires if the characters are interested in some work. Jashu wants to hire the PCs to have them go check on the safety of his friend. He will explain that in his youth he was an adventurer, and he traveled with a gnome named Fildan. Over time they became good friends, and when they retired from adventuring, they both decided to found taverns.

Jashu owns the White Willow Inn, named for the willow trees outside. Fildan, his friend, built the Alabaster Palace [halfway to the Barrier Peaks]. Over the years, they still kept in contact, as Fildan sold some of his homemade wine to Jashu who earned good money selling it in his own establishment. But during the war, Jashu lost contact with Fildan. One month ago, Jashu sent a messenger to the Alabaster Palace, but the messenger never returned.

When the party reaches the destination Jashu's map indicates, they discover the land is nearly clean of any animal life. If the PCs search the area they will discover some animal traps designed for a large animals and if careless they run the chance of being caught in one of these traps themselves. These traps are part of the puzzle of what is happening.

Arriving at the Alabaster Palace the party learns that Glenna the gnome, Fildan's widow, now runs it. She will be glad to see them, and offer them her services to quench their thirst and hunger. Unfortunately it turns out that the food, drink and service are absolutely terrible due to a horrible curse the place is under.

As luck would have it, Fildan discovered that an evil necromancer had recently set up a base of operations in a cave nearby, and when a group of adventurers led by a priest of Rao came asking he told them what he knew. The adventurers immediately tried to take down the necromancer, but they failed. The necromancer turned out to be the infamous Evard, creator of the spell *Evard's black tentacles*. Evard was furious that these upstart adventurers dared come after him, and he discovered Fildan's involvement during his posthumous interrogations. His response was to kill Fildan and curse his wife and inn.

After some redecoration and destruction by his undead troops, he left Glenna there to die slowly, just to teach meddlers what happens when they cross him. The curse prevents Glenna from leaving the inn, from completing any order correctly, and forces her to use her ring to make all her customers eat the mess they are served. Even worse, two inept mongrelmen cooks now run the kitchen. As they go about their jobs, they make the sounds of a fire, the whistling of a kettle and the banging of pots and a bell sound when orders are finished. They actually use a small heatstone to partially heat the uncooked food and thus produce horrible food no human could ever think is palatable.

Evard took half of Glenna's ring finger to use as a spell focus, and returning the finger bone is needed to break the curse. Evard will not appear in this module, but the solution to the curse will. Evard left two students in a nearby cave where they service a shrine to Nerull and protect the focus that will break the curse.

Once the PCs have consumed the horrible food, and the DM has had enough fun making them miserable, Glenna, now free to be herself, will tell the characters her story.

If the PCs offer to help, Glenna will tell them of the cave of the necromancer. Eventually the PCs should find the source of the troubles, the apprentices, and hopefully slay them. Returning Glenna's finger bone will lift the curse on her, and she will be able to leave the Alabaster Palace.

DM INFORMATION THE TOWNSHIP OF EBBERNANT

Orders from the Margrave require authorities to impose a tax on all citizens of Baklunish origin as a means to raise funds to clean up after the recent invasion and occupation of Bissel by forces of Ket. Each baron and mayor in Bissel has gone to different lengths to implement this tax, and the local mayor has decided to simply tax everyone, rather than impose an unfair tax. People of Suel or Oeridian origin should tread carefully as tensions in this area are already high due to the near triple taxes being enforced upon Baklunish across the March. With the exception of half-orcs, which are distrusted and disliked even more than those of obvious Suel or Oeridian blood, most demi-humans (elves, gnomes, halflings) are met with a neutral attitude, and dwarves are welcomed warmly in Ebbernant.

Ebbernant is an independent township of approximately 1000 residents in the Baklunish-dominated northwest corner of Bissel. Mainly a town for the miners of the nearby Barrier Peaks and those who trade with them, the population is approximately two-thirds human and almost one-third mountain dwarf. Most humans in Ebbernant are Baklunish.

If the PCs choose to explore the area, they can find shops where standard items from the *Player's Handbook* are available for sale (see Appendix B for details), and haggling is pervasive.

The White Willow Inn (see Appendix A for details) is on the south side of town, overlooking the Realstream. There is a large white willow tree outside the inn. This is the only inn with any kind of vacancies if the PCs try to locate a different establishment to stay in.

PLAYER INTRODUCTION

It has been a long, hard journey on the winding road that passes through the broken hills in the shadow of the Barrier Peaks. After several days of travel as caravan guards, you have finally arrived in Ebbernant. Reaching a large warehouse you watch the workers unload bundles of wool from the wagons you protected these last few days. Jaquin, the caravan master, approaches you and speaks: "Thank you for a job well done. Here is your payment." He then hands your leader a bag containing the agreed upon payment (10 gp per PC) and speaks again.

"I have another caravan leaving for Pellak in about two weeks. It is a more dangerous trip, since we will be carrying iron ore rather than wool. Pay will be 12 gold per person with the same arrangements. I hope you will sign up for that journey as well. Until then, if you seek more work or a place to rest yourselves, I recommend you go to the White Willow Inn; it's a reasonable and well run establishment."

ENCOUNTER 1: GETTING TO KNOW YOU

The trip from the warehouse to the White Willow Inn is fairly short and simple. Standing before you is a large two story stone building. There is an open stone porch on the left side of the building and a stable to the right. Between the two buildings, stands a white willow tree, perhaps 50 feet tall. The tree casts a large shadow over the open porch.

The entrance to the inn lies on the other side of the willow tree. There is a swing hanging from one of the branches of the tree. A young boy is swinging slowly on the swing.

If the characters have mounts:

Seeing your approach, the boy jumps off the swing and runs over towards your group. "Hello, I'm Hakim, the stable boy. Welcome to the White Willow Inn. May I take your horses?" He looks at you hopefully. After taking the reins from you, he leads your mounts into the stable.

If the PCs take time to talk to Hakim, he can provide them with the following information that may or may not be valuable:

- Master Jashu has raised the cost of goods and services due to high taxes being assessed by the Mayor.
- Jashu Longhorn is the owner and bartender of the White Willow Inn.
- Hakim lives in a small loft above the stables.
- Hakim's family was killed in the war, and Master Jashu has taken care of him ever since.

ENCOUNTER 2: THE WHITE WILLOW INN

Entering through the large oak double doors, you see a large common room. There are over 10 rectangular tables throughout the room, placed in an apparently random manner. Two benches are flipped atop each table. There is a large fireplace in the middle of the left wall, which provides much of the warmth and illumination in the room. A small stack of wood sits near the fireplace. The bar is set against the back wall, with several stools resting upside down in front of it. On the right wall is a staircase leading up to a small balcony and two doors. A balding man is sweeping the room when you enter. He smiles at you, puts away his broom, and speaks: "Welcome Travelers! I didn't expect any business this early in the day. What can I do for you?"

This is Jashu Longhorn, owner and operator of the White Willow Inn, which is further detailed in Appendix A. He is willing to provide meals or rent a room(s) to the PCs, and will talk with anyone who volunteers to listen.

Jashu is very angry and disappointed that the government of Bissel has chosen to take their anger out against those of Baklunish origin because of the war with Ket and the recently ended occupation of Bissel.

If the PCs gain his confidence and/or ask about work, Jashu will look them up and down and ask them for details of their experience. If he likes what he sees, he will offer them employment.

"As a matter of fact, I do have a task that needs to be done, and a personal one at that. In my youth I was a minor adventurer, and I traveled with a gnome companion named Fildan. Over time we became good friends. I even introduced him to his wife, Glenna. When we retired from adventuring, we both decided to open taverns. Fildan built the Alabaster Palace halfway to the Barrier Peaks, and I bought this one.

Over the years we kept in contact. Fildan sold me some of his homemade wine, which I might add has been a good seller. However, I lost contact with Fildan during the war. Less than a month ago, I sent a messenger to the Alabaster Palace to get information on Fildan's status, yet the messenger never returned. I would like to hire you to go check on Fildan's safety.

So how does 15 gold for 4 days of work sound?"

Jashu will hire the characters for up to 20 gp each if they will go check on the safety of his friend. He would offer more, but sadly he is being severely taxed and can't afford more. He will stress the need for urgency, as he has a suspicion all is not well, though he will understand if they wish to spend one day resting before the trip, and he will give the PCs a map to lead them to the Alabaster Palace. There is no handout for this map as the PCs are not supposed to deviate from their final objective.

ENCOUNTER 3: CROSSING THE REALSTREAM

The PCs can cross this river by ferry or by bridge. If the PCs ask around, they will be told of their two choices.

The ferry is in the town of Ebbernant. It costs:

- 5 sp per person or mount.
- 4 gp per wagon includes horses/mules and passengers

A two-hour ride south of town is a stone bridge built on a narrow section of the Realstream. This bridge is free to cross.

Whichever way the PCs choose to go, their crossing is problem free. This encounter is here simply to provide the PCs with information about the land they are traveling in.

ENCOUNTER 4: THE PAIN! THE PAIN!

After crossing the Realstream and following the map given to you by Jashu, your trail opens into a small clearing. It is early evening. There is a large fire pit ringed with stones, filled with fallen leaves.

This is the camp left behind by the hunter that Glenna the gnome hired to find new supplies for her kitchen. The place is a virtual trap, and anyone traipsing around carelessly will trigger a trap as detailed below. A search will reveal the following:

- A Wilderness Lore check (DC 10) allows the PCs to determine that this campsite has not been used in weeks.
- A Wilderness Lore check (DC 20) with the Tracking feat allows the PCs to determine that the campsite was last used by one person a week ago, and said person seems to have been in combat.
- A precursory search also shows that there are no animals or any type of big game in the surrounding area and that several traps have been laid.

Any PC that goes wandering off, and is not absolutely careful, will set off a hidden trap. If the PCs are actively looking for the traps, they can avoid them. Roll a d8 to determine the type of trap set off:

Roll	Type	Difficulty	Info
1-2	Net Trap	Spot DC 24	A
3-4	Pit Trap	Spot DC 20	B
5	Bear Trap/ Iron Jaws	Spot DC 15	C

6-8 No Trap

A) Requires an Escape Artist check (DC 10) to free oneself (one check only, can't take 10 or 20); then requires a Climb Check (DC 12) to prevent oneself from falling to the ground (1d6 damage).

B) Causes 1d6 falling damage; requires a Climb check (DC 16) to get out.

C) +10 melee (1d4+2 jaws); requires a Str check (DC 14) to open the bear trap (can't take 10 or 20, failure means taking another 1d4+2 damage).

The party is now about a full days travel from the tavern, and can choose to camp here without any problems as long as they remain around the area where the fire pit was made.

ENCOUNTER 5: DID ANYONE CALL FOR A FIGHT?

As you crest a hill, you notice the remnants of a once magnificent but now rundown large building in the distance. It now seems long abandoned and in bad shape. Large sections of its walls have collapsed, and the state of disrepair makes it obvious that nobody has been living here. Yet as you try to discern any details, you notice a thin column of smoke coming from the building, drifting lazily and dissipating into the sky.

This daytime encounter occurs about a half a day's travel from the Alabaster Palace and involves the PCs discovering a sleeping band of orcs in an abandoned building. The critters are not doing a good job of hiding and are easy to spot as detailed below. The PCs should be smart enough to realize that the occupants here could possibly be unfriendly and choose to scout the area before going in. If the PCs take time to look around, they automatically notice the lone sentry. If they advance without scouting, ask them to roll a Spot Check (DC 12); success indicates they notice the lone sentry.

If the PCs immediately take precautions or seek cover and approach with stealth, they get to plan and execute a surprise attack as the sentry is sleeping at his post. If the PCs make excessive noise or just walk up and alert the sentry, they will lose the benefit of surprise.

Note: This encounter *can* be avoided if the PCs choose to simply leave and remain unnoticed.

TIER 1 (EL 3)

🐾 **Orcs** (6): hp 4 (each); see *Monster Manual* page 146.

TIER 2 (EL 5)

🐾 **Orcs** (8): hp 8 (each); see *Monster Manual* page 146.

🐾 **Kuthal, male orc Sorri**: CR 1; Medium-size humanoid (orc); HD 1d4; hp 4; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks -1 melee (1d12+3/x3, greataxe) or +1 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +0, Ref +1, Will +1; Str 15, Con 11, Dex 12, Int 9, Wis 8, Cha 12.

Skills and feats: Listen +2, Spot +2, Spellcraft +3; Alertness.

Light sensitivity (Ex): 1 to attack rolls in bright sunlight or within daylight spell.

Spells Known (5/4; Spell DC = 11 + spell level): 0 lvl—dancing lights, flare, ray of frost, resistance; 1st lvl—cause fear, mage armor.

Possessions: Nothing the PCs would wish to keep.

TIER 3 (EL 7)

🐾 **Orcs** (10): hp 8 (each); see *Monster Manual* page 146.

🐾 **Kuthal, male orc Sorri**: CR 1; Medium-size humanoid (orc); HD 2d4; hp 8; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks -1 melee (1d12+3/x3, greataxe) or +1 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +0, Ref +1, Will +1; Str 15, Con 11, Dex 12, Int 9, Wis 8, Cha 12.

Skills and feats: Listen +2, Spot +2, Spellcraft +3; Alertness.

Light sensitivity (Ex): 1 to attack rolls in bright sunlight or within daylight spell.

Spells Known (6/5; spell DC = 11 + spell level): 0 lvl—dancing lights, detect magic, flare, ray of frost, resistance; 1st lvl—cause fear, mage armor.

Possessions: Nothing the PCs would wish to keep.

🐾 **Gruunak, male orc Clri (Gruumsh)**: CR 1; Medium-size Humanoid (orc); HD 1d8; hp 8; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atks +3 melee (1d12+3/x3, greataxe) or +1 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will +3; Str 15, Con 11, Dex 10, Int 9, Wis 12, Cha 6.

Skills and Feats: Listen +2, Spot +2; Concentration +2; Alertness.

Light sensitivity (Ex): 1 to attack rolls in bright sunlight or within daylight spell.

Spells Prepared (3/2+1; Spell DC = 11 + spell level): 0 lvl—cure minor wounds (x2), resistance; 1st lvl—doom, magic weapon, protection from good*

* Domain Spell (Domains: Evil and Chaos)

Possessions: Nothing the PCs would wish to keep.

Treasure: The PCs will recover 22 gp in assorted coins from the orcs.

If the PCs are unable to overcome the orcs, because they failed to realize the danger or botched up their ambush, and choose to flee, they will not be pursued, as the orcs

are here on a special mission and have orders not to leave the site. The orcs will accept surrender of any half orcs (the PC becomes an NPC member of their clan), but will kill and eat any other PC race.

Once the fight is over and the PCs check the site out, they will discover that the orcs have been here for a couple of days.

ENCOUNTER 6: FINALLY THE PALACE AWAITS

As you crest the final hill shown on Jashu's map you see before you a building matching the description of the Alabaster Palace. The inn is built to resemble a miniature white castle with ramparts and a portcullis gate as its main entrance.

However, the place looks rundown and in serious need of repair. The once white walls are filthy, and the gate looks like it has been broken open by force. This definitely can't portend anything good.

And that's the truth. The Alabaster Palace is a mess and cursed as well! Its owner, Fildan the gnome, was killed, and his wife was bound to the place in the hopes she would starve to death. And yet it still remains in operation.

If the PCs investigate, they will notice people inside the building through the now broken windows. As soon as the PCs enter the building, Glenna will greet them with a friendly hello and a smile and ask them to place their order. Now the search for the truth can begin!

As soon as you enter, you notice the disrepair and damage to the place. Windows and walls are cracked or broken. Tables, chairs, and various other items lie broken or in seriously bad condition all over the common room.

A gnome woman of undeterminable age greets you with a resounding welcome! "Hello all and welcome to the Alabaster Palace" she begins. "My name is Glenna, and I am the proprietor of this marvelous establishment. The kitchen is open and works of wonder and delight are taking place. How may I assist you today? What will it be?"

Glenna insists the PCs order her food. If they oblige her immediately, she will remain nice and friendly and take their orders. All will seem fine at first. However, if the PCs choose to ignore her requests to let her take their orders for too long, Glenna will use her ring of influence (see Appendix C) to make them cooperate. The objective is to have the PCs play along however and show them the horror of their choice later.

The first indication of trouble should come when the PCs, who have a clear view of the kitchen, realize that mongrelmen are preparing their food.

As you watch Glenna, she turns and calls out your orders into the kitchen. Suddenly two horrible-looking small creatures that seem like they have been made from various parts of other creatures pop out and begin working. As you watch, one of them

drops some food on the floor, picks it up, licks it clean and continues with its preparation. He joins the other one, and they proceed to make sounds of banging pots, frying noises, and other kitchen sounds and, in the process, they horribly mangle up the food for your orders. During all of this Glenna smiles at you and chitchats about the weather. Finally the two creatures make a ringing bell sound and serve up the food. It takes but one look at the moving and dirty mess on the plates for your stomachs to convulse and your knees to buckle. Not even an orc could eat this mess!

Should the PCs change their minds about the food once they discover what is happening in the kitchen, or protest once the food comes back all messed up, Glenna will freak out and use her ring of influence on them. She will become belligerent, and immediately force the PCs to take what she is giving them while using the full power of the ring. A successful Will save (DC 30) is required to resist the ring wearer's commands. Furthermore, no command about the acceptance or consumption of the food provided by Glenna is ever considered as bad by the subject being influenced (no +5 on the save roll).

It is not until the PCs have paid their dues and have suffered the first bites of the revolting food that Glenna is able to act and tell them about the curse. Next encounter!

ENCOUNTER 7: WHAT'S WRONG WITH THIS PLACE!

Under the influence of some compelling power, you begin partaking of the feast, and even as you realize that the food is probably not fit for consumption, you still feel compelled to eat.

The PCs are most likely going to fail the DC to resist Glenna's commands and will have to eat the mess they get served. There is no real in-game effect other than the PCs feel sick to their stomach and can't believe why they ate it.

But the judge is free to play up the situation—make the PCs worry about food poisoning and the like.

Now the truth can finally come out now that the poor PCs have suffered. Glenna, now freed from the boundaries of her curse, will tell the PCs what happened to her and why things are as they are.

As you come to your senses, you realize Glenna is crying. She begins to speak. "I am so sorry but I can't help myself. You see I have been cursed for what my husband did, and I am bound to this place and compelled to feed anyone that comes through those doors. I need help please!"

Glenna can now tell the PCs what has happened here and will seek their aid in reversing her curse. She will tell them the following information:

- Her late husband, Fildan, confided in some adventurers that he believed some clerics of Nerull were hiding in the caves near here. The adventurers went to fight this evil, but they failed.

- The clerics were followers of the evil wizard-lord Evard. A wizard she believes to be Evard came to the tavern and, with the aid of undead, murdered all the patrons.
- Evard then forced her husband to cut off Glenna's finger and put it into a box, which was then used to curse Glenna to never be able to leave the inn. Then, right before her eyes, he murdered her husband.
- Evard left zombies to keep people away from the inn.
- A bunch of marauding orcs killed the zombie guardians left behind, ransacked the inn, and have claimed her as their slave. They keep her supplied with all manner of rodents and vermin she uses to cook food for them.

Glenna wants the curse lifted and will enlist the PCs to find the clerics of Nerull that caused this to happen and get the information necessary to remove the curse. She will offer the PCs a reward for their aid. If the PCs agree to help she will point them in the direction of the caves in the hills nearby.

ENCOUNTER 8: WHO GROWLS THERE?

You follow the directions Glenna gave you and, shortly after leaving the Alabaster Palace, you hear the sound of a struggle ahead of you in the woods. A loud roar, like a wild and large animal, suddenly splits your head.

The party will hear more loud animal roars. A Wilderness Lore check (DC 14) allows them to identify the sound as that of an angry bear.

Moving forward, you see a pitched battle. A few zombies surround a wounded bear. The bear's front left leg is caught in the iron jaws of a bear trap. Three unmoving zombies lie on the ground beneath the bear. The bear glances in your direction and swings its right fore leg at a zombie, knocking it back several feet in your direction. As the next one comes into reach, the bear grabs it and bites it, destroying the foul creature.

The bear is fighting for his life and is sure to win with or without the PC's help. The bear, named Cavey, was awakened by and was the companion to Alardon, a local druid. An awakened animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. In addition, an awakened animal can speak one language that the character casting the awakening spell knows, plus one additional language that the character knows per point of Intelligence bonus (of the caster), if any.

➤ **Cavey, Awakened Brown Bear:** CR 6; Large Animal (12 ft. tall); HD 8d8+24; hp 58 (currently 34); Init +1; Spd 40 ft.; AC 15 (touch 10, flat footed 15); Atks +11 melee (1d8+8 claw, 2 claws) and +6 melee (2d8+4 bite); AL N; SA Improved Grab; SQ Scent, speaks Sylvan & Common; SV

Fort +9, Ref +6, Will +3; Str 27, Con 19, Dex 13, Int 12, Wis 12, Cha 9.

Skills: Listen +4, Spot +7, Swim +14.

Improved Grab (Ex): if hits with claw or bite, it deals normal damage and attempts a grapple as a free action w/o provoking an attack of opportunity.

ALL TIERS: (EL 1)

Zombies (2): hp 16 (each); see *Monster Manual* page 191.

If, after the battle, the bear is approached it will attempt to speak to the PCs in Common or Sylvan. It will growl at anyone approaching with drawn weapons, and it will look for a druid or ranger to communicate with. If the party has neither of those classes, it will speak to the PC with the highest Charisma score.

The bear will tell the PCs his name is Cavey and ask them to free it so it can avenge it's former companion, the druid Alardon. When he came to this area with his clerics, Evard killed Alardon.

A Strength check (DC 16) is needed to open the jaws and free the bear, without causing the bear further injury from the trap. Up to 4 PCs can cooperate to help open the trap once they have gained the bear's confidence.

If asked, Cavey will tell about his master's murder by the necromancer, and that he is planning to attack the clerics in their cave hangout.

Cavey will only listen to the PCs suggestions for a combined assault if there is a ranger or druid present. Otherwise he will tell the PCs he must do what he must and go his own way. In either case, the bear does not mind if the PCs follow him and attack on their own, however.

Casting animal friendship on Cavey will have no effects, and he is not interested in pairing up with any of the PCs. *Carvey the bear will not join any PC permanently.*

If the PCs kill the bear, then they will need a Track (Wilderness Lore) check with a DC 20 to follow the zombies' tracks back to the main cave. They will also not have the bear to help them in that fight.

ENCOUNTER 9: MORE UNDEAD SCUM TO KILL!

If the bear is alive and the PCs have followed it read the following:

You follow Cavey the bear and reach the cave-strewn hillside. The bear moves with purpose and determination. After a short time you reach a large clearing perhaps 60 feet across. There are several zombies milling about a small cave on the far side of the clearing. Beyond the cave entrance is a small tunnel that continues 20 ft into darkness. Immediately the bear lets out a roar and charges the zombies.

Be sure to modify the bear's current hit points to reflect any healing or damage it sustained during the fight.

Cavey is in a frenzy and attacks to kill. Go to the encounter combat stats.

If the PCs did not follow Cavey to the cave immediately, read the following:

Your search brings you to a large clearing perhaps 60 feet across. There are several zombies milling about a small cave on the far side of the clearing. Beyond the cave entrance is a small tunnel that continues 20 ft into the darkness.

If Cavey was allowed to travel ahead of them also add:

Several destroyed zombies lie in the clearing all marking a path some large animal surely made through them.

In this case reduce the number of zombies in half (rounding down for partial numbers) to reflect the fight with the bear.

Tactics: As soon as the PCs approach, the zombies will try to intercept them and prevent them from entering the cave. If Cavey the bear is with them he will attack the zombies and kill one a round with ease. The bear will fight until he is killed or has a clear path through the zombies to enter the cave. He will then run in and set off the poison trap mentioned at the beginning of Encounter 10, unless one of the PCs beats him to that point.

Note: Turning these zombies will cause them to flee into the cave entrance

TIER 1 (EL 3)

👤 **Zombies** (4): hp 16 (each); see *Monster Manual* page 191.

TIER 2 (EL 5)

👤 **Zombies** (8): hp 16; see *Monster Manual* page 191.

TIER 3 (EL 6)

👤 **Zombies** (12): hp 16; see *Monster Manual* page 191.

ENCOUNTER 10: THE SOURCE OF ALL THE EVILS!

The cave entrance is trapped with a poison arrow trap, which will be set off by anyone hitting the trip wire on his or her way in. A PC making a Spot Check (DC 10 if they are looking for the trap, DC 20 otherwise), notices the trip wire. A PC that makes a Charisma (luck) check and beats a DC 15 will miss the wire and not set off the trap, even though they are unaware of it. Cavey will set the trap off automatically if he is the first into the cave. The trap has a +2 ranged attack bonus, and causes 1d6 damage plus paralyzation (Fort save DC 14 or be paralyzed for 1d4 minutes).

Note: Zombies are immune to poison so if they set it off when fleeing from turning it doesn't affect them.

Alerted by the noise of battle or by the retreat of the zombies or by the sound of the trap, the apprentices of Evard inside the cave will be aware of the approach of the PCs and will be prepared. Although Glenna and Fildan believed the cave contained 2 clerics, Evard's followers are actually a sorcerer and a cleric.

Once the PCs enter the cave read the following:

Venturing down the passageway, the tunnel continuous for 50 ft before opening into a large chamber. There is a faint light ahead of you. Several shuffling footsteps can be heard echoing in the chamber ahead of you. The small tunnel opens into a large cavern (60 feet wide, 100 feet long, and between 10 and 20 feet tall). In the middle of the cavern is a large stone block that has been carved into the shape of a skull. In each of the stone skull's eyes are two black candles. The top of the flattened stone skull is stained red. There are several candles and torches placed on small ledges along the many walls. Behind the skull altar are two black robed figures, and scattered throughout the chamber are several undead that are moving towards your group. It looks like the fight is not over yet.

TIER 1 (EL 5)

➤ **Bekhanda, male human Sor2:** Medium-size Humanoid (human); HD 2d4; hp 6; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14 [*mage armor*]); Atks +1 melee (1d4/19-20, dagger); AL CE; SV Fort +2, Ref +2, Will +3; Str 10, Dex 14, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Knowledge (arcana) +4, Concentration +4, Scry +3, Listen +2; Alertness, Great Fortitude.

Spells Known (6/5 – but already cast 1st lvl - *mage armor*, *spider climb*; Spell DC = 12 + spell level): o lvl—*detect magic*, *flare*, *mage hand*, *ray of frost*, *resistance*; 1st lvl—*mage armor*, *spider climb*.

Possessions: see treasure entry.

➤ **Nathir D'hamin, male human Clr2 (Nerull):** Medium-size Humanoid (human); HD 2d8; hp 12; Init +0; Spd 30 ft.; AC 15 (+5 chainmail); Atks +1 melee (2d4/x4, scythe); SA rebuke undead; AL CE; SV Fort +4, Reflex +0, Will +5; Str 14, Dex 10, Con 12, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +5, Knowledge (religion) +4, Scry +1, Spellcraft +5; Martial Weapon (Scythe), Empower Spell, Brew Potions.

Spells Prepared (4/3+1; Spell DC = 12 + spell level): o lvl—*cure minor wounds* (x2), *guidance*, *light*; 1st lvl—*divine favor*, *doom*, *protection from good*, *cause fear**

* Domain spell (Domains: Death and Fear).

Possessions: see treasure entry.

➤ **Zombies** (2): hp 16 (each); see *Monster Manual* page 191.

TIER 2 (EL 7)

➤ **Bekhanda, male human Sor3:** Medium-size Humanoid (human); HD 3d4; hp 9; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14 [*mage armor*]); Atks +1 melee (1d4/19-20, dagger); AL CE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 14, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Knowledge (Arcana) +4, Concentration +6, Scry +3, Listen +2, Spellcraft +4; Alertness, Great Fortitude, Extend Spell.

Spells Known (6/6 – but already cast 1st lvl - *mage armor*, *spider climb*; Spell DC = 12 + spell level): o lvl—*detect magic*, *glare*, *mage hand*, *ray of frost*, *resistance*; 1st-lvl—*mage armor*, *magic missile*, *spider climb*.

Possessions: see treasure entry.

➤ **Nathir D'hamin, male human Clr3 (Nerull):** Medium-size Humanoid (human); HD 3d8; hp 18; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atks +2 melee (2d4/x4, scythe); SA rebuke undead; AL CE; SV Fort +4, Reflex +1, Will +6; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +6, Knowledge (religion) +5, Scry +1, Spellcraft +6; Martial Weapon (scythe), Empower Spell, Brew Potions.

Spells Known (4/3+1/2+1; Spell DC = 13 + spell level): o lvl—*cure minor wounds* (x2), *guidance*, *light*; 1st-lvl—*divine favor*, *doom*, *protection from good*, *cause fear**; *desecrate*, *hold person*, *death knell**

*Domain Spell (Domains: Death and Fear).

Possessions: see treasure entry.

➤ **Large Skeleton** (3): hp 13 (each); see *Monster Manual* page 165.

➤ **Zombies** (4): hp 16; see *Monster Manual* page 191.

TIER 3 (EL 9)

➤ **Bekhanda, male human Sor5:** Medium-size Humanoid (human); HD 5d4; hp 14; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14 [*mage armor*]); Atks +2 melee (1d4/19-20, dagger); AL CE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 10, Int 10, Wis 12, Cha 15.

Skills and Feats: Knowledge (Arcana) +4, Concentration +6, Scry +4, Listen +2, Spellcraft +6; Alertness, Dodge, Great Fortitude, Extend Spell.

Spells Known (6/7/5 – but already cast 1st lvl - *mage armor*, *spider climb*; Spell DC = 13 + spell level): o lvl—*dancing lights*, *detect magic*, *flare*, *mage hand*, *ray of frost*, *resistance*; 1st-lvl—*mage armor*, *magic missile*, *shield*, *spider climb*; 2nd-lvl—*cat's grace*, *mirror image*.

Possessions: see treasure entry.

➤ **Nathir D'hamin, male human Clr5 (Nerull):** Medium Humanoid/Human (human); HD 5d8; hp 30; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atks +3 melee (2d4/x4, scythe); SA rebuke undead; AL CE; SV Fort +5, Reflex +1, Will +7; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +6, Knowledge (Religion) +5, Scry +4, Spellcraft +6, Heal +3; Martial Weapon (Scythe), Empower Spell, Brew Potions.

Spells Prepared (5/4+1/3+1/2+1; Spell DC = 13 + spell level): 0 lvl—*cure minor wounds* (x2), *guidance*, *inflict minor wounds*, *light*; 1st-lvl—*bane*, *divine favor*, *doom*, *protection from good*, *cause fear**; *desecrate*, *hold person*, *spiritual weapon*, *death knell**; 3rd-lvl—*bestow curse*, *speak with dead*, *animate dead**.

Possessions: see treasure entry.

🔪 **Large Skeleton** (5): see *Monster Manual* page 165

🔪 **Ghouls** (5): hp 13 (each); see *Monster Manual*, page 97.

Treasure: Once the fight is over and the PCs win they can ransack the cave for valuables. The cave contains 60 gp in coins, a ring with a small gem in the form of a skull worth 50 gp, a pair of silver candleholders worth 25 gp each, and 2 potions of cure moderate wounds.

Among the items they find will be a small ornate box that contains Glenna's missing finger bone and the other material components to keep the curse running. This must be brought back in order to lift the curse from Glenna.

CONCLUSION

One of two things happened. The PCs defeated the followers of Nerull and got the item needed to remove the curse, or they failed at the attempt. Each is handled below:

Success: This requires that the PCs find the box with the curse focus items and return it to Glenna so she can leave the Alabaster Palace. The ring still cannot be removed, but she is not forced to control people adversely. Glenna will reward the PCs by giving them the masterwork light crossbow that belonged to her husband. She wishes to leave the Alabaster Palace - too many painful memories and she doesn't feel safe there, and she will ask the PCs to escort her back to Ebbernant.

Failure: If they fail to recover the box, and/or are forced to flee the fight, the followers of Nerull clean out the cave and move away. Glenna is now still cursed and they will have to carry this bad news back to Jashu.

When the PCs return to Jashu they are each paid the agreed upon fee. If they don't break the curse or bring harm to Glenna they only get the agreed upon payment. If they remove the curse and bring Glenna back with them, he will give them each the full 20gp payment, plus a promise for a week's room and board.

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 5	
Defeating the orcs	100 xp
Encounter 8	
Helping out Cavey the bear	50 xp
or	
Killing Cavey the bear	25 xp
Encounter 10	
Defeating the Nerull sect	200 xp
Lifting the curse on Glenna	100 xp
Discretionary role-playing experience	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 that 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 that it later finds unreasonable but which were allowed at the time.

Encounter 1

- 10 gp for their caravan duty.

Encounter 5

- 22 gp in assorted coins from the orcs.

Encounter 10

- 60 gp in coins, a ring with a small gem in the form of a skull worth 50gp, a pair of silver candleholders worth 25gp each, and 2 *potions of cure moderate wounds*.

Conclusion

- If they remove the curse from Glenna they get a masterwork light crossbow.
- If they don't break the curse or bring harm to Glenna, they only get the agreed upon payment. If they removed the curse and return with Glenna, Jashu will give them each the full 20 gp payment, and a promise for future room and board.

Certs Needed

- Masterwork Light Crossbow
- Favor from Jashu Longhorn – seven days room and board (high lifestyle)
- *Potion of cure moderate wounds*
- *Potion of cure moderate wounds*

PLAYERS' HANDOUT #1: ALABASTER PALACE MENU

INN MENU & SERVICES

Meals	
Breakfast	1 sp
Dinner	5 sp
Supper	4 sp
Common Drinks (per pint)	
Ale, local	1 sp
Beer, dark	5 cp
Mead	5 sp
Wines (per bottle)	
Table, local	3 sp
Room and Board (per night)	
Common room	2 sp
Common with 2 square meals	9 sp
Small private	1 gp
Small private with 2 square meals	3 gp

(This Menu hangs in a damaged and askew plaque that hangs next to the gated bar and shows what is available)

PLAYERS' HANDOUT #2: DIARY OF NATHIR D'HAMIN

This diary has many pages filled with the ramblings of Nathir. Sifting through it, you find the following entries of importance:

Entry 1

We were attacked today. A group of foolish heroes, lead by a foul priest of Rao, dared to challenge my master. It was a fierce battle, but my master slew the sun priest with but a gesture. Then my master regained control of his servants. The rest of the adventurers fell soon after. My master was insane with anger, for the adventurers had destroyed two-dozen of his undead.

Entry 2

My master is indeed powerful, for today he tortured the souls of the dead adventurers.

He made one of them beg for mercy and learned that the gnomes of a nearby inn revealed our location to the adventurers. My master's wrath is fearsome and he left with a dozen zombies to deal with the gnomes.

Entry 3

After three days, my master has returned. He told me that we should have no more interruptions; he had dealt with the local druid. One gnome was dead and now a zombie, the other will soon be, a painful and tragic death that my master thinks will create a powerful undead spirit like a banshee. My master cursed the gnome to remain within her inn. My master left the zombies surrounding the inn, to prevent anyone from reaching her. I asked what if the zombies were destroyed; he laughed and told me that the curse will force her to drive away any would be saviors. My master gave me a small finger bone, telling me to guard it. It is the focus of the curse on the gnome, when she dies it can be used to control her. She is not able to leave or enter any buildings without it, nor will she be able to when she rises as an undead.

Entry 4

Today my master left on a journey to the east, he didn't leave any instructions for us, other than to stay away from the inn. We should be safe; my master has created many more undead guards for our shrine. I will continue to study this tome until he returns. Soon I will be able to create my own undead servants and spread the will of Nerull across Bissel.

APPENDIX A: THE WHITE WILLOW INN

Travelers and merchants often stay at The White Willow Inn when visiting Ebbernant.

The inn is a 2-story building made of wood and stone, with a small basement, a stable area, rooms for rent, and a busy common room. Important parts are detailed below to help a DM.

1. The Stable: The stable is an attached wooden structure on the side of the inn. Like most stables, it has two stories. The bottom one holds animals, and the top one is used to store feed, hay, and other equipment as well as acting as the sleeping area for the stable boy and the occasional traveler who can't afford to pay for a real room.

The stables are barely illuminated by lanterns spaced evenly around the building's first floor. On the right side of the entrance is a pen where live chickens, pigs, and lambs are kept before moving to the inn's larder.

The left side is sub-divided into 6 single horse stalls. Past those stalls lies a large common stall capable of holding a half dozen horses or pack animals. Several animals that belong to residents of the inn occupy the common stall.

If the PCs leave their mount here, they will meet Hakim the stable boy and can arrange lodging for their animals with him. It costs a copper a day to keep and feed an animal in the common pen, and a silver piece for a private stall and better feed.

Hakim is a 10-year-old boy whose parents were killed by a marauding humanoid band. The innkeeper took him in and gave him a job.

🐉 **Hakim** (male human o level; hp 2; AL N; Animal Empathy +2)

Possessions: bedroll, some clothing.

A set of wooden stairs leads to the second floor area where the hay is stored and the stable boy sleeps. Adjacent to this area is a section of floor where hay is spread on the floor and people can spend the night for a copper. Up to a dozen people can cram into this space if necessary.

There is one other person currently occupying the stables. Rollins, a not so well off warrior, is seeking employment as a sell-sword. He is not doing too well a job because of his drinking problems.

🐉 **Rollins, male human Warr:** Medium-size Humanoid (human); HD 1d8; hp 6; Init +0; Speed 30 ft.; AC 10; Atks +1 melee (1d6, club); AL CN; SV Fort +2, Reflex +0, Will -1; Str 10, Dex 10, Con 10, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +2, Listen +2, Search +2, Spot +2; Endurance, Weapon Focus (Longsword).

Possessions: Backpack with waterskin, bedroll, club, bottle of rotgut, 8 sp.

Rollins once served in the military but left looking for an easier life. Problem is he is now a slave to the bottle and pretty much a lost cause. He will harass the PCs for money and with stories of his ill luck given the chance. His stories might include mention of

- The commander that threw him in the clink for not showing up for duty, when Rollins knows he wasn't scheduled for duty at that time.
- The employer who fired him when thieves broke into a warehouse he was guarding. The employer accused him of being drunk, but he wasn't. The thieves just got the drop on him, that's all.
- His wife, who left him for some other guy.

He might ask the PCs to join but will be too drunk to tag along when time to leave comes around.

2. The Inn's Main Floor: The entrance to the inn opens up into the common room, which occupies most of the bottom floor of the building. This large room (50x40) has several tables and chairs, a bar, and an entrance to the kitchen.

The tables are arranged in order to handle as many people as possible, as the common room is always a busy place; many of the merchants visiting the town choose to do their business here.

In the right rear corner of the room are the bar and, behind it, the entrance to the inn's kitchen. The bar is well stocked, and the kitchen boasts an excellent cook (see menu). The barman, Jashu Longhorn, is also the innkeeper and owner of the inn. His wife, daughter, and some hired help run the kitchen and the floor. In the center of the common room is a large stone fireplace that warms and illuminates the room

🐉 **Jashu Longhorn, male human Ftr5:** Medium-size Humanoid (human); HD 5d10+10; hp 44; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) or 19 (touch 12, flat-footed 17); Atks +6 melee (1d6+3/19-20, short sword); AL LG; SV Fort +6, Ref +3, Will +2; Str 13, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Appraise +4, Swim +4, Sense Motive +5, Bluff +5, Speak Languages (Common, Baklunish, Flan, Dwarven, Elven); Power Attack, Cleave, Great Cleave, Weapon Focus (short sword), Weapon Specialization (short sword), Expertise.

Possessions: Anything within reason in the inn, old equipment (chainmail, shield, short sword, and dagger); access to over 500 gp.

Jashu is a local hero who fought to defend the town during the war, including rescuing the children of several noble families from Ketite kidnappers. His

Balkunish background has caused him some problems since the war. His attitude against the Knights of the Watch has not helped his situation. He has publicly spoken out against the law and taxes forced upon the Balkunish people in Bissel, which he sees as unjust.

❖ **Fatima Longhorn, female human Exp2 (Cook):** Medium Humanoid (human); HD 2d6-2; hp 6; Init +0; Speed 30 ft.; AC 10; Atks +0 melee (1d3 dual, fists); AL CG; SV Fort -1, Ref +0, Will +3; Str 8, Dex 11, Con 8, Int 10, Wis 10, Cha 12.

Skills and Feats: Sense Motive +4, Listen +4, Knowledge (herbs and spices) +4, Profession (cook) +6; Alertness.

Possessions: Anything within reason in the inn; access to 500 gp of husband's loot.

Fatima met Jashu while when he and a band of freedom fighters took refuge in her father's home. Jashu, rich from his adventuring, later returned and asked her to marry him, and the two then bought this inn. Fatima is very loyal to her husband and has given him both a son and a daughter. She is very supportive of her husband and, nearing 2 decades of marriage, still loves him dearly. She is proud of her son, an adventurer, and her beautiful daughter. Fatima is the cook that allows the White Willow Inn to be so popular.

❖ **Geina Longhorn (female human 0 level; hp 3; AL NG; Sense Motive +2, Listen +2, Spot +2).**

Str 8, Dex 10, Con 8, Int 10, Wis 13, Cha 15.

Possessions: Anything within reason in the inn; access to 500 gp of father's loot.

Geina is 17 years old, a beautiful young woman, and her father's pride and joy. She helps with the work around the inn and serves as a waitress. Geina has a secret desire to adventure, like her brother, but her father so far has forbidden it.

❖ **Morammed Rahi, male human War2:** Medium Humanoid (human); HD 2d8; hp 14; Init +5; Speed 30 ft.; AC 10; Atks +4 melee (1d2+2 fists or 1d8+2/19-20, longsword); AL LN; SV Fort +4, Reflex +1, Will +0; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +3, Ride +4, Bluff +3, Search +2, Spot +2, Jump +5; Improved Initiative.

Possessions: clothes on his back, 24 gp.

Morammed is the jack-of-all-trades. He is both the bouncer and the heavy lifter. Jashu pays him well and he makes enough money selling pipe weed to customers to afford a small room in a local hostel.

❖ **Tarra Walleed (female human 0 level; hp 3; AL CG; Search +2, Spot +2); Str 8, Dex 11, Con 11, Int 9, Wis 10, Cha 10.**

Possessions: clothes she is wearing; 15 gp.

Tarra is the 16-year old daughter of one of the locals. She moonlights as a waitress in the inn to make extra money for her family. She too harbors hopes of becoming an adventurer some day.

Khalifor: see Appendix B (The General Store).

Khalifor is one of the more successful local merchants, and runs the largest of the three trading posts. He buys and sells anything that will make him a profit, but is careful not do anything illegal to attract attention. Khalifor also owns the local general store, where any and all mundane supplies can be found. He will be interested in any stories the PCs can tell him about the current tax situation, and will offer them access to his store with a 5% discount if they are polite and friendly to him.

❖ **Bergala (male human 0 level; hp 4; AL NG; Ride +2, Profession (Farmer) +3); Str 10, Dex 10, Con 9, Int 10, Wis 9, Cha 8.**

Possessions: common clothing, boots, heavy cloak, 2 gp.

Bergala is a local with money and time on his hands. He will drink cheap beer until he's drunk and probably pass out and spend the night in the common room.

He likes to come over and chitchat with Jashu about the early days of their community, when there were only a few clans here, and when family and honor meant more than it does nowadays. He will also talk about when things got much better for them after the war, but how the new taxes are making it hard to make a decent living.

❖ **Tarbash, male human Exp1 (Leatherworker):** Medium-size humanoid (human); HD 1d6+2; hp 8; Init +0; Speed 30 ft.; AC 10; Atks +1 melee (1d2+1 fists); AL NG; SV Fort +2, Ref +0, Will +2; Str 12, Dex 11, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Profession (leatherworker) +5, Use Rope +2, Knowledge (tanning) +2, Handle Animal +5, Listen +2; Skill Focus (Tanning).

Possessions: nice clothing, leather boots, cloak, 2 gp.

Tarbash is a young merchant starting a new business. He is just happy to be out of his house drinking with the boys and will most likely nurse his beer all night while trying to catch all that's happening around him, and watching for possible new customers.

INN MENU & SERVICES

Meals

Breakfast, plain	3 cp
Breakfast, elaborate	1 sp
Dinner, plain	3 sp
Dinner, elaborate	8 sp
Dinner, 7 course	2 gp
Supper, plain	2 sp
Supper, elaborate	5 sp

Common Drinks (per pint)		
Ale, local		1 sp
Ale, special		1 gp
Beer, dark		5 cp
Beer, heavy		1 sp
Mead		5 sp
Wines (per bottle)		
Table, local		3 sp
Sunnidish Lilac		2 pp
Velunan fireamber		3 pp
Fildan's Homemade Red		5 pp
Room and Board (per night)		
Stables		1 cp
Stables with 2 square meals		3 sp
Common room		6 sp
Common with 2 squares		12 sp
Small private	1 gp	
Small private with 2 squares		3 gp

3. Kitchen and Longhorn family rooms: The kitchen is where Fatima does her magic. The kitchen is a small 10x15-foot room replete with cooking ware. There are two additional exits to this room. The first leads to an alleyway behind the inn and is used to bring in supplies or to take out garbage. The second is a door to the Longhorn family rooms. This is 20x20-foot area directly behind the common room and is partitioned into two rooms. The innkeeper and his wife use the first room. It contains the essential furnishings and their collected valuables. The innkeeper keeps the bulk of his fortune in a small lead chest in a hole covered by wooden planks under their bed. Their daughter occupies the second area, further in.

4. Basement: The Inn's basement is where most of the supplies are stored. There are wine racks, several barrels of ale, mead, salted meats, and other brined supplies. Several sacks of flour and other supplies as well as boxes of different shapes and sizes line the floor and walls. Although there are many items of value in here, most are not easily transportable or concealable. The innkeeper knows where he keeps everything and what's down here, and will notice missing items.

5. Rooms: A set of stairs next to the bar leads to the second floor and the guestrooms. There are 5 private single rooms, and one large room on this level. The large room is 35x20 ft and has several straw beds, two chairs, and a large chest in it. Up to three people and their gear can stay here comfortably, and as many as 5 can be packed into the room. This room has no windows and is illuminated by a pair of hanging lamps.

The small private rooms are 15x20 ft and contain a nice bed, a chest, a drawer, and a pair of chairs. They are kept clean and fresh. Illumination is provided by candles and by hanging lanterns. There is a single window.

Guests occupy two of the small rooms. A visiting merchant is out and about town and not detailed here.

A traveling entertainer is using the second occupied private room. This young bard plays songs in the inn in return for room and board and any coins the locals give him.

Blowfly, male human Brd2: Medium-size humanoid (human); HD 2d6; hp 10; Init +2; Speed 30 ft.; AC 10; Atks +1 melee (1d4/19-20, dagger); SA Bardic music, bardic knowledge; AL CG; SV Fort +0, Ref +5, Will +3; Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 16.

Skills and Feats: Appraise +4, Move Silently +5, Hide +5, Climb +5, Perform +5, Diplomacy +2, Search +2, Spot +2; Ambidexterity, Dodge.

Spells Known (3/1; Spell DC = 13 + spell level): 0 lvl—*dancing lights, flare, light, mending, prestidigitation*; 1st lvl—*silent image, ventriloquism*.

Possessions: Backpack with waterskin, bedroll, flint and steel, several changes of clothes, 50ft rope, 2 daggers, soap, harp, flute, mandolin, 55 gp.

APPENDIX B: THE GENERAL STORE

This store sells most items commonly found in the *Player Handbooks* (NO SPECIAL OR MASTERWORK ITEMS). All light or medium armor (table 7-5 page 105) and all common and martial weapons (table 7-4 page 98) will be available. Similarly, all items from the Adventuring Gear and Clothing sub tables (7-7 page 108) and any non-rogue items from the Class Tools and Skills sub table are available. Due to the remoteness of the town and the current stress caused by heavy taxation, gear is expensive.

1. The Store: The store is basically a building of stone and wood that contains a large display room showing the available wares, and some storage area in the back. PCs will not have access to the storage area and will be watched as they go about the main floor looking at the valuables for sale.

Any PC caught stealing will have to face the authorities, and unless they have great influence or can pay a bribe (300 gp minimum), they will be punished. Make sure to warn PCs that they know these people are harsh on those that commit crimes. The penalty for theft of items 500 gp in value or less is enforced servitude for up to a year and/or a fine of three times the value of the item stolen. Theft of items over 500 gp in value is punishable by a loss of one's hand, 1 to 10 years forced servitude, and/or a fine equal to 50 to 100% of the value of the criminal's total property (judge's discretion).

☛ Khalifor, the Store Owner, male human Exp5 (Merchant): Medium-size Humanoid (human); HD 5d6; hp 16; Init +1 (Dex); Speed 30 ft.; AC 11 (+1 Dex); +2 melee (1d4-1/19-20, dagger); AL LN; SV Fort +1, Ref +1, Will +4; Str 10, Con 10, Dex 12, Int 13, Wis 12, Cha 10.

Skills and Feats: Appraise +8, Sense Motive +8, Profession (Merchant) +8, Search +6, Spot +8; Alertness, Dodge.

Possessions: Anything in the store, 50 gp on self but with access to over 1500 gp from business.

The Storeowner will pay close attention to people in his store. He will hover over them making sure the guard keeps any stragglers in view. While jovial and nice, he will be all business like and ask the PCs to leave if he suspects crime or feels they are insulting him by not taking the haggling seriously.

All items are initially priced at 200% the price listed in the *Player's Handbook*. The amount of haggling the owner will do depends partly on Diplomacy and partly on the PC's race, and of course on the role-playing.

PCs that appear to be of Suel origin (blond, blue-eyed, fair-skinned and wearing solid color vests and/or wide-legged pants) and those that appear to be of Orc origin (tall, heavy, grayish skin, sloped forehead,

prominent teeth, and coarse body hair) suffer a 5-point penalty to their Diplomacy rolls.

Starting at 200%, the owner may negotiate as low as (Make the players work for it):

Diplomacy Check	Value
DC 10 to	150%
DC 15 to	125%
DC 25 and up	100%

The guards are attentive and loyal. They will immediately apprehend anyone they see stealing or if ordered so. If they feel they can't deal with the PCs they will call the constabulary for help. In this case, the adventure is all but done as the PCs are now wanted criminals.

☛ Allhrem and Ragout (Guards), male human War2: Medium Humanoid/Human (6 ft. tall); HD 2d8+4; hp 19 (each); Init +1 (Dex); Speed 30 ft.; AC 17 (+5 chain, +1 shield, +1 Dex); +4 melee (1d3+2 subdual, fists or 1d8+2/19-20 longsword); AL LN; SV Fort +2, Ref +0, Will +0; Str 15, Con 15, Dex 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Ride +4, Jump +4, Search +4, Spot +4; Improved Initiative, Alertness, Combat Reflexes.

Possessions: Chainmail, shield, longsword, dagger, heavy cloak, winter boots, light crossbow with 20 bolts.

APPENDIX C: ALABASTER PALACE

This appendix contains a brief description of the Alabaster Palace, the inn the PCs travel to on their mission for Jashu Longhorn.

Alabaster Palace

The Alabaster Palace is the inn owned by the gnome Fildan (now dead) and his wife Glenna (now cursed) and where the PCs are headed. This inn used to serve many customers on a fairly well traveled road, but recently has fallen on hard times. Miners have not used the road since the days of the war as it is now no longer safe, and the necromancer Evard seems to have taken interest in the area as well. The inn is a 2-story building made of wood and stone, with a small basement, a stable area, and rooms for rent. Important parts are detailed below to help a DM.

1. The Stable: The stable is a standalone wooden structure on the left side of the inn. The lower floor holds the animals, and the loft area is used to store feed, hay, and other.

The stable of the Alabaster Palace has been destroyed by fire, it seems, and provides little if any cover to animals without some work.

2. The Alabaster Palace's Main Floor: The entrance to the Alabaster Palace opens up into the common room, which occupies most of the bottom floor of the building. This room (40x30) is furnished with several tables and chairs all in various stages of disrepair and is filthy and smelly. In the left far corner is a bar where apparently food and drink can be ordered.

Glenna the gnome is the surviving innkeeper and owner of the inn, and currently runs the establishment with the help of some mongrelmen cooks.

🔮 **Glenna Oglaba, female gnome Rog2:** Small Humanoid (gnome); HD 2d6+2; hp 13; Init +3 (Dex); Speed 20 ft.; AC 14 (+1 size, +3 Dex); Atks +1 melee (1d4/19-20, dagger); SA Sneak Attack +1d6, Evasion; AL NG; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +3, Disable Device +3, Hide +7, Listen +4, Move Silently +8, Open Locks +5, Pick Pockets +5, Search +7, Spot +3, Sense Motive +7; Alertness.

Possessions: Anything within reason in the inn, *cursed ring of human influence* (see description below), 20 gp.

Glenna is the widow of Fildan, Jashu Longhorn's friend, and the current person in charge. She is a plump and very nice little elder gnome lady until time to place orders comes into play. Suddenly she will turn belligerent and switch the PCs order all around (see encounter). Any attempt to correct her will result in a

serious tongue lashing accompanied by the full effect of the ring of human influence (Will save, DC 30) in order to make the PCs accept the mistakes she is making.

INN MENU & SERVICES

Meals	
Breakfast	1 sp
Dinner	5 sp
Supper	4 sp
Common Drinks (per pint)	
Ale, local	1 sp
Beer, dark	5 cp
Mead	5 sp
Wines (per bottle)	
Table, local	3 sp
Room and Board (per night)	
Common room	2 sp
Common with 2 squares	9 sp
Small private	1 gp
Small private with 2 squares	3 gp

3. Kitchen family rooms: The kitchen is where Glenna used to cook up good food. The kitchen is a small 10x15-foot room replete with cooking ware. The kitchen is filthy and in complete disrepair. It is obvious that the fire in the stove is not on, and a horrible smell comes from it. The kitchen is now the workplace of two mongrelmen helpers who do all the cooking.

🔮 **Reyld & Deyv, male mongrelmen:** CR 1; Medium-size Monstrous Humanoid (5 ft. tall); HD 2d8+2, hp 11, 13; Init +1 (Dex); Speed 30 ft.; AC 15 (+2 Dex, +3 natural); Atks +4 melee (1d4+2 slam); SA Sound imitation, fear; SQ Darkvision 60 ft.; AL LN; SV Fort +1, Ref +4, Will +2; Str 14, Dex 12, Con 13, Int 8, Wis 10, Cha 12.

Skills: Climb +4, Hide +14, Listen +2, Move Silently +3, Pick Pocket +14, Wilderness Lore +2; Dodge.

Sound Imitation (Ex): Mongrelmen can imitate the sounds made by any monster or creature they have encountered. They can imitate the sounds of monsters with special vocal attacks, but they cannot in any way duplicate the special powers or damage done by those attacks. Detecting the ruse requires a successful Will save (DC 14).

Fear (Su): 20 feet, a mongrelman can also use its power of mimicry to combine or alter the sounds it

knows how to make; creating ghastly wails, snarls, hoots, and roars. Any creature within 20 feet hearing the sound must succeed at a Will save (DC 11) or be shaken for 1d4 rounds. This aspect of the mimicking power only works if the mongrelman is concealed. Mongrelmen rely on this ability to scare off unwanted intruders and pesky wilderness travelers.

As they go about their jobs, Reyld and Deyv make the sounds of a fire, the whistling of a kettle and the banging of pots and a bell sound when orders are finished. They use a small heatstone to partially heat the uncooked food and thus produce horrible food no human could ever think is palatable.

4. Basement: The Inn's basement is where most of the supplies used to be stored. There are wine racks, now mostly destroyed, several barrels of ale, mead, salted meats, and other brined supplies, all opened and either consumed or spilled. Several broken sacks of flour and other supplies as well as open boxes of different shapes and sizes line the floor and walls. This place is a total mess and infested with insects.

5. Rooms: A set of stairs next to the bar leads to the second floor and the guestrooms. There are 4 private single rooms, and one large room on this level. The large room is 35 by 20 feet and once housed complete furniture that could accommodate up to three people and their gear, and as many as five people can be packed into the room. This room has no windows. All furniture in the room has completely been destroyed, and is littered with stuff better left unidentified.

The small private rooms are 15 by 20 feet and once contained a nice bed, a chest, a drawer, and a pair of chairs. They are also in total disrepair and smell like a cesspool because of the refuse left behind by the orcs that used to spend nights in here. The single open window provides illumination.

The PCs will have to do some serious cleaning up to make any area livable (except for half-orcs). Still this inn is a great place to set up base camp and rest after battles.

Glenna's Cursed Ring of Human Influence

This ring allows Glenna to exercise control over any intelligent creature that has intelligence above that of an animal as if charmed (see charm person). A successful Will DC 30 roll is required to resist the ring wearer's commands. Furthermore, no command about the acceptance or consumption of the food provided by Glenna is EVER considered as bad by the subject being influenced (no +5 on the save roll). The ring cannot be removed from Glenna unless she is slain, and will then cease to function forever.