

FUR1-10

SINS OF THE MOTHERS

A One-Round D&D LIVING GREYHAWK®
Furyondy Regional Adventure

Version 1

by Brian P. Hudson

In Pantarn, the PCs find themselves caught up in a hysteria brought on by the terrible blight that grips the land. Can they bring sense to an otherwise dangerous situation, or will innocents be forced to suffer the consequences? A town adventure for PCs of levels 1-6.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs

participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
- 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC 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 PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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. PCs 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 a free action (spoken command) 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 joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old APLs, assume that the APL multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, some PCs may be concerned about the presence of a full moon. *Sins of the Mothers* takes place on a new moon, so lycanthropy should not be an issue at the table unless the convention or event coordinator elects to override this element for convention flair.

LIFESTYLE

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

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

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

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

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

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

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when

talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

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

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

FOR THE DM

It is common knowledge, now: there is a plague destroying Furyondy's crops. Hints of the blight began appearing the previous autumn, when harvest yields were low, but it was not until the planting season that the problem became evident. Most of the wheat fields in the March are withering and dying. What little does grow is flavorless, and quickly turns rotten; fruits and vegetables are bitter, while newly planted seedlings are refusing to grow at all. Food reserves are growing thin, and if something is not done soon, there could be famine come winter.

The plight of the Kingdom has not gone unnoticed by Iuz the Evil. He has sent a number of Shadowclaw agents into Furyondy with orders to delay food shipments, set storehouses ablaze, stir unrest in the populace—anything to make a bad situation worse. One of these operatives, **Dmitrian Khartor**, has made his way to Pantarn, seeking out a rumor ...

Demon-children

Rumors of demon-children in Pantarn have circulated throughout Furyondy. According to the stories, the children were born with cloven hooves and furry legs; it is said the children are not children at all, but demons, and that their births are a portent, a sign, like the Blight, of some greater evil.

The rumors are grounded in fact—three women from Pantarn have recently given birth to deformed children whose lower halves resemble goats. The first child to be born was a shock, and the midwife kept it a secret long enough for both mother and child to flee. But when a second child was born with the same strange deformities, the story began to spread. And when a third child appeared just as panic over the Blight was gripping the kingdom, the rumors ran rampant. People began muttering about portents and ill omens, suspecting that these demon-children were more than unhappy deformities.

The first woman to give birth, the one who fled Pantarn, was a sorceress named Sepria Roseleaf. The other

two women—and those who gave birth most recently—are Rhysia Fairden and Caretia Yeomain, both the daughters and wives of simple farmers near Pantarn. They have little wealth, and few options, and so both Rhysia and Caretia still live in the area, suffering under the scorn of their neighbors.

In such a paranoid atmosphere, all Dmitrian needed to do was to bring their fears to the next level. The children, he warned, weren't simply demon children—they were the spawn of Iuz himself! The women were whores who had tempted Old Wicked down from Dorokka, and Iuz had poisoned their wombs even as he poisoned the crops of Furyondy itself. The Blight was *their* fault, and the children damning confirmation of the accusations.

None of it was true, of course. Dmitrian liked the irony of using his lord master as a bogeyman to fulfill the very mission Iuz set him to. Dmitrian wants to drive the town into a panic, and ultimately plans to sacrifice the two women and their children to the mob. Such an act would throw the entire town into chaos, further disrupting their already blight-shadowed lives and hopefully triggering further hysteria in the region. When he's done, he plans to move on as quietly as he came, and spread the hysteria elsewhere.

The Body

His opportunity came with the discovery of a mysterious body in the fields near Pantarn, just a day ago. The body was found facedown in a dirty puddle amidst a field of diseased potato crops. It was dry and shriveled, and appeared to be wearing the clothes of a hermit, or perhaps a monk. No one was certain of the identity, but one thing *was* certain: the body was literally covered with the white powder, down to the very skin, and the powder seemed to be the *cause* of death, as if it were growing from the very flesh of the dead man.

The body was unexplainable and unidentified, and indeed, the local law enforcement still has no answers. But that has not stopped Dmitrian from grasping the opportunity. He had been sowing discontent for some weeks, and now, with the help of a few well-placed cronies, he has used the discovery of the body to cause hysteria.

About Littleberg and Pantarn

Second only to the March in terms of both wealth and importance, the Barony of Littleberg is a proud and diverse province. It is home elves, Furyondy's only real concentration of gnomes, and even half-orcs, who seem to feel more welcome among such a mixed populace and have made themselves a visible presence in the cities.

Pantarn is a small but significant trade town located along the Att. Pantarn, best known for its use of promissory notes and credit in trading, a practice that is quickly spreading. There are also two monasteries of importance here—one dedicated to Boccob, and one dedicated to Rao. The influential Aubin Gyraisonne heads the latter monastery.

SUMMARY

This adventure is not necessarily a linear module, and indeed, the PCs do not need to reach every encounter to complete it successfully.

The adventure begins with a plea for help from Madra, the midwife who oversaw the births of the demon children; She bursts into the Catt & Fiddle Inn, where the PCs are eating. At her heels is a lynch mob, decrying her as a “whore of Iuz” and demanding she come with them.

In the town square, a larger mob has formed, and erected a makeshift stage. They intend to burn the two women at witches ... as soon as they find them both. The adventure becomes a race between the PCs and the mob to find the missing woman, and her threatened child. PCs may turn to the law, or the church, to solve their problems. If they do so, they find very few sympathetic ears, though clever PCs willing to role-play may receive some help. They may also seek out the two “cuckold” husbands, who are drowning their sorrows at a local tavern. If buttered up with a drink or two, the husbands may drop some clues.

Eventually, the PCs will likely make their way to the home of one of the missing women. When they do, they will discover her journal, where some secrets about the children are revealed ... secrets that may just help the PCs sway the mob. The PCs will probably end up at the farm of Inno Wallop, Rhysia’s father, where Rhysia is hidden. She will tell them the true story behind the birth of the “demon children.”

Ultimately, the PCs will face down the Shadowclaw agents in Pantarn, and the mob intent on blaming something—anything—for the Blight.

INTRODUCTION

The life of an adventurer can be a hard one. All too often you find yourself in yet another inn, in yet another city, waiting for the next adventure to come. So it is today. You most recently hired on as bodyguards for a caravan of uncontaminated grain as it headed from the city of Littleberg to the town of Pantarn, and a barge that would bring it to Chendl. The meager fee you earned for the task have just about paid for a few night’s lodging, and the food now before you.

You are sitting in the Catt & Fiddle, a nondescript and practically common inn and tavern in the city of Pantarn. It is a depressing day in the Catt & Fiddle. The tavern is full of farmers, all of them sullen, quiet. They have stopped complaining about the blight, the terrible disease that is gripping the fields of the land; they are saving their breath, conserving their energy for one more effort at eking some edible food from the soil.

Indeed, you can see the effects of the blight on just about every face in Pantarn, hear it in every conversation, feel it in your coin pouch every time you order a meal. The fields were tilled, the seeds were planted, and the rains came; but the crops refuse to grow. Those few that do take root grow small, atrophied, and coated in a fine white powder that drifts across the land, infecting new fields everyday. Rumors claim that crops in the Reach and in Willip are as yet unaffected, but it is the Duchy of the Reach that is Furryondy’s breadbasket, producer of the

nation’s wheat, and it is the Barony of Littleberg who produces many of the fruits and vegetables that feed the people of Furryondy.

You are just finishing your overpriced meals—5 sheridan for a dry chunk of bread and a bowl of watery soup, another two for a flagon of bitter ale—when you hear a cry from the street outside. A moment later, an older, plain woman with curly brown hair and a tear-streaked face tosses the door to the Catt & Fiddle. She looks fearfully over her shoulder as she runs into the room. She appears to be clutching a bundle of some kind to her chest, but you cannot see what it is.

She looks around at you all, eyeing swords and spell books. “Please,” she says between sobbing breaths. “Hide us! For pity’s sake, don’t let them take him away!”

ENCOUNTER 1: MADRA AND THE MOB

The woman is Madra (female human Com3; Cha 12; Hide +3), the midwife who oversaw the birth of all three of the “demon children”, and she is in a desperate situation. Madra had been fearfully watching the scene unfolding in the town square (see Encounter 2), and in a fit of desperation, she grabbed one of the two demon babies from its mother’s arms and ran for it; her flight has taken her here, to the Catt & Fiddle. On her heels is a small group of angry locals—members of the mob gathering in the town square.

Let the PCs react to Madra how they will, but do not allow them more than three combat rounds before the mob arrives; you may let the PCs simply declare what they are going to do, or you may ask them to roll initiative, and give them three “combat” rounds to act.

The bundle Madra clutches to her chest is the baby, Yon, wrapped in a voluminous brown blanket that exposes only his head. Yon is perhaps three months old. Unless the PCs take the time to examine him closely, they notice nothing unusual about him. The child does not cry, but simply looks wide-eyed, scared.

If no PC steps forward when Madra enters, she will duck behind the bar the round before the door swings open again ...

Creatures: Three rounds after Madra enters, the mob will reach the door. The mob is a smaller contingent of the larger group assembled in the town square (see Encounter Two). It is made up of farmers and residents of Pantarn, plus a number of leering children who are noncombatants, should fighting break out. The mob is armed with a variety of improvised weapons that act as clubs in combat. At the head of the mob—and the one who enters the bar, and does all the talking—is a thin man, backed by a large half-orc. These are Rezius, and Grantuz, two of Dmitrian’s cronies.

APL 2 (EL 5)

➤ Grantuz, male half-orc Brb2: hp 23; see Appendix.

➤ **Rezius, half-elf male Rog2:** hp 12; see Appendix.

➤ **Peasants, human Com2 (6):** CR ½; Medium-size Humanoids (humans); HD 2+2; hp 9, 9, 8, 8, 8, 7; Spd 30 ft.; Init +4; AC 10; Atk +2 melee (1d6+1, club); AL N; SV Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; Height varies.

Skills and Feats: Craft (various) +5, Handle Animal +5; Improved Initiative, Toughness.

APL 4 (EL 7)

➤ **Grantuz, male half-orc Brb4:** hp 39; see appendix.

➤ **Rezius, half-elf male Rog4:** hp 22; see appendix.

➤ **Peasants, human Com2 (12):** hp 9, 9, 9, 9, 8, 8, 8, 8, 7, 7; use stats above.

APL 6 (EL 9)

➤ **Grantuz, male half-orc Brb6:** hp 56; see appendix.

➤ **Rezius, half-elf male Rog6:** hp 31; see appendix.

➤ **Peasants, male human Com4 (12):** Medium-size Humanoids (humans); HD 4d4+4; hp 17, 17, 16, 16, 16, 15, 14, 14, 12, 12, 12, 11; Spd 30 ft.; Init +4; AC 10 (touch 10, flat-footed 10); Atk +3 melee (1d6+1, club); AL N; SV Fort +4, Ref +1, Will +1; Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 10; Height varies.

Skills and Feats: Craft (various) +7, Handle Animal +7, Jump +4; Great Fortitude, Improved Initiative, Toughness.

Tactics: When he enters the bar, Rezius looks around, eyeing the crowd, and then speaks:

"We want the crone! We saw her duck in here with the little monster! We want justice, an' we ain't leaving without her! You'd best give 'em up, if you know what's good fer ya."

What will likely follow is a verbal confrontation between the PCs and Rezius, which the DM is encouraged to role-play completely. The goal here is *not* to start a fight with the PCs, but to provide a dramatic hook for the adventure.

If Madra is hidden, or if the PCs refuse to give her up, Rezius and Grantuz start to lean on the barkeeper, a sullen man named Billit who has no desire to see his inn ransacked. Rezius hints to Billit that the mob could go searching the bar, if the innkeeper is not willing to cooperate. Give Rezius an Intimidate roll against Billit's Charisma (o8), adding a +2 to Rezius' roll, because of the rather intimidating angry mob behind him. If Billit loses the check, he will quickly point out where Madra is hidden, or demand that the PCs hand her over, or at least "take it outside, where it won't disturb my customers."

If the PCs demand to know why the mob wants Madra, Rezius requests that she remove the blanket from around her child, and after a moment, a teary-eyed Madra does.

The child's name is Yon (male human Com1; HD 1d4; hp 2). While he looks normal from the top, his lower half is not human at all. Instead, two furry legs, much like goat legs, hang from the torso, at first looking human-like but bending at the shin like an animals' and ending not in toes, but in two small, blotchy black cloven hooves. Despite his deformities, Yon does not radiate magic, nor does he detect as evil.

At this point, the other patrons of the bar gasp fearfully, and become, in effect, members of the mob (add 8 to the mob's number, above; hp 7, 7, 7, 6, 6, 6, 6, 5 in APLs 2 and 4; hp 12, 12, 11, 11, 11, 10, 10 in APL 6). One of the barmaids swoons, dropping her tray, and the innkeeper becomes frantic; he does not want a "demon child" in his inn, and he certainly does not want a fight to break out over such a monster. He demands that Madra, the mob, and the PCs leave.

If the PCs remain adamant that Madra stay with them, Rezius and Grantuz will back down. Neither are interested in a fight at this time, and unless the PCs provoke them (i.e. initiate combat), they will not start one. They are under orders not to make any undue trouble before the burnings take place, and besides, it is the two women, not the children, who are to be burned. If they do not leave with Madra and the child, though, they will fix the PCs with a stern look, promising to "come back fer the crone later, an' finish what we started."

Development: Madra is very shaken up at this point, but the PCs have provided a ray of hope. She wants to see both Caretia and Rhysia safe, and these good-hearted men and women who stood up for her seem like an answer to her prayers.

Madra tries very desperately to convince the PCs to help the two mothers against the mob, offering up all she knows about the mob and what raised their ire—the birth of the three demon children, her part in trying to cover it up, the young mothers whose lives are currently in danger, the discovery of the body and the fear that the blight is becoming a plague. As Madra is a local resident, and the midwife for all three demon children, she knows quite a bit; use the Adventure Background to fill in the details, but realize that Madra knows nothing about Dmitrian or his plans, nor that the mob mentality currently gripping the city represents anything other than gang justice.

Madra promises "whatever coin I can" in return if the PCs demand payment. If pressed to produce it, she produces only three tarnished wheatsheafs; she swears, though that "I can get more from those what owe me."

Madra accompanies the PCs back to the Town Square if they head there, and will refuse to stay alone in the Catt & Fiddle, nor anywhere but an appropriately safe place (see Encounter 3 and Encounter 6). Throughout the adventure she can serve as a guide to the city if need be, though she should not dictate the PC's actions.

ENCOUNTER 2: MOB MENTALITY

This area is pictured on DM's Map 2: the Town Square, and is described below under Locations.

Creatures: Currently, the town square is filled with angry locals, all surrounding a makeshift stage on the northern end of the square. The crowd consists mostly of farmers and peasants, and few of the faces represent the merchants that reside along Pantarn's riverfront. The truth is that most of the merchants are in their warehouses, waiting for trouble to erupt.

On the stage is a small wood-and-twine pen; inside, her cheek bruised and her clothes disheveled, is Caretia Yeomain (female human Com1), the mother of young Yon. Caretia is blond-haired with fair skin and delicate features; she is very tall, and actually has to stoop to stand in the cage. If the PCs gave up the child in Encounter 1 it has been roughly pushed into Caretia's arms, and she holds it protectively.

Also standing atop the stage is Dmitrian, the leader of the mob (human male; see Appendix A for stats). Grantuz (male half-orc) and Rezius (male half-elf) are on the stage as well, if they were not incapacitated in Encounter 1; and placed in the crowd are the Shadowclaw agents Erimin (see Location B, below) and Alich (see Location C, below).

Developments: Dmitrian is stirring up the crowd with a spirited speech, after which he intends to send the irate mob off to find Rhysia Fairden. What follows is the entire speech the PCs may hear, if they choose to listen. If they interrupt the following scene, play it out, but try to get through the end of the scene, where the plot—finding Rhysia Fairden—is introduced. If need be, let Madra hold them back, insisting that they “need to hear how crazy the man really is” before interfering.

“Good people of Pantarn, we've suffered too long under this unnatural and unholy blight. Our leaders seem unable to stop it, and our prayers seem to fall on the ears of deaf gods. Something must be done!”

“The children these women bore were not natural things. They are unholy bastards whose births should be seen for the ill omen that they are! These are not merely demons. They can only be the spawn of Iuz himself! And these whores enticed him! They brought Iuz here with their wiles, and Old Wicked laid his poisoned seed in them, just as he did in our fields!”

A short, barrel-chested man steps forward then, his wide-eyed face pale. “Y's all true! She made a fool o' me! Brought shame down on me, just as her witch friend shamed poor Lorge Fairden.” He gestures to a tall, overweight man standing nearby, whose bald head hangs low in shame. As the crowd emits cries of sympathy, the two men then leave the stage shoulder in shoulder, distraught, and disappear into a nearby tavern, its sign declaring it the “Pon'd'nabb.”

Meanwhile, on stage, the blonde-haired man continues. “Look at them—shamed, cuckolded by their own, faithless wives. There can only be one punishment for these witches, these whores of Iuz. They must be cleansed with fire, so that the taint might be burned from their souls, and likewise from our fields!”

The crowd roars its agreement, several of them stomping their feet in anger.

“They must be punished for what they've brought upon our heads, before this blight—this plague—kills us all! But in order to burn Old Wicked from our fair city, and begin to undo the damage these witches have wrought, we need them both. Go! Find Rhysia Fairden, and bring her here, that she might pay for what she's done!”

The crowd's cheers become a roar of anger, and the blonde man's last words are lost in their cry. Immediately, the crowd begins to thin out as angry peasants storm the streets in search of Rhysia Fairden.

Caretia cowers on the floor during all this; if the PCs surrendered her child, she clutches it to her breast. Dmitrian points to her as he accuses her, turning the ire of the crowd fully upon her.

Once Dmitrian finishes the crowd begins to disperse, to conduct a violent and ill-guided search for Rhysia Fairden. This should spur the PCs to some sort of action if they have not been moved to help Madra and the women already. Madra will push them again if the PCs have yet to commit, producing her three wheatsheaves and begging the PCs to find Rhysia before the mob.

If the PCs attempt to start a fight at this point, or in any way confront Dmitrian, go to Encounter 8.

Locations: Pantarn's town square is a surprisingly large, dirt-filled square that serves, sometimes, as a makeshift, open-air market. The square is surrounded by private homes and businesses. Trees and bushes provide a modicum of shade. Important locations are described below.

A. The stage. This podium is made of spare wood and the bottom of a wheeled cart; the wheels have been removed, and the cart simply sits on the ground. It stands approximately 5 feet off of the ground, so falling from the stage will cause no damage. A small wooden stair hangs off of the right side of the stage; only one humanoid can ascend or descend them at a time. Dry brush has been packed around the stage's base, and two stakes lie behind it, along with a length of rope (to be erected at the appropriate time). The stage is designed for easy burning, when the time comes.

The cage Caretia languishes in is a simple wooden pen (once again, for easy burning) with a makeshift roof. Picking the lock is a simple DC 10 action, and any PC should be able to break through the thin, half-inch wooden bars in short order (DC 12). The problem with such action is that the cage is in full view of both those on the podium, and the crowd gathered before it, and any attempt to free Caretia without first quelling the mob will incite them to action (see Encounter 9).

Dmitrian will always be found here throughout the adventure, alternately rousing the crowd, insulting Caretia, or whispering with his cohorts about the state of the search.

B. The Fountain. In the center of the town square is a stonework fountain of dwarvish make. The figure of a griffon stands on the northern edge, water pouring from its mouth from an underground spring.

The Shadowclaw agent Erimin has taken up position here during the events in this Encounter, with orders to watch, and possibly follow, anyone who could expose the Shadowclaw or their plot (the PCs, for example). If the PCs speak up during this Encounter, or otherwise try to disrupt things, Erimin will go trail them (going *invisible* in Teirs Two and Three). He may also send Quijj, his rat familiar. Eventually Erimin reports back to Dmitrian on their activities, triggering the thug attack (Encounter 7). Otherwise, Erimin remains here throughout the adventure.

APL 2 (EL 2)

🐉 **Erimin**, male dwarf **Wizz**: hp 13; see Appendix.

APL 4 (EL 4)

🐉 **Erimin**, male dwarf **Wiz4**: hp 24; see Appendix.

APL 6 (EL 6)

🐉 **Erimin**, male dwarf **Wiz 6**: hp 38; see Appendix.

C. Temple to Trithereon. This small church houses a public temple to the god Trithereon, as well as two living rooms in the rear (a bedchamber and a kitchen area) for the lone priest who heads the temple.

Alich, a cleric of Iuz and one of the Shadowclaw agents, stands on the porch leading into this temple, watching the mob. Alich is dressed in the robes of a Trithereon priest, and will act the part of a Trithereon priest if approached. Alich's story (that he has been spreading for some weeks now) is that the head cleric of this temple, an old follower of Trithereon by the name of Turuko, has gone to Chendl to help with the blight. The truth is that Alich killed the old priest, delivering a *coup de grace* with a poisoned dagger while Turuko slept. Alich is an accomplished liar; his Bluff ranks are listed below.

Turoko's body was dumped in a shallow grave behind the temple, where it has remained undisturbed. PCs searching behind the temple, for whatever reason, find the fresh grave (DC 20) and the old priest's body inside, still robed in the garments of his order. The corpse is fresh, and a Heal check, DC 15, can determine that the priest has only been dead for about two weeks.

Alich's job is to stay near the Temple and to stay visible, so as to lend the proceedings some ecclesiastical authority. If the PCs press Alich about the justification for the burning, and he will play the consummate Trithereon priest—evil must be toppled, the wicked punished, and the common man must be allowed to mete

out his own justice, especially when the laws of the city would otherwise protect evil. These women were not guilty of breaking any civic law, but they are evil, and must be punished.

If the PCs request or try to purchase healing spells from Alich, he claims that he drained his spellcasting for the day that morning when the poisoned corpse was first brought to town; Alich claims to have tried both healing and divination spells on the corpse. His spellcasting, he claims, was ultimately fruitless, which is why the corpse was brought to the Boccabian monastery outside town. He quickly suggests that the PCs examine the corpse (as good an excuse as any, he surmises, to get some potential troublemakers out of the city for a time).

APL 2 (EL 2)

🐉 **Alich**, male human **Clr2** (Iuz): hp 16; Bluff +5; see Appendix.

APL 4 (EL 4)

🐉 **Alich**, male human **Clr4** (Iuz): hp 25; Bluff +7; see Appendix.

APL 6 (EL 6)

🐉 **Alich**, male human **Clr6** (Iuz): hp 35; Bluff +9; see Appendix.

D. The Pon'd'nabb. This small tavern is the favored drinking house of many local farmers ("Pon'd'nabb" is old Baklunish for "Weary Planter"). It is run by a gruff but serviceable half-elf named Talliun (male elf **Com2/Ftr2**). The interior of the Pon'd'nabb is dark and smoky; the floor is hardwood and the walls are covered in hunting trophies—furs and pelts, mounted heads, even a stuffed pike (hanging over the bar).

It is to the Pon'd'nabb that the two husbands retire after their emotional speech on the podium; they can be found here throughout the adventure. Encounters with them are detailed in Encounter 4.

ENCOUNTER 3: AUTHORITY FIGURES

An early recourse that PCs may choose is to seek out some authority figure to help quell the swelling mob. There are city guardsmen visible in the town square, who may prove a tempting target to the PCs. There are also two major temples near Pantarn, both boasting religious figureheads with enough civic presence to help quell the mob: the monastery of Boccob (detailed in Encounter 6), and the monastery of Rao (detailed below).

THE LAW

The Pantarn city guards stand by during Encounter 2, watching the scene; a few even cheer along. They are a bit

scared of the crowd, and more than a little bit supportive of it; so long as no fighting or public destruction occurs, and the only “victims” are the two women and their demon-children, the guards have no desire to step in. This is medieval justice, after all—the burning of a few “witches” will likely be a good thing, in their eyes.

If asked about the mayor, the guards merely shrug. The mayor, like every other major figure in Pantarn, is currently off in Littleberg, meeting with the Baron about the Blight. If pressed to do something, the guards suggest the PCs speak to their superior. One guardsman, annoyed, offers to take them down the street to the captain’s house. There they are introduced to Captain Hann Faintblade (male human Ftr3; Cha 12), a heavysset, balding man with a handlebar moustache and an ostentatious badge of office—gold-leafed wood studded with paste gems—on his jacket.

If questioned about the mob in the square, Faintblade’s response is immediate:

“There’s currently a body lying in the monastery down the way. A body covered with that white powder that’s blighting the crops—a body that was killed by it. I don’t want it there; I don’t want it anywhere near me. But I have to deal with it, as the magistrate in this town.

“You don’t understand; you’re not from around here. These people need something to blame. For all we know, they’re right! Have you seen the children? The little monsters they birthed? Have you seen the poor bugger in the monastery?”

“You ask me, they might just have tempted Old Wicked to our fair city, at that. And if they did, their deaths will be no loss to me.”

The monastery Faintblade refers to is the Monastery of Boccob, located on the outskirts of Pantarn and detailed in Encounter 6. If the PCs ask about the body, he will gruffly relate that the body was discovered in a field in the early morning, and suggest that if the PCs want to know more, they should go see it themselves.

Any PC who wants to convince Faintblade otherwise must role-play the encounter carefully. Any PC attempting to convince him must make a Diplomacy check at DC 30; PCs who specifically appeal to Faintblade’s oath to uphold the law, and point out that despite their supposed crimes the women have not been arrested or tried, gain a +2 to the check. PCs also gain a +2 on the check if they have found Turuko’s body and make mention of the murder.

If the PCs succeed Faintblade promises to put his men on the alert should any unpleasantness arise (see Encounter 10 for the benefits of this position). He will also promise to send out a small contingent (two men) to conduct a search for Rhysia Fairden. The contingent will be unsuccessful.

THE MONASTERY OF RAO

The monastery to Rao is located on the southern side of town. It is a walled-in villa with three floors and a heavy stone foundation, behind which is a one-story square building made almost entirely of stone; this rear building

is the library, while the front building houses the clerics who are cloistered there.

The influential Aubin Gyraisonne normally heads this monastery; unfortunately for the PCs, Gyraisonne, and many of his fellow clerics, are away consulting with the Baron Jemain of Littleberg. The best the PCs can manage, if they arrive at the monastery and state their case to the old monk minding the door when they arrive (hm Clc2), is an audience with the highest-ranking cleric in the monastery, Strunken Blanc (hm Clc5, Cha 10), a sallow and big-eyed man in clerical robes who is constantly wiping his nose with a dirty handkerchief. Strunken fears raising the ire of the crowd, because to do so may mean damage to the faith—or more specifically to the monastery, and its vast library, where many single copies of rare works are stored. As he is not the true head of the monastery, he chooses to remain neutral in the matter and cannot be persuaded to help (“What could we do, but bring their wrath down upon us?”); PC clerics of the order who try to persuade him otherwise are chastised (“Would you risk our vast storehouse of knowledge for two women? For two potential children of Old Wicked? I would not.”). Strunken is willing to cast spells for the PCs, at standard prices.

ENCOUNTER 4: THE CUCKOLDS

The husbands of the two accused women are both sad-faced, fearful individuals—fearful, because they are afraid the mob’s ire could soon turn on them. If the PCs do not speak to either man immediately after Encounter 2, they can be tracked down at the Pon’d’nabb, where they drown each other’s fears in drink.

Creatures: Gillard Yeomain (male human Com2; Cha 10) and Lorge Fairden (male human Com3; Cha 8) drink at the bar. Gillard is short and barrel-chested, with coarse brown hair and jowls. Lorge is a tall man, bald on top and sporting an ale gut beneath meaty shoulders.

They are desperate men. They both love their wives, but both of them fear the mob, and neither man can discount the potential truth of the stories the mob tells. If Iuz was not responsible for the cloven-hoofed children, they surmise, then they themselves can be the only other culprits, and neither man wants that sort of reputation.

Developments: Gillard Yeomain is the more cordial of the two men. If the PCs approach him openly, and make known their intentions to help, he will gladly talk. Gillard tells the PCs that he is upset, though he feels that Iuz likely bewitched his wife and that she is guilty of no conscious evil. He does not blame Rhysia Fairden, either, thinking that the two women—friends before the birth—were seduced together. He fears the mob too much to try to save Caretia, though the loss will pain him. There is little else he can tell the PCs.

Unlike Gillard, Lorge Fairden is angry at his wife, at the situation, and at any PC who comes asking about the whole mess. Of course, this means that Lorge is the most useful to the PCs, if they can convince him to talk. As

Rhysia's husband, he knows more about her whereabouts than even he might realize, and with the right role-playing he will tell them everything he can.

Getting this information from Lorge is a difficult task, as he really does not want to talk to anyone about it. Any PC may attempt a Diplomacy roll when they talk to Lorge, at a DC 24 due to his extreme orneriness; any PC who does not buy him a drink first suffers a -2 on the roll.

If the PC makes the roll, Lorge will reluctantly talk. He does not know where Rhysia is, and he does not care to know. His wife has made a fool of him, and he has lost many of his friends over the whole affair. If the PCs wish to find her, so be it; he wants nothing more to do with her, and will likely be removing her things from his house come the morning. He will likely, he says; return her belongings to her father.

If pressed for an idea, Lorge suggests looking at his house; perhaps, he surmises, she returned there to gather her things "afore runnin' off to parts unknown," but that clue as to her whereabouts might be found there (see Encounter 5). If asked about the location of Rhysia's father, he can give the PCs basic directions to the farm of Inno Wallop (see Encounter 9), though he insists that "she most likely ran off to the countryside, far away from here."

ENCOUNTER 5: RHYSIA'S HOME

Lorge Fairden will guide the PCs here if successfully approached in Encounter 4. Otherwise, the PCs can glean its location from the locals (Information Gathering, DC 12).

The home that Rhysia and Lorge Fairden share is a small, one story cottage attached to an equally small plot of farmland on the edge of town. A partially completed wooden fence surrounds the property, and a barn attached to a small chicken pen stands behind the house.

When the PCs arrive, they find the house in shambles. The front door has been broken in, and the insides tossed by mob members looking for Rhysia Fairden. The interior of the cottage is divided into two rooms: is the main room, which serves as both kitchen and dining area, and a small bedroom in the back. A small table and three wooden chairs have been tipped over, and a number of hanging pots near the well-used fireplace have been knocked from their hooks; two small kegs stand stacked atop one another in the corner, apparently undisturbed. The upper keg is taped; it contains some weak ale that Lorge brewed himself. A short ladder next to the barrels leads up to a small loft; the loft is empty. The rear room contains a simple wood frame bed with a straw-filled mattress; the bed has apparently been lifted and dropped again, as one of its four legs has been broken and the mattress sits askew.

If Lorge is with the PCs he laments the destruction to his home, muttering curses about both the mob and his wife, who brought this down upon his head. He tersely

asks the PCs to hurry up their search, as its obvious that Rhysia is not here.

Of the most use to the PCs is a small wooden shelf nailed to the wall, which appears to have been untouched by the invaders. Describe it with the room and let the PCs respond to it naturally, or allow one of the PCs to Spot it (DC 10) when they enter the room. The shelf contains a number of thin ledgers recording the financial status of Lorge's farm (it is not a very profitable venture); there is also a small devotional book filled with daily prayers to St. Cuthbert; and finally, the PCs will find Rhysia's diary here. If Lorge is present, he will allow them to flip through it (indeed, he'll be more concerned if they begin to examine his ledger books). If the PCs Take Twenty, enough time to skim through the journal (or make an Information Gathering roll, DC 20), give them Player Handouts 1, 2, and 3, significant passages about the demon-children, and about Rhysia's parents' farm.

If questioned, Lorge can and will tell the PCs about Rhysia's childhood home, the farm of Inno Wallop. He can also direct them to it, though he has no desire to take them there, repeating his earlier theory that "she likely ran off to parts unknown.". He knows far less about the woman mentioned in the diary, Sepria Roseleaf. He tells the PCs that the women were friends, and that he never liked Sepria ("she was too smart for her own good"). He does not know Sepria's current whereabouts.

If the PCs search the house or Lorge's farm for Rhysia, allow them to, but there is nothing to be found; Rhysia is not here.

ENCOUNTER 6: THE POISONED CORPSE

While it is not central to the adventure, the blighted corpse that initiated the mob could provide important clues to the blight sweeping Furyondy, and to the resolution of future scenarios.

Asking anyone in the town square will yield its location—laid out in the Boccobian Monastery, awaiting magical examination and last rites. No Gather Information roll is required.

The monastery of Boccob is a tall structure located just outside Pantarn proper, on the shores of the Att River. It is surrounded by an 8' tall stone wall enchanted against thieves; any attempts to climb the wall trigger a *grease* spell that coats the entire length of the wall, making climbing impossible, and sets off an *alarm* spell that alerts the monks of the attempt; 6 clerics (levels 1, 1, 2, 2, 4, and 5) come to investigate the *alarm*. If questioned they label the PCs thieves and tell them to be gone.

Entry to the monastery is gained via a large, wrought-iron gate that features the holy symbol of Boccob, a mystical eye enclosed in a pentagon, hung prominently at eye level. Whenever a visitor comes within 5' of the eye, a *magic mouth* spell speaks; the voice seems to come from the eye itself, and it recites the following poem:

*A little trick, nothing more,
will get you through these iron doors.
Or if you're faithful, just show me
the emblem of your piety.*

The rhyme is actually an instruction for gaining entry to the monastery. To gain access, an arcane spell or magical effect must be cast within the eye's "sight," a half-circle extending 10' from the center of the symbol. Even a cantrip will do, or the activated power of a magic item, so long as it is a manifestation of arcane magical power. Divine magic will not open the door, nor will the mere presence of arcane enchanted items. The other option is for a faithful member of the church of Boccob (i.e. a PC with at least one level of Cleric [Boccob]) to present a holy symbol to the eye. When either contingency is met the gate swings open, allowing the PCs to pass through.

Beyond the gates, a small path leads up to the strangely designed monastery; a tower-like structure crafted with magically shaped stone and faced with arcane symbols. A ten-foot tall symbol of Boccob is carved into the face of the tower, its giant iris made of stained glass.

Jonner Trimblin (hm Clc6/Wiz6), head of the monastery, meets the PCs at the door (the gate alerts members of approaching visitors). Jonner is a short, fat man of about forty years. He has gray at the temples and wears typically ostentatious robes of a cleric of Boccob. He speaks crisply, and will not abide being lied to. Jonner is very sympathetic to the plight of the women, and even offers to temporarily shelter Madra, Caretia Rhysia, or either of the children if they are present, so long as the PCs agree to take them to safer quarters soon. Jonner is not interested in interfering with the mob, however; the monastery is first and foremost a storehouse of arcane knowledge, and Boccob is a generally neutral and non-interfering deity. Jonner can also cast healing spells for the PCs should they need them, at standard costs; Jonner is currently the highest-level cleric in the monastery.

Jonner allows the PCs full access to the corpse, once they reveal their intentions (i.e. to either rescue the women or to stop the blight). The body was brought to the monastery that morning, in hopes that the clerics there might use their magic to learn if the poor soul truly did die of the blight. So far their divinations have been unsuccessful; they have tried a variety of minor divinations, though they have not yet attempted to *Speak with Dead* (no cleric had prepared the spell this day). The body is laid out in one of the monastery's lower chambers; the PCs are led there by Hobark, a minor cleric of the order (hm Clr1; Cha 10). Hobark has no useful information.

The body is a horrible sight. Dried and cracked flesh stretch over a tall bone frame, and a horrible grin has been fixed on the closed mouth of the victim. The hands of the corpse are clenched into claws. Most shocking, though, is the skin, which is covered in the fine white powder that the PCs have seen covering the fields of Furyondy; in fact, the powder seems to have grown *into* (or perhaps *out of*) the skin itself. The figure is dressed in simple farmers clothes.

If any PC has the ability to *Speak with Dead* (unlikely except at APL Three), they may learn a few tantalizing clues. The corpse is that of Parkin Goodplow (hm Com2; Cha 12; Will +1), a farmer from the Gold County. Parkin remembers falling ill several weeks before he died; the last week of his life is a feverish blur. If asked where he came from, Parkin will respond "Blackwell"; PCs with Knowledge (local) may make a skill check, DC 20, to recall that Blackwell was a small community in the Gold County that died out mysteriously some thirty years ago of an unnamed and unidentified plague. If pressed for the date of his death Parkin will plead ignorance (farmers do not need to keep track of official dates), though the right questioning will reveal that Parkin died before the Greyhawk Wars, and even before Prince Thrommel, the missing heir to the Furyonduan throne, disappeared.

Note: The body was actually raised as a zombie for a time, though one magically altered from the *Monster Manual* standard. It is unlikely that the PCs will have any means to discover this, though at the DM's discretion, under the right circumstances (and with the right spells) a PC may glean this information (consider the DC of such an insight at least 35).

If a PC conducts a thorough search of the corpse, either by performing an autopsy via a Heal check, or by making a Search roll, DC 15, they discover a small chunk of wood in the corpse's pocket. The wood is carved into a flat diamond, from the middle of which stares a crudely painted eye. Any PC with at least 1 rank in Knowledge (Religion) immediately recognizes it as the symbol of Incubulos, the Black Rider, god of plagues, sickness, famine, and drought.

This is the second piece of information that may help sway the mob (see Encounter 10).

ENCOUNTER 7: BACK-ALLEY CONFERENCE

The PCs may face this encounter at any time during their search for Rhysia Fairden. Good places to run it include right after the PCs leave the two husbands (Encounter 4), or leave Rhysia's home (Encounter 5), depending on the flow of the table.

As the PCs pass a nearby alleyway, have them make Spot checks, DC 18. If successful, the PCs see a small man, balding and thin, being bullied by two of the mob ringleaders,

Creatures: The two bullies are Rezius and Grantuz, whom the PCs will recognize from Encounter 1. The small man is Bessed (male human Com2; hp 7; if need be, use the Peasant stats from Encounter 1) a local farmer who has been bullied into helping the Shadowclaw in return for a large supply of uncontaminated foodstuffs and a keg of ale. He has not done anything evil, up to this point; he has simply been a vocal supporter of Dmitrian, helping to

keep the crowd angry and focused on the persecution of the women and their babies.

APL 2 (EL 4)

➤ Grantuz, male half-orc Brb2: hp 23; see Appendix.

➤ Rezius, half-elf male Rog2: hp 12; see Appendix.

APL 4 (EL 6)

➤ Grantuz, male half-orc Brb4: hp 39; see Appendix.

➤ Rezius, half-elf male Rog4: hp 22; see Appendix.

APL 6 (EL 8)

➤ Grantuz, male half-orc Brb6: hp 56; see Appendix.

➤ Rezius, half-elf male Rog6: hp 31; see Appendix.

Tactics: If forced into a fight here, Rezius and Grantuz attempt to flee if they are outnumbered; if only a single PC or a pair of PCs are present, Grantuz fights while Rezius escapes; as the alleyway is only 8 feet wide, Grantuz can position himself so that no one can slip past him to chase Rezius without inviting an attack of opportunity. Besed will not fight unless forced to defend himself; instead, he will cower in the alleyway until any fighting is over.

Developments: If the PCs listen in without interfering, they hear the following exchange:

"Look you," says the half-orc, leaning close, "We paid you to help us out, so help!"

"I don't know nothin'!" the bald man yelps, wringing his peasant hat in his hands. "I swear I don't! She weren't a regular around here. She always stayed with her husband, on their farm, an' we already looked there! She wasn't anywhere near there!"

"You'd best be tellin' the truth." The half-orc reaches into a pocket, and puts a sheridan into the small man's hands. "And keep that crowd riled up; we want 'em good and angry when it comes time for the burning."

Any PC stopping at the alley mouth must make a Hide check to avoid being spotted, though the two are so intent on their bullying that they suffer -4 to their Spot rolls. Smart PCs will hang back, and let Rezius and Grantuz walk away.

If the PCs confront Besed, either after the two leave or after any combat, allow them an Intimidate roll against Besed's Charisma (at +2, since Besed is something of a coward). If successfully Intimidated, Besed will tell them the following tale:

"Well, that bloke, Rezius, and the half-orc, they've been in town for a few weeks now, doin' odd jobs on the nearby farms. They hang out at the taverns at night, getting drunk and talkin' up the blight. Well, they started giving me a few coin, see, to start

talking about the women 'n the babies. Not to say anything false, y'see? Just to talk about them, and start asking people if they weren't a sign of evil.

"It didn't seem like a big deal. I mean, for all I knew, they were right! An' everyone was talkin' about them, anyway. I just had to egg 'em on. In return, they've been giving me coin, and sometimes good food from the caravans. All I've had to do is keep talkin', and cheerin' today in the town square. There's nothing illegal about talkin'! I ain't done nothing wrong!"

Besed will ask the PCs if he may leave after delivering his piece, certain that he is within his rights (which he is). If further restrained, he calls for the guards, who require the PCs to leave him alone.

ENCOUNTER 8: SCARE TACTICS

If the PCs made themselves a thorn in the Shadowclaw's side, in Encounter 1, 2 or 7, Dmitriyan pays off a number of dumb young toughs, local farmers who are also militia members, to "lean" on the PCs. This can take place at any convenient point in the scenario, at the DM's discretion.

Creatures: As the continue through the town, they find their way blocked by a number of young, rough men, some twenty feet up the road. The youths are all dressed like locals, and all of them have the heavy tans of field laborers. They grin at the PCs malevolently.

"zat them?" asks one, looking toward a particularly brutish man in the center.

"Yup," the brutish man responds, and they start toward the party.

APL 2 (EL 5)

Thugs, male human Com1/War1 (5): CR 1; Medium-size humanoids (human); HD 1d4+1d8+7; hp 17, 17, 16, 14, 14; Init +0; Spd 30 ft.; AC 11 (touch AC 11, flat-footed 10); Atk +3 melee (1d3+2 subdual, fist); AL NE; SV Fort +6, Ref +0, Will -1; Str 15, Dex 12, Con 15, Int 8, Wis 8, Cha 7; Height approx. 6 ft.

Skills and Feats: Climb +4, Profession (farmer) +4, Swim +4; Great Fortitude, Toughness.

APL 4 (EL 7)

Thugs, male human Com2/War2 (4): CR 3; Medium-size humanoids (human); HD 2d4+2d8+11; hp 31, 29, 29, 28, 27, 24; Init +4; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +6 melee (1d3+3 subdual, fist); AL NE; SV Fort +7, Ref +1, Will -1; Str 16, Dex 12, Con 15, Int 8, Wis 8, Cha 7; Height approx. 6 ft.

Skills and Feats: Climb +5, Jump +4, Profession (farmer) +5, Swim +4; Great Fortitude, Improved Initiative, Toughness.

APL THREE (EL 9)

Thugs, male human Com3/War3 (4): CR 5; Medium-size humanoid (human); HD 3d4+3d8+13; hp 42, 40, 40, 38, 36, 34, 34; Init +4; Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atk +8 melee (1d6+3, short sword) or +7 melee (1d4+3, dagger); AL NE; SV Fort +10, Ref +2, Will +1; Str 16, Dex 12, Con 16, Int 08, Wis 08, Cha 07 Height approx. 6 ft.

Skills and Feats: Climb +7, Jump +6, Profession (farmer) +7, Swim +6; Great Fortitude, Improved Initiative, Toughness, Weapon Focus (short sword).

Tactics: These NPCs may look tough, but the DM should keep in mind (though, perhaps, not warning the PCs) that half their levels are in Commoner, and that *all* of their levels are in the weaker NPC classes.

In tiers one and two, the young thugs will simply attempt to pummel the party with fists until the PCs fall from subdual damage; if they succeed, they will loot the PCs of any coin, gems, or jewelry (including magical brooches or rings), and leave the PCs unconscious in an alleyway, their “message” delivered. In tier three, the thugs attack with their short swords (standard issue swords for the local militia, and of only passable quality), and will be attacking to kill; if they fell the PCs, they will, once again, loot the bodies and leave them lying in an alleyway.

The PCs may realize that these are local thugs, and farmers, and that, therefore, they should avoid killing them. There are spectators, and if the PCs (strangers to the town) kill the young thugs (known locals), the guardsmen will want to question them (the guards arrive within two minutes of the fight starting). While no formal charges will be brought against the PCs (the thugs did attack first), killing the local youths may hurt the PCs’ chances to later sway the mob in their favor (see Encounter 10).

ENCOUNTER 9: RHYSIA

If the PCs have found Rhysia’s journal (Encounter 5), they will likely end up here.

The Wallop farm is a moderate tract of land about two miles from Pantarn (nearly an hour’s walk, half that on horseback), near a dry riverbed that sometimes floods in the spring. A well-traveled dirt road leads to the farm, past fields of various vegetables, all coated with the blight. A white farmhouse can be seen in the near distance, along with a large wood-and-brick barn.

Creatures: As the PCs approach, they see three men trying to upright a large haywain on the side of the road; one of the men is lifting with only one arm, as his other arm sports a large, bloody gash. All three of the men are tall and muscular; one of them (the shortest and most heavysset) looks to be middle-aged, while the other two are youths in their late teens. A nearby fence has been broken, with several snapped timbers along a fifteen-foot

stretch. A large dog sniffs the ground around the haywain.

The smallest and oldest of the three men is Rhysia’s father, Inno. Inno has sworn to protect his daughter and he has enlisted the help of his two sons, Phranz and Hannas (the injured one), as well as his hunting hound, Fang. The four of them have just chased off a small contingent of the mob who had come looking for Rhysia; it was the mob who tipped the haywain, broke the fencing, and cut Hannes’ shoulder. They are extremely hostile right now, and the PCs will feel their ire when they approach.

“What do you lot want!” shouts the man in the lead, waving a greatsword with one hand. “We don’t want no trouble here!”

➤ **Inno Wallop, male human Ftr4:** CR 4; Medium-size humanoid (human); HD 4d10+8; hp 34; Init +5; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +7 melee (1d3+3, fist); AL CG; SV Fort +8, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 12; Height 6 ft. 2 in.

Skills and Feats: Climb +10, Jump +10, Cleave, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

➤ **Hannas Wallop, male human War2:** CR 2; Medium-size humanoid (human); HD 2d8+7; hp 12 (normally 17); Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d3+3, fist); AL CG; SV Fort +5, Ref +2, Will +0; Str 17, Dex 14, Con 15, Int 8, Wis 10, Cha 8; Height 6 ft. 6 in.

Skills and Feats: Handle Animal +4, Power Attack, Toughness.

➤ **Phranz Wallop, male human War2:** CR 2; Medium-size humanoid (human); HD 2d8+7; hp 16; Init +2; Spd 30; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d3+3, fist); AL CG; SV Fort +5, Ref +3, Will -1; Str 17, Dex 14, Con 15, Int 8, Wis 8, Cha 12; Height 6 ft. 5 in.

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

➤ **Fang, dog:** hp 7; see *Monster Manual* page 195.

Tactics: Inno is ready for a fight, and will engage the PCs unless they work quickly to earn his ear. A successful Diplomacy check by any PC, at -2 due to Inno’s hostility, will convince him their intentions are sincere—provided they are telling the truth. If the PCs try to lie, or otherwise hide their intentions, the roll becomes a Bluff check, and the PCs suffer a -4 to the roll (Inno is expecting them to lie). The DM should require the players to role-play these encounters, and lessen (or worsen) the penalties based on the PC’s interaction.

PCs may also earn Inno’s trust by healing Hannes’ wound (even a *cure minor wounds* will staunch the bleeding and begin to seal the wound); they may also earn Inno’s trust by helping him with the damage the mob caused. Performing either act (or both) will eliminate the penalty to a Diplomacy check, and drop the penalty for a Bluff to -2.

Developments: Inno reveals to the PCs, if they earn his trust, that a group of angry peasants recently visited his home, looking for Rhysia. They were able to drive the mob off, but not before the angry locals caused some property damage, nor before Hannes could be injured in a brief altercation (“Yer should see the other guy,” Inno laughs).

Inno will demand to know the PC’s names, and their reasons for being here. He listens to their account, and then judges for himself if they are sincere. If the PCs roleplay an honest and open meeting, they win his trust.

Inno leads the PCs to the barn—the very barn Rhysia mentioned in her journal. Inno leaves the PCs outside the barn door, along with his two sons. A minute later, he reappears; with him are Rhysia, and her child Sammel.

Rhysia is a beautiful woman with sharp, angular features and a head of long, curly black hair. Straw and dust cling to her hair and clothes, and to the blanket in which she has wrapped young Sammel. Sammel is black-haired, like his mother, and he suffers from the same condition as Caretia’s boy—wry, fur-covered lower legs that end in cloven hooves.

If asked about her child, the diary, or Sepria Roseleaf, Rhysia is evasive. It will take a Diplomacy check, DC 25, to get any information out of her. If successful, Rhysia tells the PCs the following tale:

“Sepria was a childhood friend. She was always a troubled child, and I took pride in befriending her, because she never had many friends. The other kids found her strange. She was, I suppose, but I was able to look past all that.

“As we grew older, we grew apart. I married, settled down; Sepria was never interested in such a life. Instead, she began to study, first at the Boccobian monastery, and then elsewhere, further abroad. She would disappear from my life for months at a time, only to appear again, a little darker, a little coyer about where she’d been and what she’d been doing. But always, she seemed ... more powerful. Less happy, less friendly, then she had before, but her powers seemed to grow.

“One day last winter, just before Needfest, I decided to try to save her. I took Caretia with me because ... well, because I was afraid. Terrified even. Sepria was no longer the lonely girl I once knew, and I felt better with someone else to lean on.

“I went to Sepria’s home and knocked; there was no answer to the door, but it was unlocked, so I went inside. Sepria was in the cellar, naked, chanting. There were symbols on the ground like I’ve never seen, and hope never to see again. They glowed—and they moved!—and Sepria was dancing between them.

“I called out her name, and she stopped, startled; the symbols flared, then faded, and she got angry. She began shouting about preparations and spell components, and swore that we would pay for what we had done.

“What we had done ... I didn’t mean to do anything! But I think that our children, poor Sammel and Yon, bear the marks of our punishment, and our husbands the shame of my interference. I shouldn’t have cared so much; I shouldn’t have tried to save her ...”

Rhysia will not leave her farm if it means returning to the town, though she can be convinced to return to the monastery of Boccob (which the PCs can reach by circumventing the town). Rhysia is adamant about not going back into town; much as she frets about the life of Caretia Yeomain, she does not want to risk death at the hands of the crowd.

Once Rhysia has finished telling her tale, or once the PCs fail the Diplomacy roll, she asks the PCs for help. She tells the PCs that she knows of a place where she, Caretia, and the two children would be safe. She delivers the following speech:

“I know of a safe haven, a place where they could not find us, or the children. I have an uncle, my mother’s brother, who is a druid. I have written to him of the children, and he is interested in helping, but with the blight bandit attacks have increased along the roads, and I did not want to travel alone. If you accompanied me there, Uncle Agobin would surely reward you. But first, you must save Caretia! It is my fault this has happened to her, and if they kill her, I would surely die of guilt.”

Inno knows of Agobin, and approves of sending Rhysia and Sammel there, but he cannot abandon the farm to make the weeklong journey north. He eagerly supports the idea of the PCs taking Rhysia there, insisting that Agobin is well-off and would surely reward the PCs. Inno is unconcerned about Caretia, as he does not know the girl that well.

PCs may also approach the farm stealthily, and they may find Rhysia alone. If any PC enters the barn without Inno Wallop, Rhysia shouts loudly and attempts to flee. If stopped, she produces a knife from her belt, and stabs wildly at the PCs, shouting the whole time until her father and brothers come running.

Rhysia Fairden, female human Com1: Medium-size humanoid (human); HD 1d6; hp 5; Init +1; Atks –1 melee (1d4–1, dagger); AL NG; SV Fort +0. Ref +1, Will +0; Str 9, Dex 12, Con 10, Int 11, Wis 11, Cha 14; Height 5 ft. 3 in.

Skills and Feats: Craft (weaving) +4, Ride +5; Alertness, Iron Will.

ENCOUNTER 10: FACING THE SHADOWCLAW

At some point in the adventure, the PCs are going to face down Dmitrian and his gang. The circumstances of any encounter will be up, in part, to the DM. Dmitrian will remain near the platform throughout the adventure. Dmitrian will try to remain visible, unless somehow lured away—any attempt to do so must include a successful Bluff check, as Dmitrian is very set in his mission.

Grantuz and Rezius will usually be within earshot (unless the PCs plan otherwise), and will come running at the sound of any struggle, combat, or hue and cry from the mob, arriving in 1d4 rounds.

So long as the crowd is on Dmitrian's side, he will not expose his true purpose, or attack the PCs. Instead, he will turn the ire of the mob on the party.

Creatures: The important factor in this combat will be the mob. Dmitrian has a firm control of the mob, and unless the PCs have some way to erode or neutralize that hold, Dmitrian will label them "Wicked's Minions" at the first sign of trouble and turn the mob upon them. There will always be a number of angry villagers in the square; their numbers double if trouble starts in Encounter 2. They will turn on the PCs and begin by throwing stones and bricks, while a few will step forward, swinging fists in an attempt to subdue the PCs.

APL 2 (EL 7)

➤ **Dmitrian, male human Rog2/Sor1:** hp 13; see appendix.

➤ **Grantuz, male half-orc Brb2:** hp 23; see appendix.

➤ **Rezius, half-elf male Rog2:** hp 12; see appendix.

➤ **Alich, male human Clr2 (Iuz):** hp 16; see appendix.

➤ **Erimin, male dwarf Wiz2:** hp 13; see appendix.

➤ **Peasants, human Com1 (13):** hp 7, 7, 7, 6, 6, 6, 6, 5, 5, 5, 5; see Appendix.

APL 4 (EL 9)

➤ **Dmitrian, male human Rog3/Sor2:** hp 19; see appendix.

➤ **Grantuz, male half-orc Brb4:** hp 39; see appendix.

➤ **Rezius, male half-elf Rog4:** hp 22; see appendix.

➤ **Alich, male human Clr4 (Iuz):** hp 25; see appendix.

➤ **Erimin, male dwarf Wiz4:** hp 24; see appendix.

➤ **Peasants, humans Com2 (15):** hp 11, 11, 11, 11, 10, 10, 10, 10, 9, 9, 9, 8, 8, 8; see Appendix.

APL 6 (EL 11)

➤ **Dmitrian, male human Rog4/Sor4:** hp 27; see appendix.

➤ **Grantuz, male half-orc Brb6:** hp 56; see appendix.

➤ **Rezius, male half-elf Rog6:** hp 31; see appendix.

Alich, male human Clr6 (Iuz): hp 35; see appendix.

➤ **Erimin, male dwarf Wiz6:** hp 38; see appendix.

➤ **Peasants, humans Com3 (20):** hp 16, 15, 15, 14, 14, 14, 14, 14, 14, 13, 13, 13, 13, 13, 12, 12, 12, 12, 11, 11; see Appendix.

Any PC may sway the mob in their favor with a Diplomacy attempt, as they try to expose Dmitrian and diffuse the crowd's ire. If Dmitrian is nearby (and he will likely be), he will attempt to stir the crowd even as the PC speaks, and the Diplomacy roll becomes opposed, to Dmitrian's Bluff; as the crowd is already on Dmitrian's side, and he has a number of paid "cheerleaders" (see Encounter 7), he earns an extra +2 to his attempt, in addition to his standard Bluff ranks. If for some reason Dmitrian is not there, roll as if he were (as the crowd is already on his side), but eliminate the extra bonus to the roll.

Have the PCs role-play this attempt, for there are several things that may help the PCs here:

- The discovery of the body of Turuko, the Trithereon priest (Encounter 2).
- The expanded presence of the town guard (garnered by convincing Hann Faintblade to do his duty in Encounter 3).
- Rhysia's story (either from her journal, Encounter 4, or from Rhysia herself, Encounter 9).
- The symbol of Incabulos found on the poisoned corpse (Encounter 6).
- Any symbol of Iuz carried by any of the Shadowclaw agents.

The presentation of any of these objects during the attempt to sway the mob bolster's the PC's skill roll by +2 per item, or a possible total of +10.

If the PCs killed any of the thugs in Encounter 8, then any bonus they earn from presenting the above items is halved (thus limiting the total bonus to +5), because word of the killings—and the perpetrators—has gotten around.

Ultimately, the PCs get *one attempt* to sway the mob, for if they fail Dmitrian will incite them to attack. If the PCs flee they may get a second chance later, provided they uncover more evidence (they no longer gain the bonuses for old evidence). If they are successful on a single check, they reduce the number of peasants who attack by 2d4, plus the Charisma modifier of the PC who made the roll. The nature of this encounter is such that the PCs cannot totally eliminate the mob.

When Dmitrian incites the mob, the Shadowclaw agents attack. The stats for every member of the Shadowclaw can be found in Appendix A, along with a few suggested tactics they might use in combat. Some more are offered below.

The Shadowclaw prefer to face the PCs as a group, in the Town Square, with the mob on their side. Unless tricked or trapped, no single Shadowclaw agent engages the PCs in a fight, unless the numbers are even. During combat they make use of the mob, taking up flanking positions and otherwise letting the commoners get in the PC's way.

In combat, Dmitrian's first thoughts are of escape. His agents are all fanatical, and will fight to the death; Dmitrian lets them close combat first, and backs them from a distance using his spells and his short bow, attempting to escape if the tide of battle turns.

Run the Shadowclaw as a standard combat, but keep in mind the abilities of the Shadowclaw agents. They are designed to be a reflection of the PCs themselves—a party of “adventurers” featuring skills, feats, and levels appropriate to the APL the PCs are playing in. While Grantuz, the half-orc, may rush in to fight, Rezius' first instinct is going to be to seek a flank, while both Erminin and Alichy attempt to incapacitate the PCs with magic.

CONCLUSION

The best result is that the PCs save both Rhysia and Caretia, along with their children, and expose Dmitrian and his cronies as agents of Iuz, perhaps killing them in the process. If this happens, the people of the town are shamefaced—to have been duped by the Shadowclaw, in Furyondy's hour of need! If either woman was killed, their shame is doubly so. This does not necessarily apply to the children, however; the townspeople are not willing to ignore Yon or Sammel. The appearance of such children still strikes a deep, superstitious chord in the community. They still see Rhysia and Caretia as cursed women, their presence part of the blight that grips the crops. They will not let them stay in Pantarn.

Rhysia and Caretia are both eager to travel north to Agobin the druid, who lives in Kalinstren. The road, despite rumors of bandit attacks, is uneventful. Agobin's home is a small, heavily forested estate. Agobin himself is a tall and stately older man with a pleasant demeanor. He greets Rhysia happily, and even nods approvingly at the children, despite their deformities. The PCs are given dinner, rooms for the night, and, the next day, a coin bag with 350 gp, a reward for helping Agobin's favorite niece and seeing her safely to his care.

If the PCs fail in their mission, their future is bleak. Captured PCs are burned at the stake along with Caretia and/or Rhysia, labeled “Wicked's Minions” and blamed for the blight. The PCs are dead, and cannot be played in future LIVING GREYHAWK scenarios without being *resurrected*. Dmitrian moves on to spread havoc elsewhere in Furyondy.

Regardless of the outcome, the nature of Sammel and Yon, as well as the ultimate fates of Rhysia Fairden, Caretia Yeomain, and Sepria Roseleaf, will be dealt with in future adventures.

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 One	
Saving both Madra and Billit	20 xp
Encounter Five	
Discovering Rhysia's diary	20 xp
Encounter Six	
Examining the corpse	10 xp
Encounter Seven	
Talking to Bessed	10 xp
Encounter Eight	
Defeating thugs	40 xp
Encounter Nine	
Finding Rhysia Fairden	50 xp
Encounter Ten	
Defeating the Shadowclaw	300 xp
Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	500 xp

TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the

player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items 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 which it later finds unreasonable but which were allowed at the time.

Encounter Six

- **Symbol of Incabulos (0 gp, ½ lb., painted wood on leather string, unique):** Found on a corpse apparently killed by the white powder blighting Furryondy's crops. This is the symbol of Incabulos, the evil god of plague and famine: a yellowed, diseased eye, contained within a flat diamond. It emits a faint magical aura, though no immediate effect can be discovered. It does not radiate evil.
This item cannot be sold, though it can be traded.

Encounter Ten

- 2 short swords (can be sold for 5 gp each)
- 1 short bow (can be sold for 15 gp)
- 1 suit chainmail (can be sold for 75 gp)
- 1 suit scale mail (can be sold for 25 gp)
- 1 suit leather armor (can be sold for 5 gp)
- 1 greatclub (can be sold for 2 gp)
- 3 light crossbows (can be sold for 17 gp each)
- 1 morningstar (can be sold for 4 gp)
- 1 quarterstaff
- 200 gp, looted from the bodies of the Shadowclaw agents; remove 50 gp from this total for each Shadowclaw member that escapes.

Conclusion

- 350 gp, reward for safely escorting Rhysia Fairden to A

Total Treasure: 928 gp

APPENDIX A: VILLAINS

The PCs have one advantage over the Shadowclaw agents: in order to fit into the crowd of farmers and peasants, they are only minimally armed, and nearly unarmored. They know this, and if confronted, they will use all the skills and feats at their disposal to their advantage. In short: this should not be a simple, confrontational fight—play these NPCs with some venom.

APL 2

➤ **Peasants, human Com1 (13):** Medium-size humanoids (human); HD 2d4+4; hp 7, 7, 7, 6, 6, 6, 6, 5, 5, 5, 5; Spd 30 ft.; Init +4; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d6+1, club) or +1 melee (1d3+1, fist); AL N; SV Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; Height approx. 5 ft. 6 in. each.

Skills and Feats: Craft (various) +4, Handle Animal +4; Improved Initiative, Toughness.

These are residents of the town of Pantarn, frightened villagers who have been roused by Dmitrian into an angry mob. In battle they swarm the PCs, either beating on them with clubs and fists, or grappling with the PCs to drag them down so they can pummel the PCs into submission. Killing peasants will not scare the other combatants away; the remaining peasants will simply be convinced of the PCs evil natures, and redouble their efforts to subdue them.

➤ **Dmitrian, male human Rog2/Sorr1:** Medium-size humanoid (human); HD 2d6+1d4; hp 13; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d6, shortsword) or +4 ranged (short bow); SA Rogue sneak attack +1d6; SD Evasion; AL NE; SV Fort +0, Ref +8*, Will +3; Str 11, Dex 17, Con 10, Int 11, Wis 12, Cha 17; Height 5 ft. 7 in.

Skills and Feats: Bluff +7, Concentration +2, Climb +4, Disable Device +5, Hide +8, Listen +5, Move Silently +8, Open Lock +7, Pick Pocket +7, Search +5, Spot +5; Point Blank Shot, Precise Shot, Weapon Focus (shortbow).

Spells Known (5/4; base DC 13 + spell level): o—daze, detect magic, flare, resistance; 1st—sleep, true strike.

Equipment: Shortsword, short bow, 10 arrows, symbol of Iuz.

➤ **Srut, weasel familiar:** Tiny magical beast; HD 1; hp 6; Init +2; Spd 20 ft., climb 20 ft.; AC 15 (touch 12, flat-footed 13); Atk +4 melee (1d3-4, bite); SA Attach; SQ scent, grant +2 Ref save, grant alertness, share spells, empathic link; AL CE; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5; Length 12 in.

Skills and Feats: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4; Improved Evasion, Weapon Finesse (Bite).

Attach (Ex): After Srut successfully bites, it remains attached to the enemy and automatically deal

bite damage each round. It loses Dex bonus to AC when attached.

Dmitrian simply oozes charisma and self-assuredness. He is a definite leader, and were he not evil he would likely be a respected leader of men. He is a man of athletic build, with sandy blonde hair and blue eyes; he would be attractive, except for the leather patch he wears over his left eye, and the awkward bend of his nose, which has been broken sometime in the past.

Suggested tactics: Casts *sleep* on PCs with poor Will saves (fighters, barbarians, rogues, etc); alternately, he casts *true strike* and fires arrows until engaged (note that Dmitrian has both Point Blank Shot and Precise Shot).

➤ **Grantuz, male half-orc Brb2:** Medium-size humanoid (orc); HD 2d12+2; hp 23; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15); Atk +5 melee (1d10+2, greatclub); SA Barbarian rage 1/day; SD Uncanny dodge (Dex bonus to AC); AL CE; SV Fort +5, Ref +2, Will +1; Str 15, Dex 14, Con 15, Int 07, Wis 12, Cha 07; Height 6 ft. 2 in.

Skills and Feats: Climb +4, Jump +4, Listen +6, Wilderness Lore +6; Power Attack.

Possessions: Chainmail, greatclub, symbol of Iuz.

Grantuz is big, slow-witted half-orc with very little to say—and very little of what he does say is nice. Grantuz is a barbarian from the Kazgund tribes in the North of the Flanaess, though he has spent enough time in the Lands of Iuz (and in the company of Rezius) to have picked up a semblance of civilized living.

Suggested Tactics: Grantuz doesn't use tactics. He attacks if combat initiates, drawing his greatsword and charging at the nearest PC.

Important Note: If any PC is wearing **Kazgund Leadership Armor** (obtained [certed] in the module *FUR1-04 Not All It's Crooked Up To Be*), Grantuz recognizes it immediately. In combat, Grantuz will focus solely on that PC, *raging* against the PC the first round.

➤ **Rezuis, male half-elf Rog2:** Medium-size humanoid (elf); HD 2d6+2; hp 12; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); SA Rogue sneak attack +1d6; SD Rogue evasion; AL CE; SV Fort +1, Ref +6, Will +0; Str 11, Dex 16, Con 12, Int 12, Wis 10, Cha 8; Height 5 ft. 5 in.

Skills and Feats: Bluff +6, Disable Device +7, Disguise +4, Escape Artist +6, Gather Information +1, Hide +8, Innuendo +4, Intimidate +4, Move Silently +8, Open Lock +4, Pick Pocket +7; Dodge.

Rezius is a small, dirty man with the attitude of a bully and the slyness of a rat. He talks good trash, but he doesn't often act on his threats, preferring instead to sic the tougher (and easily controlled) Grantuz on an enemy.

Suggested Tactics: In combat, Rezius attempts to feint (see Bluff skill description, *Player's Handbook* page 64). If successful, Rezius gets to make a sneak attack, inflicting his extra d6 damage to his opponent.

➤ **Alich, male human Clr2:** Medium-size humanoid (human); HD 2d8; hp 16; Init +5; Spd. 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d8+1, *masterwork morningstar*) or +2 ranged (1d8, light crossbow); SA Rebuke undead; AL CE; SV Fort +3, Ref +1 Will +8; Str 13, Dex 13, Con 10, Int 14, Wis 16, Cha 10; Height 5 ft. 7 in.

Skills and Feats: Bluff +5, Concentration +5, Disguise +6, Spellcraft +7; Improved Initiative, Iron Will.

Spells Prepared (4/1+1; base DC 13 + spell level): o—*detect magic, guidance, inflict minor wounds, resistance*; 1st—*bane, doom, protection from good*, summon monster I*.

*Domain spell; *Deity:* Iuz; *Domains:* [Evil (cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills)].

Possessions: 12 bolts; Trithereon holy symbol; Iuz holy symbol.

Alich arrived at the church of Trithereon a month ago, and pledged himself to that god (under false pretenses, of course).

Suggested tactics: Protects himself in round one, and then casts *bane* and *doom* on PCs before entering combat.

➤ **Erimin, male dwarf Wizz:** Medium-size humanoid (dwarf); HD 2d4+7; hp 13; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d6+2, quarterstaff) or +3 ranged (1d8/10-20, light crossbow); AL CE; SV Fort +0, Ref +2, Will +3; Str 14, Dex 14, Con 15, Int 16, Wis 10, Cha 08; Height 4 ft.

Skills and Feats: Concentration +7, Hide (cc) +5, Knowledge (arcana) +8, Knowledge (the planes) +7, Spellcraft +8; Alertness, Scribe Scroll, Toughness.

Spells Prepared (4/3; base DC 13 + spell level): o—*detect magic, flare, ghost sound, mage hand*; 1st—*color spray, magic missile, magic weapon*.

Possessions: Robes, dagger, symbol of Iuz.

➤ **Quijj, rat familiar:** Tiny magical beast; HD 1; hp 8; Init +2; Spd 15 ft., climb 15 ft.; AC 15; Atk +4 melee (1d3-4, bite); SQ Scent, grant +2 Fort save, grant Alertness, share spells, empathic link; AL CE; SV Fort

+2, Ref +4, Will +3; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2; Length 4 in.

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite).

Suggested Tactics: Erimin uses his spells as he sees fit, usually casting *magic missile* on an obvious spellcaster the first or second round, holding his action to hit the caster as he/she casts.

APL 4

➤ **Peasants, human Com2 (15):** Medium-size humanoids (human); HD 2d4+5; hp 11, 11, 11, 11, 10, 10, 10, 10, 9, 9, 9, 8, 8, 8; Spd 30 ft.; Init +4; AC 10 (touch 10, flat-footed 10); Atk +2 melee (1d6+1, club) or +2 ranged (1d3+1, thrown stones); AL N; SV Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; Height approx. 5 ft. 6 in. each.

Skills and Feats: Craft (various) +5, Handle Animal +5; Improved Initiative, Toughness.

These are residents of the town of Pantarn, frightened villagers who have been roused by Dmitrian into an angry mob. In battle they swarm the PCs, either beating on them with clubs and fists, or grappling with the PCs to drag them down so they can pummel the PCs into submission. Killing peasants will not scare the other combatants away; the remaining peasants will simply be convinced of the PCs evil natures, and redouble their efforts to subdue them.

➤ **Dmitrian, male human Rog3/Sor2:** CR 5; Medium-size humanoid (human); HD 3d6+2d4; hp 19; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +3 melee (1d6/19-20, shortsword) or +8 ranged (1d8/x3, short bow); SA Rogue sneak attack +2d6; SD Evasion, Uncanny Dodge (Dex bonus to AC); AL NE; SV Fort +1, Ref +9, Will +5; Str 11, Dex 18, Con 10, Int 11, Wis 12, Cha 17; Height 5 ft. 7 in.

Skills and Feats: Bluff +8, Concentration +5, Climb +6, Disable Device +6, Hide +8, Listen +5, Move Silently +9, Open Lock +8, Pick Pocket +8, Search +6, Spot +6; Point Blank Shot, Precise Shot, Weapon Focus (shortbow).

Spells Known (6/5; base DC 13 + spell level): o—*daze, detect magic, flare, read magic, resistance*; 1st—*mage armor, true strike*.

Equipment: Shortsword, short bow, 10 arrows, holy symbol of Iuz.

➤ **Srut, weasel familiar:** Tiny magical beast; HD 1; hp 6; Init +2; Spd 20 ft., climb 20 ft.; AC 15 (touch 12, flat-footed 13); Atk +4 melee (1d3-4, bite); SA Attach; SQ scent, grant +2 Ref save, grant alertness, share spells, empathic link; AL CE; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5; Length 12 in.

Skills and Feats: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4; Improved Evasion, Weapon Finesse (Bite).

Attach (Ex): After Srut successfully bites, it remains attached to the enemy and automatically deal bite damage each round. It loses Dex bonus to AC when attached.

Dmitrian simply oozes charisma and self-assuredness. He is a definite leader, and were he not evil he would likely be a respected leader of men. He is a man of athletic build, with sandy blonde hair and blue eyes; he would be attractive, except for the leather patch he wears over his left eye, and the awkward bend of his nose, which has been broken sometime in the past.

Suggested tactics: Casts *sleep* on PCs with poor Will saves (fighters, barbarians, rogues, etc); alternately, he casts *true strike* and fires arrows until engaged (note that Dmitrian has both Point Blank Shot and Precise Shot).

➤ **Grantuz, male half-orc Brb4:** CR 4; Medium-size humanoid (orc); HD 4d12+8; hp 39; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15); Atk +8 melee (1d10+3, greatclub); SA Barbarian rage 2/day; SD Uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 15, Int 07, Wis 12, Cha 07; Height 6 ft. 2 in.

Skills and Feats: Climb +5, Jump +5, Listen +6, Wilderness Lore +6; Power Attack, Weapon Focus (greatclub).

Equipment: Chainmail, greatclub, symbol of Iuz.

Grantuz is big, slow-witted half-orc with very little to say—and very little of what he does say is nice. Grantuz is a barbarian from the Kazgund tribes in the North of the Flanaess, though he has spent enough time in the Lands of Iuz (and in the company of Rezius) to have picked up a semblance of civilized living.

Suggested Tactics: Grantuz doesn't use tactics. He attacks if combat initiates, drawing his greatsword and charging at the nearest PC.

Important Note: If any PC is wearing *Kazgund Leadership Armor* (obtained [certed] in the module *FUR1-04 Not All It's Crooked Up To Be*), Grantuz recognizes it immediately. In combat, Grantuz will focus solely on that PC, *raging* against the PC the first round.

➤ **Rezuis, male half-elf Rog4:** CR 4; Medium-size humanoid (orc); HD 4d6+4; hp 22; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d6/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); SA Rogue sneak attack +2d6; SD Rogue evasion; AL CE; SV Fort +2, Ref +7, Will +1; Str 11, Dex 17, Con 12, Int 12, Wis 10, Cha 8; Height 5 ft. 5 in.

Skills and Feats: Bluff +8, Disable Device +9, Disguise +6, Escape Artist +8, Gather Information +3, Hide +10, Innuendo +6, Intimidate +6, Move Silently +8, Open Lock +4, Pick Pocket +7; Dodge, Mobility.

Possessions: symbol of Iuz.

Rezius is a small, dirty man with the attitude of a bully and the slyness of a rat. He talks good trash, but he doesn't often act on his threats, preferring instead to sic the tougher (and easily controlled) Grantuz on an enemy.

Suggested Tactics: In combat, Rezius attempts to feint (see Bluff skill description, *Player's Handbook* page 64). If successful, Rezius gets to make a sneak attack, inflicting his extra 2d6 damage to his opponent.

Alich, male human Clr4: Medium-size humanoid (human); HD 4d8; hp 25; Init +5; Spd. 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d8+1, masterwork morningstar) or +4 ranged (1d8/19-20, light crossbow); SA Rebuke undead; AL CE; SV Fort +4, Ref +2 Will +9; Str 13, Dex 13, Con 10, Int 14, Wis 16, Cha 10; Height 5 ft. 7 in.

Skills and Feats: Bluff +7, Concentration +7, Disguise +8, Spellcraft +9; Combat Casting, Improved Initiative, Iron Will.

Spells Prepared (5/3+1/2+1; base DC 13 + spell level): o—create water, detect magic, guidance, inflict minor wounds, resistance; 1st—bane, command, doom, protection from good*, summon monster I 2nd—hold person, invisibility*, silence, sound burst.

*Domain spell; Deity: Iuz; Domains: [Evil (cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills)].

Equipment: 12 bolts; Trithereon symbol; Iuz symbol.

Alich arrived at the church of Trithereon a month ago, and pledged himself to that god (under false pretenses, of course).

Suggested tactics: Protects himself in round one, and then casts *bane* and *doom* on PCs before entering combat.

➤ **Erimin, male dwarf Wiz4:** Medium-size humanoid (dwarf); HD 4d4+15; hp 24; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +4 melee (1d6+2, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +1, Ref +3, Will +4; Str 14, Dex 14, Con 16, Int 16, Wis 10, Cha 8; Height 4 ft.

Skills and Feats: Concentration +9, Hide +5, Knowledge (arcana) +10, Knowledge (the planes) +10, Spellcraft +10; Improved Initiative, Scribe Scroll, Toughness.

Spells Prepared (4/4/3; base DC 13 + spell level): o—detect magic, flare, ghost sound, mage hand; 1st—color spray, magic missile, magic weapon, protection from law; 2nd—flaming sphere, invisibility, Melf's acid arrow.

Equipment: Robes, dagger, symbol of Iuz.

➤ **Quijj, rat familiar:** Tiny magical beast; HD 1; hp 8; Init +2; Spd 15 ft., climb 15 ft.; AC 15; Atk +4 melee (1d3-4, bite); SQ Scent, grant +2 Fort save, grant

Alertness, share spells, empathic link; AL CE; SV Fort +2, Ref +4, Will +3; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2; Length 4 in.

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite).

Suggested Tactics: Erimin uses his spells as he sees fit, usually *magic missile*ing an obvious spellcaster the first or second round.

APL 6

☛ **Peasants, male human Com3** (20): Medium-size humanoids; HD 3d4+6; hp 16, 15, 15, 14, 14, 14, 14, 14, 13, 13, 13, 13, 12, 12, 12, 12, 11, 11; Spd 30 ft.; Init +4; AC 10 (touch 10, flat-footed 10); Atk +3 melee (1d6+1, club) or +3 ranged (1d3+1, thrown stones); AL N; SV Fort +4, Ref +1, Will +1; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; Height approx. 5 ft. 6 in. each.

Skills and Feats: Craft (various) +7, Handle Animal +7; Great Fortitude, Improved Initiative, Toughness.

These are residents of the town of Pantarn, frightened villagers who have been roused by Dmitrian into an angry mob. In battle they swarm the PCs, either beating on them with clubs and fists, or grappling with the PCs to drag them down so they can pummel the PCs into submission. Killing peasants will not scare the other combatants away; the remaining peasants will simply be convinced of the PCs' evil natures, and redouble their efforts to subdue them.

☛ **Dmitrian, male human Rog4/Sor4:** Medium-size humanoid; HD 4d6+4d4; hp 27; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +5 melee (1d6/19-20, shortsword) or +9 [or +7/+7] ranged (1d8/19-20, short bow); SA Rogue sneak attack +2d6; SD Evasion, Uncanny Dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +5, Will +6; Str 11, Dex 18, Con 10, Int 11, Wis 12, Cha 18; Height 5 ft. 7 in.

Skills and Feats: Bluff +9, Concentration +7, Climb +7, Disable Device +7, Hide +9, Listen +6, Move Silently +10, Open Lock +9, Pick Pocket +9, Search +7, Spellcraft +2, Spot +6; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow).

Spells Known (6/7/4; base DC 14 + spell level): 0—daze, detect magic, flare, ray of frost, read magic, resistance; 1st—mage armor, magic missile, true strike; 2nd—summon monster II.

Equipment: Shortsword, short bow, 10 arrows, symbol of Iuz.

☛ **Srut, weasel familiar:** Tiny magical beast; HD 1; hp 6; Init +2; Spd 20 ft., climb 20 ft.; AC 15 (touch 12, flat-footed 13); Atk +4 melee (1d3-4, bite); SA Attach; SQ scent, grant +2 Ref save, grant alertness, share spells, empathic link; AL CE; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5; Length 12 in.

Skills and Feats: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4; Improved Evasion, Weapon Finesse (Bite).

Attach (Ex): After Srut successfully bites, it remains attached to the enemy and automatically deals bite damage each round. It loses Dex bonus to AC when attached.

Dmitrian simply oozes charisma and self-assuredness. He is a definite leader, and were he not evil he would likely be a respected leader of men. He is a man of athletic build, with sandy blonde hair and blue eyes; he would be attractive, except for the leather patch he wears over his left eye, and the awkward bend of his nose, which has been broken sometime in the past.

Suggested tactics: Casts *sleep* on PCs with poor Will saves (fighters, barbarians, rogues, etc); alternately, he casts *true strike* and fires arrows until engaged (note that Dmitrian has both Point Blank Shot and Precise Shot).

☛ **Grantuz, male half-orc Bbn6:** CR 6; Medium-size humanoid (orc); HD 6d12+12; hp 56; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15); Atk +10/+5 melee (1d10+3/x3, greatclub); SA Barbarian rage 2/day; SD Uncanny dodge (Dex bonus to AC, cannot be flanked); AL CE; SV Fort +7, Ref +4, Will +3; Str 16, Dex 14, Con 15, Int 07, Wis 12, Cha 07; Height 6 ft. 2 in.

Skills and Feats: Climb +6, Jump +6, Listen +7, Wilderness Lore +7; Cleave, Power Attack, Weapon Focus (greatclub).

Equipment: Chainmail, greatclub, symbol of Iuz.

Grantuz is big, slow-witted half-orc with very little to say—and very little of what he does say is nice. Grantuz is a barbarian from the Kazgund tribes in the North of the Flanaess, though he has spent enough time in the Lands of Iuz (and in the company of Rezius) to pick up a semblance of civilized living.

Suggested Tactics: Grantuz doesn't use tactics. He attacks if combat initiates, drawing his greatsword and charging at the nearest PC.

Important Note: If any PC is wearing Kazgund Leadership Armor (obtained [certed] in the module *FUR1-04 Not All It's Crooked Up To Be*), Grantuz recognizes it immediately. In combat, Grantuz will focus solely on that PC, *raging* against the PC the first round.

☛ **Rezius, male half-elf Rog6:** CR 6; Medium-size Humanoid (elf); HD 6d6+6; hp 31; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +4 melee (1d6/19-20, short sword) or +7 ranged (1d8/19-20, light crossbow); SA Rogue sneak attack +3d6; SD Rogue evasion; AL CE; SV Fort +3, Ref +8, Will +2; Str 11, Dex 17, Con 12, Int 12, Wis 10, Cha 8; Height 5 ft. 5 in.

Skills and Feats: Bluff +10, Disable Device +11, Disguise +8, Escape Artist +10, Gather Information +5,

Hide +12, Innuendo +8, Intimidate +8, Move Silently +8, Open Lock +4, Pick Pocket +7; Dodge, Mobility, Spring Attack.

Equipment symbol of Iuz.

Rezius is a small, dirty man with the attitude of a bully and the slyness of a rat. He talks good trash, but he doesn't often act on his threats, preferring instead to sic the tougher (and easily controlled) Grantuz on an enemy.

Suggested Tactics: In combat, Rezius attempts to feint (see Bluff skill description, *Player's Handbook* page 64). If successful, Rezius gets to make a sneak attack, inflicting his extra 3d6 damage to his opponent.

➤ **Aliche, male human Clr6:** CR 6; Medium-size humanoid (human); HD 6d8; hp 35; Init +5; Spd. 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d8+2, masterwork morningstar) or +4 ranged (1d8/19-20, light crossbow); SA Rebuke undead; AL CE; SV Fort +5, Ref +6 Will +11; Str 15, Dex 15, Con 10, Int 14, Wis 18, Cha 10; Height 5 ft. 7 in.

Skills and Feats: Bluff +9, Concentration +9, Disguise +10, Spellcraft +11; Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes.

Spells Prepared (5/4+1/4+1/3+1; base DC 14 + spell level): 0—create water, detect magic, guidance, inflict minor wounds, resistance; 1st—bane, command, doom, protection from good*, summon monster I 2nd—bull's strength, hold person, invisibility*, silence, sound burst; 3rd—blindness/deafness, confusion*, meld into stone, searing light.

*Domain spell; Deity: Iuz; Domains: [Evil (cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills)].

Equipment: 12 bolts; Trithereon symbol; Iuz symbol.

Aliche arrived at the church of Trithereon a month ago, and pledged himself to that god (under false pretenses, of course).

Suggested tactics: Protects himself in round one, and then casts *bane*, *confusion*, and *doom* on PCs before entering combat.

➤ **Erimin, male dwarf Wiz6:** CR 6; Medium-size Humanoid (dwarf); HD 6d4+21; hp 38; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +6 melee (1d6+3, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +7, Ref +4, Will +5; Str 16, Dex 14, Con 16, Int 18, Wis 10, Cha 08; Height 4 ft.

Skills and Feats: Concentration +11, Hide +6, Knowledge (arcana) +12, Knowledge (the planes) +12, Spellcraft +12; Great Fortitude, Improved Initiative, Scribe Scroll, Silent Spell, Toughness.

Spells Prepared (4/4/4/3, base DC 14 + spell level): 0—detect magic, flare, ghost sound, mage hand; 1st—color spray, magic missile, magic weapon, protection from law; 2nd—blindness/deafness, invisibility, Melf's acid arrow,

Tasha's hideous laughter, 3rd—fireball, lightning bolt, silenced web.

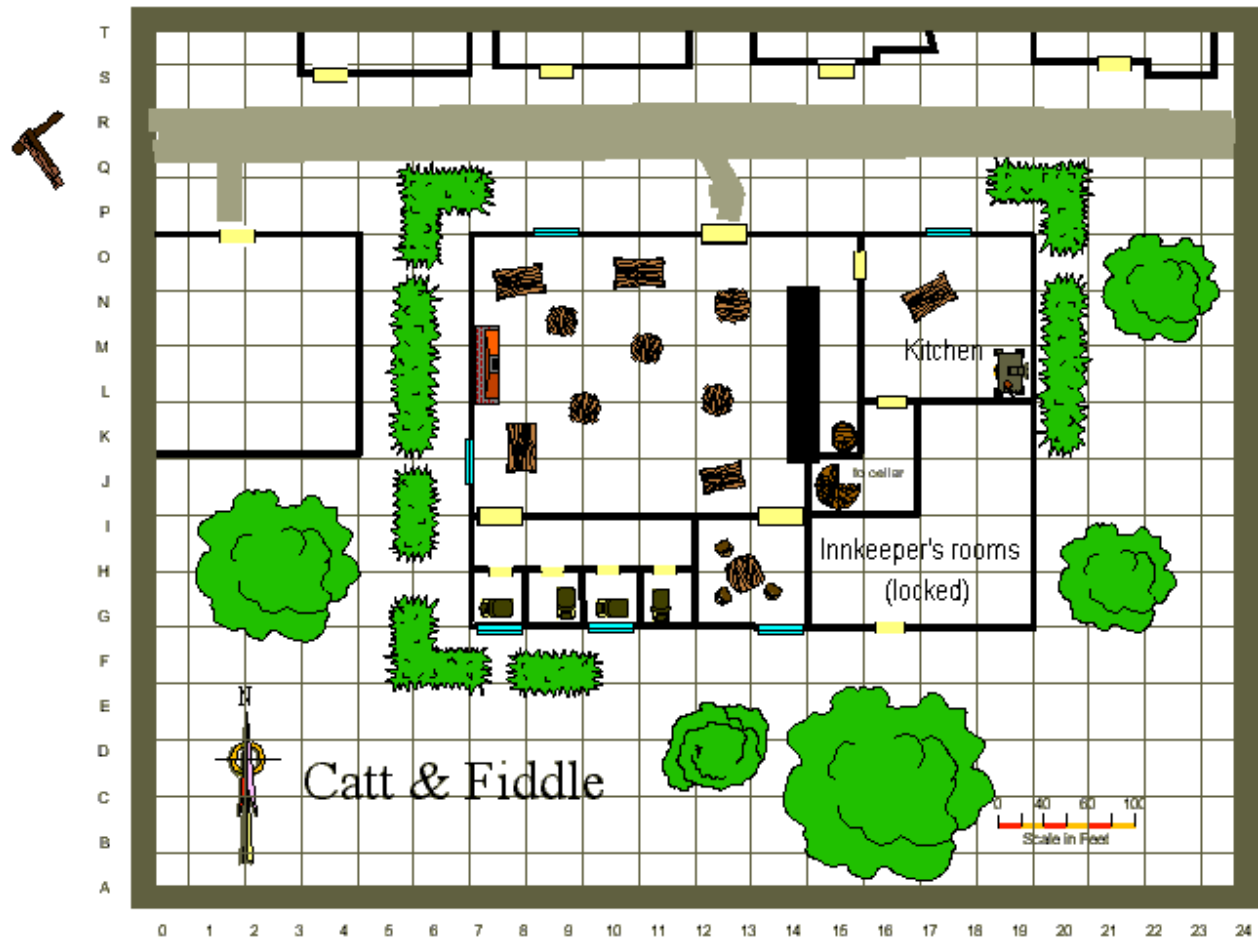
Possessions: Robes, dagger, holy symbol of Iuz.

➤ **Quijj, rat familiar:** Tiny magical beast; HD 1; hp 8; Init +2; Spd 15 ft., climb 15 ft.; AC 15; Atk +4 melee (1d3-4, bite); SQ Scent, grant +2 Fort save, grant Alertness, share spells, empathic link; AL CE; SV Fort +2, Ref +4, Will +3; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2; Length 4 in.

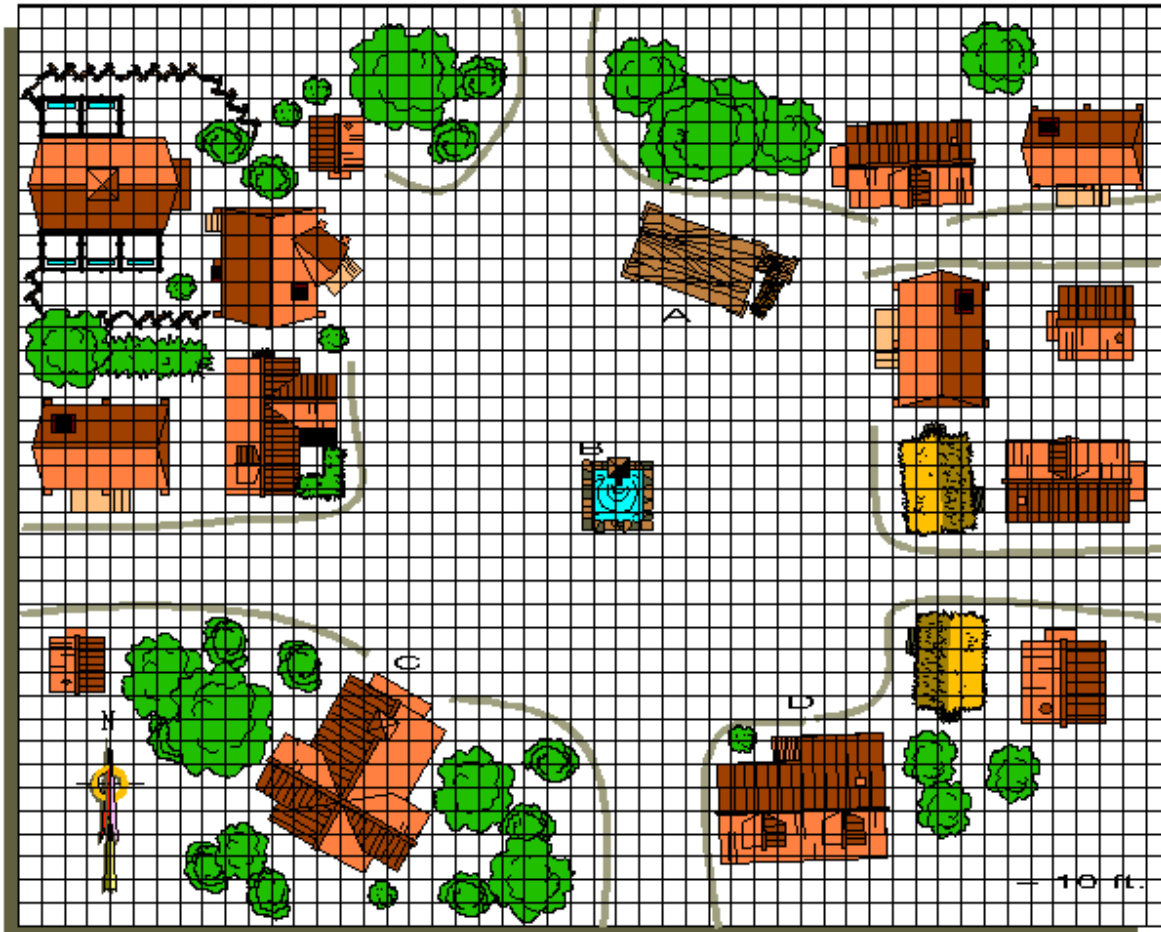
Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite).

Suggested Tactics: Erimin lights off his *silenced web* spell early on, to tangle the PCs **before** they get to his companions. He uses his spells as he sees fit, usually casting *magic missile* on an obvious spellcaster the first or second round.

DM'S AID – MAP ONE: THE CATT & FIDDLE



MAP TWO: THE TOWN SQUARE, PANTARN



PLAYER HANDOUT #1 – A PAGE OF RHYSIA’S JOURNAL

(Dated Brewfest, 590 CY)

Sepriā returned to town today. I was so surprised to see her, I hugged her right there in the street. She did not hug me back; she just stood there, her arms hanging at her sides, and let herself get hugged. I invited her back to the house but she refused, saying she had “preparations to make.” I implored her to come with me, as I hadn’t seen her in months.

“I have more important things to do than to trade pleasantries with housewives,” she said, and walked away from me.

Oh, how I miss the old Sepriā! I don’t know what she’s gotten into, but it cannot be good. All her talk of dark powers and arcane magics. Part of me wants to go over there, to confront her, to make her speak with me, to make her stop whatever it is she’s doing. Nothing good can come out of what she has become ...

PLAYER HANDOUT #2 – A PAGE OF RHYSIA’S JOURNAL

(Dated 3 Wealsun, 590 CY)

I miss the days of my youth the most. The days before Sepria discovered her magics. Things were different, then.

I remember when we used to play together as children. My father’s farm was like our own personal playground—the animals, the fields, the river nearby, all there strictly for our amusement. We would pick wildflowers from the fallow fields and twine them in our hair, before playing hide-and-seek in the nooks and crannies of father’s massive barn. I knew the barn far better than she did, and I always thought I could hide for days, undiscovered; but Sepria, she always found me, no matter where I hid.

Sometimes, I wonder if there were glimmers of her power even then ...

PLAYER HANDOUT #3—A PAGE OF RHYSIA’S JOURNAL

(Dated 19 Sunsebb, 590 CY)

Something terrible has happened, and it is all my fault. I angered Sepria, pushed her too far, and now I fear she’s going to kill me.

I am reluctant to even write it down. I don’t know how to write down what I saw. It was magic. It was evil. It wasn’t my intent to do her harm. But the powers she was developing, and the things she was attempting to do ... I couldn’t stand by and let her do it! Sepria used to be so beautiful, so innocent. I had to do something.

Now, I don’t know what she’s done. She told us that we would pay for what we had done, and now I am afraid of every shadow, and I jump at every noise. What would she do? What can she do?

I haven’t dared voice my fears to Lorge. What would he say? He would blame me, say I should not have been there. And what of Caretia? I dragged her with me; I put her in harms way. And the both of us, heavy with child. I’ve been a fool, and worse. I only hope Sepria’s wrath will be tempered by our friendship.

CRITICAL EVENTS SUMMARY

Did Rhysia Fairden survive the scenario?	Yes	No
Did Sammel Fairden survive the scenario?	Yes	No
Did Caretia Yeomain survive the scenario?	Yes	No
Did Yon Yeomain survive the scenario?	Yes	No