

KET1-02

FALLEN HERO

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

Version 1

by Vincent Garofalo and Steve Campey

All is not well in the Bramblewood Gap. A village market can open the door to a cross-country adventure. Will you and your friends find treasure buried in southeastern Ket? An adventure for characters level 1-6.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

LIVING GREYHAWK TIER STRUCTURE

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

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

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

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

Lifestyle	Cost	Skill Modifier
Destitute	10 lances	-2
Wild	0 lances	-2 (-1 in rural areas)
Poor	25 lances	-1
Rough	10 lances	-1 (0 in rural areas)
Common	75 lances	0
High	400 lances	+1
Luxury	1500 lances	+2

(1 lance = 1 sp)

ADVENTURE SUMMARY AND BACKGROUND

Before running this adventure, you should keep in mind that there are no 'good guys' in this adventure, nor are there 'bad guys'. In fact, the PCs might end up being the bad guys in the adventure based on their actions. All the NPCs that appear in the adventure are some shade of neutral and all have a justifiable reason for the things they do based on their own perspectives.

This story has two key NPCs that you should be very familiar with before running this adventure, as NPCs drive the story and the action:

- **Arad Darkeye**, a military hero of Ket that has witnessed too much death to feel like a hero.
- **Talwin**, a Bisselite merchant who has lost much in the war, and has never recovered from that loss.

During the war, Arad Darkeye was the commander of a force that was responsible (among other things) for the ambush and capture of a caravan carrying supplies to Bissel's forces. Even though the caravan was well protected, it was vastly out maneuvered and attacked with the loss of only one man. The caravan decided its supplies were too important and refused to do the logical thing and surrender. Save for a couple of people who managed to run and hide, the Bisselites were killed quickly and the supplies captured. One of the people who escaped was the caravan owner, Talwin, but his 19-year-old son did not.

In the years after the war, the caravan owner never recovered. Talwin remained a merchant, but could never recover from the set back of losing everything. The merchant blamed Arad personally for his losses. Talwin sent hired assassins after Arad in repeated attempts to kill Arad and recover the wealth that the merchant felt rightfully belonged to him. The hired goons never seriously threatened Arad himself but managed to kill Arad's wife and their two infant daughters. While this wasn't something Talwin wanted, it did bring some satisfaction to the merchant that Arad Darkeye had suffered the same loss of family he had. However Talwin would have much preferred his caravan back. Using the assassins, Talwin did manage to learn that the caravan spoils had been buried, but not where.

To reduce repetition, the story continues in Appendix-A Arad Darkeye's Story. You need to know Arad's story very well before running this adventure, as he is the Fallen Hero.

INTRODUCTION

This adventure takes place in the Bramblewood Gap in an area that was once part of Bissel, but is now part of Ket's Falwur province. The PCs start in the village of Camfast. Camfast is off the regular trade routes. It used to be a town but shrunk in size during the Greyhawk wars. It is market day and PCs are assumed to be getting a few

supplies before continuing into or out of Ket when an altercation occurs.

Make it clear to the players that it is permissible to interrupt boxed text if the PCs want to do something. As a judge, do your best to make the game flow smoothly while accommodating the actions of the players.

While the life of an adventurer certainly isn't easy, there are some moments when it is all worthwhile. If all goes well, today could very well be one of those days.

Resting from your most recent trials, you overheard some people talk about a market day that would take place in a relatively small village. Curious but perhaps not overly optimistic, you overhear people talk about the wide variety of goods and festivities planned. After listening for a while, you think that this small village, which is called Camfast, might be a good place to spend a few coin and relax.

Of course, if a player thinks of a different reason that they would be in Camfast on Market Day, they are welcome to use it.

Players might want to know a bit more about Camfast before proceeding. PCs with Knowledge (Geography) can know a reasonable amount about the community (what's detailed in Appendix- C Camfast) by making a check at DC 20. PCs from Ket have a +7 situational modifier, and PCs from Bissel have a +10 situational modifier.

When they arrive at Market Day, continue with the introduction.

Market Day in Camfast is indeed quite a sight. The people frequenting the various stalls couldn't care less that the market pales in comparison to the bazaars of Lopolla or any other city. The open-air market is set up in the town square, with merchants set up in a large square and the people milling and shopping in between them.

On the north and south sides of the market are checkpoints manned by three Ketite soldiers each. They seem to be checking those entering the market for weapons.

Characters entering the market will have to give up all their weapons. There are no exceptions to this rule because if some people have weapons it only serves to heighten resentment and tension in the area. Characters are issued receipts for their weapons by the guards at whichever gate they go through. Those who do not wish to turn over their weapons cannot enter.

It should be obvious to even the dumbest barbarian that they won't need weapons here. Any PC trying to hide small sized weapons on their person will have to make an opposed Hide check against the guards Spot check of DC 14. Medium weapons are harder to hide, effectively resulting in DC 18. Large weapons are impossible to hide on their person. Characters caught have their weapons confiscated and are put in the stocks for the remainder of the adventure.

THE FALLEN MEN MEET

After the PCs have had some time to shop, and/or when they are starting to look bored, the following happens:

"You! I know you!" one of the merchants in the market shouts. Turning, you see an angry merchant pointing at a Baklunish man who was at the booth beside his. "You're one of them Ketite soldiers! I remember you -- you're the one that cost me my son and my livelihood! All that had value in my life,—gone—when you and yours attacked my caravan and stole my goods!"

The Baklunish man backs away slowly, but his accuser presses on, "Don't try and deny it! I'll never forget the man who attacked my caravan. It was definitely you! Admit it!"

The PCs can interject themselves into the argument here, or at any other point to try to straighten things out. If the PCs don't wish to intervene right away, this is how the dialogue continues as if they weren't there.

The Baklunish man keeps his hands at his sides and with a quiet calm replies "I remember you too ... you have to understand ... it was war. Your caravan was carrying weapons for the Bisselite army. You were working for the Bisselites ..."

"I was working for myself! Sure, I was carrying weapons ... but that doesn't matter! You had no right to rob me! We weren't soldiers!.."

"Your caravan was guarded..."

"By family friends! They stood no chance against you ..."

"They could have surrendered. We would have shown them mercy ..."

"Everyone knows the Ketites don't take prisoners! We had to fight!"

"That is simply not true ..."

By this time, several people in the crowd (most of which are natives of lands that Ket took from Bissel during the war) start to join with the merchant (Talwin) with stories of hardship and general unrest. The Baklunish man (Arad) is quickly surrounded by angry townspeople.

There are 15 people who have Arad pressed up against one of the stalls including the merchant. There are 3 people per square, while they aren't attacking Arad in the game mechanic sense, some people are shoving him roughly, spitting on him and generally getting in his face. Arad simply endures the treatment.

If the PCs haven't intervened at this point, they can attempt to do so now, either with diplomacy or force. PCs can use the Diplomacy skill with a DC of 15 to try and calm the crowd enough to let the soldier go. Trying to remove Arad by force (making attacks of some sort) will start a riot, as people attacked will defend themselves as best they can. (Assuming that the PCs are unarmed—no one here is foolish enough to fight with anyone wielding

a weapon and will back off and let the Threshers deal with them.)

The PCs can use force in one way that doesn't start a riot. They can simply push people to one side to give Arad enough room to leave. This is resolved using opposed Strength checks. A character attempts to move into a particular occupied square, while all the other people who have reach to that square (typically nine people) perform "aid other" attempts to push them back. Example: PC rolls an opposed Strength check against someone. The eight other people in or next to that square help push the PC back by making checks against DC 10 to increase the first roll by two. People can only apply their aid to one given square per round. If one or more characters can keep a given square for two consecutive rounds, it gives Arad enough room to squeeze out of the mob. Attempting to move people in this way provokes attacks of opportunity, but no one takes them.

If the PCs hesitate or use force, five of the six Ketite guards will move to quell the disturbance -- three from the north and two from the south. The sixth guard has run off to get reinforcements and will return, with six other soldiers (rather than Threshers), in 15 rounds.

If the PCs choose to do nothing, the guards deal with it by getting reinforcements, then dispersing the crowd by force by grabbing then taking people (roughly) out of the area. In the time it takes for it all to end, Arad Darkeye has a black eye, a cut lip, and bruises resulting in 30 hp of subdual damage, and 1 hp of real damage.

The Threshers will defend themselves with steel if need be. They know that most people "behave" themselves when the guards make their presence known, so they do not, under any circumstances, attack first. Instead, one of them (from the north) will bark orders at the crowd ("Cease and desist", and that sort of thing).

A PRIVATE CONVERSATION

Assuming the PCs get Arad out of the crowd into relative safety...

Pulling the man from the angry crowd, he raises his voice over the noise in the market to be heard. "Thank you, friends, for your help. My name is Arad Darkeye. I know a place in town where we can talk undisturbed. Come with me, quickly."

If any PC starts to protest about leaving the square, Arad adds the following

"There is no time to argue. Either come, or don't. Decide now." With that statement, he turns and heads towards the market entrance where you left your weapons.

Arad expects the PCs to catch up with him by the time he gets his weapons back from the guards (a minute). If the PCs don't bother following, Arad assumes they are uninterested in talking to him and he will leave Camfast.

Unknown to Arad and the PCs, Johan, the merchant's brother, has begun to trail Arad. It is impossible to notice that Johan is actively trailing Arad

until he leaves the market square, as Johan is unremarkable compared to a dozen others in the marketplace.

If the PCs follow him, Arad will lead the party to a secluded part of town. Read the following:

Arad leads you through the streets of Camfast to the outskirts of town. As you walk Arad remarks, "During the Greyhawk wars, a lot of people moved out of town, leaving these empty buildings behind. The looters have been through here years ago—no one comes out here anymore."

Judging from the look of the buildings in this section of town, Arad is right. There are obvious signs of disrepair in all of the buildings here. The paint on these buildings is peeled and cracked. One or two buildings have collapsed, and judging from the looks of things, more will follow.

Going into the yard of the one of the buildings Arad sits on a timber that might have been a porch at one time and invites you to do the same. "Let's talk outside. I don't want any of these buildings to be my final resting place."

Note: Johan, the brother of the merchant, has followed the PCs to this point. He needs to get closer before he can hear what Arad and the PCs say, and leave to relate that information to his brother.

As the party and Arad talk from this point on (until they leave) Johan will try and get closer to listen. If no PC is explicitly listening or otherwise being alert to their surroundings, Johan's minimum skill check is enough to do both without being detected. Against an alert PC, he needs to succeed in an opposed Move Silently check only as he only goes close enough to hear, but does not have line of sight with the group.

If Johan thinks he's been noticed (if one of the PC moves towards him, for example), he'll run away as fast as he can back towards the market, and hopes to get lost in the crowd.

Arad looks each of you in the eye before continuing, and you notice that one of his green eyes is a much darker shade than the other.

"You came to my aid unbidden knowing nothing of what has transpired between that man and I. For that I thank you once again, but please listen to what I have to say and decide if you wish to aid me further..."

I do not know that merchant's name, but most of what that merchant said was true. During the war between Ket and Bissel, the cavalry group that I commanded attacked his caravan. We had reports that they were carrying weapons for the Bisselite army, and those reports were confirmed by us.

They did not surrender during the attack. If they had, we would have spared their lives and taken them as prisoners. We did not kill them all—that merchant in the market, and a few others fled, and we did not give chase.

The weapons, and other supplies useful in the war effort were used as such. The rest of the caravan's spoils were to be divided amongst my men, but I did not allow them to keep it right then as it would have only been a hindrance to slow us down as we pushed further into Bissel. So it was buried and left until after our tour of duty was complete to be claimed by those that were still alive. However I was the only one who survived.

I didn't go back for the gold out of respect for those that had fallen, but since that merchant knows who and where I am now, he will undoubtedly try to find out what I know about the whereabouts of his precious cargo."

Arad pauses for a moment, again looking each of you in the eye. He sighs deeply and continues.

"I need to get that treasure dug up now. Who knows what lengths he will go to get it back. When I saw you in the market, I knew that you were different than the civilians there. Is this so?"

He waits for someone to answer before continuing.

"Good. Then I have a proposition for you. As long as the treasure is below ground I think that the merchant will keep coming after me. It would be unwise to attempt to dig it up alone with that dishonourable man around. With your help, it can be dug up safely. In which case, it is yours. What do you say?"

Assuming that the PCs agree...

Good, then we leave for Custed immediately.

Development: If Johan hasn't been discovered yet, he will stay until he hears that the PCs have agreed to help Arad. By this time, he's heard the details of the story, (including that the treasure must have been buried near the ambush site so as not to slow the army down). From that he knows the general area in which Arad and the PCs should be heading. After he has heard that the PCs will help Arad, he sneaks away to tell his brother what he has learned.

Depending on how much of the conversation Johan overheard, the PCs may be or may not be ambushed in the next encounter.

If Johan is captured, he will pretend he has neither the knowledge of what is going on nor of any connections to anyone. The story he uses is that he heard voices and wanted to know if someone was now occupying the building. When he saw the PCs (and their weapons, etc) he decided whatever was going on was none of his business.

The PCs may intimidate Johan into revealing who he is (DC 13) but Arad does not approve of anything of the sort and will keep the PCs from going too far. Johan picks up this making it more difficult to intimidate him (DC 17). If successfully intimidated, Johan does not become meek, but comes clean with the truth. Johan expresses it in a manner that blames Arad for the ills of his life, and those he loves.

Certain PCs (psychopaths) may end up attacking or even killing Johan. This will probably derail the adventure as Arad will try to prevent harm to Johan with both words and deeds, and depending on the circumstances may refuse to allow the PCs to travel with him. If Johan is killed, Arad will turn over any participating PCs to the Threshers for murder, in which case they are sent to the mines. Johan has done absolutely nothing wrong, and calls for help (from any source, especially the Threshers) if threatened.

ALL TIERS

➤ **Johan, male human Rogr:** CR 1; Medium-size Humanoid; HD 1d6–2; hp 4; Init +2; Spd 30 feet; AC 12, (touch 12, flat-footed 10); Atks –2 melee (1d3–2 subdual, fist) AL N; SV Fort –2, Ref +4, Will +1; Str 7, Dex 14, Con 7, Int 14, Wis 13, Cha 13. Height 5 ft. 6 in. tall; 47 years old.

Skills and Feats: Appraise +6, Decipher Script +6, Diplomacy +5, Forgery +6, Gather Information +5, Hide +6, Listen +7, Move Silently +6, Profession (merchant) +7, Sense Motive +5, Spot +7; Alertness, Skill Focus (Profession [merchant]).

Possessions: Miscellaneous equipment worth 3d4 gp.

BECOMING A PRIVATE INTERROGATION

The PCs will probably ask Arad some questions (or at least try). Arad doesn't want to answer questions, but is truthful and does not attempt to evade them. Here are some sample questions and answers.

Q: Where is the treasure buried?

- "It is buried near the town of Custed, which is a days ride away, so it should take two days to walk if we left immediately."

Q: Why don't you want a part of it?

- "For it has been naught but a stone around my neck and been the cause of too much death."

Q: How much is it worth?

- "Tens of thousands of lances, I do not know exactly how much as it was unimportant and dealt with by others."

Q: Doesn't it belong to that merchant?

- "No. It was taken as spoils of war. To return it to him would dishonour the memories of those sons of Ket who died."

Q: Why don't we go work this out with the merchant?

- "Absolutely not. You saw what happened in the market. I will not disrupt this town anymore than I already have. I am leaving." Arad will not meet Talwin outside of the town, nor does he wait for any PCs that want to go speak with them."

Note: Don't mention that the goal is to dig up a map if you can at all help it. Custed is the closest community to both where the map and the treasure are located. Arad flips back and forth in his mind when thinking about the map and treasure based on the context of the discussion. Getting the map is the most important step in getting the treasure, especially for him. Arad knows once he doesn't have or know how to find the map, he won't be able to find the treasure. At that point, his responsibilities involving the treasure are completed.

Arad will *not* play twenty questions with the PCs. Some minor quick questions are ok, but he wants to leave as soon as possible because the merchant is around and he doesn't want to run into him again after the confrontation in the market. Arad has no intention laying bare his emotional scars to the PCs (whom he met 5 minutes ago) or the details of the past. If the PCs are being too

intrusive, Arad will let them know (in no uncertain terms) by firing off a set of pointless personal questions similar to those asked by the PCs. Arad is already morose and will not put up with grief from a bunch of ungrateful adventurers and will simply part company if pressed.

It is very important that you do *not* go into too much detail in this encounter as Arad has good reason to keep the details to himself, (they are too painful) and he is an NPC that will be travelling with the PCs through the rest of the adventure. Each encounter should reveal a little more about Arad and his past and if he has nothing to say later in the adventure he will have zero personality and simply be a boring tag-a-long NPC.

TRAVEL TIME

The terrain through this area varies but is mostly rolling hills, interspersed with light woods and the like. The weather remains partly cloudy and it generally makes travelling easy except for slow characters. Characters with a speed of 15 feet will have to effectively hustle for one hour on the first day of travel, and two hours on the second (taking 1 point of subdual damage.) Arad does not wait for slow characters.

Having left Camfast behind, you start your journey to the town of Custed. You are travelling north by northwest, with the Bramblewood Forest somewhere to your west and the southernmost spur of the Yatil Mountains that mark Ket's border to the east. The minor trail you are following takes gentle turns through the countryside, which makes for easy travel. As you have been travelling the sun has moved across the sky and soon it approaches sunset.

The characters can find a decent enough place to camp that looks like it was used a few times before (but not recently). The characters are free to set watches, etc but nothing happens during the night.

The following morning brings a day much like the one just past. An hour after eating mid-meal, you notice that the terrain is becoming rougher. The trail twists and bends around a series of hills.

FOREIGN RIDERS

If Johan was *not* able to notify Talwin where Arad was going, use the following, if he was, see the tactics section.

Before rounding a sharp bend in the trail, you hear horses being ridden hard behind you.

The characters are situated in the low point between two gentle inclines. (Calling them hills and valleys would be an exaggeration.) From the center of the character's marching order, the rise behind is 100 feet away, and the bend in the trail goes to the right around a raised area of earth, which is another 100 feet in front. Light woods

have been to the character's left for slightly less than mile. Its edge is about 90ft away. The PCs are approaching a small creek that cuts across their path, and the creek is 20 feet away from the main center of the marching order. The creek is only two feet wide and a foot deep in this area, and may have already been crossed by some characters if they decided to spread themselves out.

ALL TIERS

Mounts: See certs for statistics.

Note: Don't forget that Arad will fight alongside the PCs, and will try and counter the attacker's tactics. (See Appendix for Arad's tactics.)

TIER 1 (EL 4)

➤ **Mounted Human warriors, War1** (4): CR 1/2; Medium-size Humanoid; HD 1d8; hp 8; Init +2; Spd 30 ft; AC 16, (touch 12, flat-footed 14); Atks +3 melee (1d8+1/19-20, longsword), +3 ranged (1d8/19-20, light crossbow); AL N; SV Fort +2, Ref +2, Will +0; Str 13, Dex 14, Con 11, Int 8, Wis 10, Cha 10. Height 5 ft. 10 in. tall.

Skills and Feats: Listen +2, Ride +6, Spot +4; Feats: Alertness, Weapon Focus (longsword).

Possessions: studded leather, buckler, longsword, light crossbow, 10 bolts, dagger. Miscellaneous equipment worth 1d4 gp.

➤ **Mounted Human Fighter, Ftr1**: CR 1; Medium-size Humanoid; HD 1d10+2; hp 12; Init +2; Spd 30 ft; AC 16, (touch 12, flat-footed 14); Atks +4 melee (1d8+2/19-20, longsword), +3 ranged (1d8/19-20, light crossbow); AL N; SV Fort +4, Ref +2, Will +0; Str 15, Dex 14, Con 15, Int 8, Wis 10, Cha 9. Height 5 ft. 10 in. tall.

Skills and Feats: Handle Animal +3, Ride +6; Blind-Fight, Power Attack, Weapon Focus (longsword).

Possessions: studded leather, buckler, longsword, light crossbow, 10 bolts, dagger. Miscellaneous equipment worth 1d4 gp.

TIER 2 (EL 7)

➤ **Mounted Human warriors, War3** (4): CR 2; Medium-size Humanoid; HD 3d8; hp 15; Init +2 (Dex); Spd 30 feet; AC 16, (touch 12, flat-footed 14); Atks +5 melee (1d8+1/19-20, longsword), +5 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 14, Con 11, Int 8, Wis 10, Cha 10. Height 5 ft. 10 in. tall.

Skills and Feats: Listen +2, Ride +8, Spot +5; Alertness, Endurance, Weapon Focus (longsword).

Possessions: studded leather, buckler, longsword, light crossbow, 10 bolts, dagger. Miscellaneous equipment worth 1d4 gp.

➤ **Mounted Human Fighter, Ftr3**: CR 3; Medium-size Humanoid; HD 3d10+6; hp 32; Init +2; Spd 30 feet; AC 16, (touch 12, flat-footed 14); Atks +6 melee (1d8+2/19-20, longsword), +5 ranged (1d8/19-20, light crossbow); AL N; SV Fort +5, Ref +3, Will +1; Str 15, Dex 14, Con 15, Int 8, Wis 10, Cha 9. Height 5 ft. 10 in. tall.

Skills and Feats: Handle Animal +5, Ride +10; Blind-Fight, Dodge, Mobility, Power Attack, Weapon Focus (longsword).

Possessions: studded leather, buckler, longsword, light crossbow, 10 bolts, dagger. Miscellaneous equipment worth 1d4 gp.

TIER 3 (EL 9)

➤ **Mounted Human warriors, War5** (4): CR 4; Medium-size Humanoid; HD 5d8; hp 27; Init +2; Spd 30 feet; AC 16, (touch 12, flat-footed 14); Atks +8 melee (1d8+2/19-20, longsword), +7 ranged (1d8/19-20, light crossbow); AL N; SV Fort +4, Ref +3, Will +1; Str 14, Dex 14, Con 11, Int 8, Wis 10, Cha 10. Height 5 ft. 10 in. tall.

Skills and Feats: Listen +2, Ride +10, Spot +6; Alertness, Endurance, Weapon Focus (longsword).

Possessions: studded leather, buckler, longsword, light crossbow, 10 bolts, dagger. Miscellaneous equipment worth 1d4 gp.

➤ **Mounted Human Fighter, Ftr5**: CR 5; Medium-size Humanoid; HD 5d10+10; hp 46; Init +2; Spd 30 feet; AC 16, (touch 12, flat-footed 14); Atks +9 melee (1d8+5/19-20, longsword), +7 ranged (1d8/19-20, light crossbow); AL N; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 15, Int 8, Wis 10, Cha 9. Height 5 ft. 10 in. tall.

Skills and Feats: Handle Animal +7, Ride +12; Blind-Fight, Dodge, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: studded leather, buckler, longsword, light crossbow, 10 bolts, dagger. Miscellaneous equipment worth 1d4 gp.

Tactics: If Johan was not able to tell Talwin where Arad was going, the guards ride up from behind from over a rise. The PCs have 2 rounds from when they first hear the riders to take whatever actions they want with no chance of being seen. Arad believes that it is a most likely a patrol coming through, and simply waits.

If Johan was able to notify Talwin then the riders he sent lay in ambush in the light woods and around the bend in the trail. Two riders are in the light woods positioned to watch the trail, while the fighter and the other 2 are around the bend (do not have line of sight with the PCs) but are positioned to watch for a signal from those in the woods. The riders in the woods have 75% concealment, and 25% cover.

The three riders come round the bend at a slow pace to confront the group. They stop 60ft away from the closest character. The two in the woods come from hiding if they think they have been noticed (Spot DC 32) or if it looks like a good time to attack the group's flank. Unless noticed, they wait at least one round before joining the battle. The judge should review "Hiding and Spotting" and "New Combatants Enter The Fray" on pages 60 to 62 of the DUNGEON MASTER's Guide before running this encounter.

They riders attempt to capture Arad (or at least one of the PCs if that is what they have to settle for) to find out

where the treasure is buried. They try to deal at least some subdual damage if possible so when they deal real damage (like with the horses' attacks) they have more of a chance of having someone alive they can bring to Talwin to interrogate.

The riders try to position themselves to take advantage of their mount's superior mobility by staying away from characters who look like they might be dangerous in melee (which includes Arad) until later in the fight. The riders concentrate their attacks on mounted opponents, spellcasters (especially priests of the Baklunish faiths) and missile combatants first while trying to keep the group spread out if possible. Anyone staying out of the fight is fine, as they only really want Arad anyway. They weren't paid to die, and do not fight to the death, but hopefully at least one of them will die as it adds the story if one does.

Development: If captured, they keep quite unless successfully intimidated. (The DC to intimidate them is $12 + \frac{1}{2}$ the target's hit dice. Don't forget to add the modifiers they have to fear effects (like their Will save).

In case it matters, the riders were able to overtake the PCs in the morning but they and the PCs did not take the exact same route. This area is essentially trackless terrain, and there is no one best way to travel. However at this particular location it is the most logical one to use traveling from Camfast to Custed. If they don't find the PCs, they proceed to set up their ambush (which may be right next to the PCs.) These men were in Camfast's market when "Fallen Men Meet" occurred, but they did not get involved.

Treasure: The horses. See certs for details. Note on the age of horses: Horses routinely live past 40 years old and Olympic champions are often in their late teens, (despite what it may say in some books with a non-equestrian focus.)

THIS SUCKS, LET'S GO HOME

Assuming the PCs defeat the riders:

After the battle, Arad appears even more pensive and morose than usual. He looks north towards your destination as he wipes his blade clean of blood. "It would seem as though that merchant is determined to kill me and those around me to recover what once was his."

Arad pauses, closes his eyes as if lost in a sad memory, then sighs as he continues, "A great many people have suffered misfortune due to that treasure, (Arad spits) and I fear that more suffering will result if we continue. I do not believe that it is in our fate to find it before we die. It is clear to me that Istus does not wish me or those near me to find it."

When I asked you to come with me, I expected that I would need your help to rid me of this burden. Continuing further is too much to ask of you. It is best that the treasure just stay in the ground."

Arad will try to talk the rest of the party out of going to recover the treasure, and offer them his remaining gold of 37 gp and 50 sp for their trouble. If anyone (PCs or their attackers) was killed in the battle Arad laments his or her loss. Arad feels responsible if any of the PCs die, and if any of the attackers are killed he feels responsible for turning the PCs into murderers. (Yes, it is murder to kill someone in self-defense in Ket when you have non-lethal options open to you. However the PCs will not get into trouble for this.) Arad goes on to say that their blood of the dead will forever stain their hands.

Development: The PCs can attempt to cheer him up and convince him to continue with them, this will be difficult. If they do a really good job of convincing him, he continues on after the module to help dig up the treasure itself. A Diplomacy check at DC 15 (Friendly) is needed to have Arad continue to get the map, and to influence him enough to continue to get the treasure itself is DC 30 (Helpful). However the Diplomacy check is modified by the following circumstances:

Persuasiveness of the players:	+/- 2
Each attacker killed:	- 2
Each horse killed:	- 2
Each PC killed:	- 4
Cleric(s) of the True Faith persuade:	+ 4
Cleric(s) of Istus persuade:	+ 2
Bardic Inspire Courage:	+ 2
Bardic Inspire Competence:	+ 4
Successful "Aid Other" by other PCs:	+ 2
PCs are predominately Ketites:	+ 2
Each PC's Diplomacy check below 1:	- 2
Negative Diplomacy results:	- x
(Apply that result as a modifier even if it is part of an "Aid other")	

If multiple PCs are trying to influence Arad they can "Aid other" to help the character with the highest modifier to his Diplomacy check. Some PCs may argue that he should quit, in which case, use opposed rolls. (Remember to include each PC's lifestyle modifiers.)

If the check is less than 15, Arad tells them where they should dig to find the map. If the result is less than 1, Arad does not tell them where to dig. (In which case the adventure is over unless the PCs use force to get the info out of him.)

CUSTED

Leaving the battlefield behind, you continue on your journey to the town of Custed. With horses you make better time, and you soon come upon the bustling metropolis of Custed... which looks like it consists of a small inn, a shop (both of which could use some maintenance) and a decent looking stable. You do not see anyone around.

Assuming the PCs didn't do anything strange, they should arrive before evening meal (if they all now have horses) or an hour before sunset if they don't have horses.

MANAGEMENT IS RESPONSIBLE FOR LOST OR STOLEN ARTICLES (optional encounter)

The inn is rather plain, single-story building and doesn't even have a name because it essentially is Custod. A bell is set above the door to ring when someone enters. No one is in the common room, (not even the innkeeper who is in the kitchen) and a thin layer of dust covers the entire common area. Mehran comes to see who it is when the bell rings, and his face and hands are covered in soot from cleaning a stove. There are 3 guest rooms down the hall all of which have a thicker layer of dust. Rooms can be haggled down to 5 lances per room (rather than per person) and stabling and feed is 1 lance over night. Someone is free to sleep in the stable if they want for 1 sp. Mehran does not have enough change to break a gold piece (he has 47 cp).

If the PCs have captives, the innkeeper will insist that they bound to a chair in the common room and watched by at least two PCs at all times. A Ketite cavalry patrol stops at midday daily to eat and rest their mounts. The PCs would have to wait until then to turn over their prisoners. The prisoners are taken back to Camfast to try and learn more as well as to have their fate decided. (They are a military patrol and no Threshers nor Jurats are with them.)

The general store is closed regardless of the time of day they arrive, as it is Freeday (the day of rest.) Tomorrow is Starday and the store will be open then, but no items over 400 lances are available due to the size of community.

♣ **Adel:** Male human Com 1 (store owner)

If Arad is with the party while at the inn, he tells them a little more about the history on which this adventure is based. He tells the PCs the information contained in Appendix-A Arad Darkeye's Story but only the information between the two * symbols.

Arad also assesses the PC's chances of success in recovering the actual treasure based on how well he saw them fight. Even if the PCs mopped up in the combat, if the PCs are less than level 4, he tells them plainly that they would not get halfway there before they died a gruesome death. Level 4 & 5 PCs have a chance, but he assesses it at about 50/50. To have a decent chance, they would have to at least double their numbers, and they would have to be prepared for casualties.

Note: Absolutely, positively do *not* give any of this information in this conversation with Arad to the players out of game. The players and their characters either learn it while playing, or they don't learn it at all.

This encounter can be skipped if you are running short on time. The innkeeper overhears bits and pieces of their conversation (basically the words "map" and "treasure" or something similar) while they are talking over dinner or having a drink before going to bed. He and will try and sneak into the room of the guy who he thinks has the map (which would be Arad if he is with the PCs.) They don't have a map yet, of course, but the innkeeper doesn't know that.

♣ **Mehran:** 49-year-old Male human Com 1 (innkeeper). 4 hp. *Skills:* Handle Animal +4, Profession: Innkeeper +4, Profession (stable hand) +4. All other modifiers are +0.

Mehran is unarmed, and won't take anything except something that looks a map. His plan is to copy the map (if possible), and return it (if possible) before daybreak. He figures unclaimed treasure belongs to the first person to find it.

Mehran comes up with a simple distraction to try and get the PCs out of the inn while he searches their gear. He spooks the PC's horses (if no one is staying in the stable) with a torch enough to upset them and make noise. He then sets his own outhouse on fire (it was in dire need of repair anyway) and then wakes the PCs to tell them there is a fire outside and that he thinks that someone might be trying to steal the horses. He explains that he is going bar the windows and doors to keep whoever it is out. (Apply a -5 penalty to Sense Motive checks for those PCs that ask for them as it believable.)

If caught, Mehran apologizes profusely. He owns up to the ruse and hopes that they will be sympathetic to his situation. He is poor, and business wasn't good before Ket took this area. Now the only real business that he gets is from patrols and he is too old to move. (All true.) He offers to refund all their money.

The PCs may decide that this is not acceptable and want to punish him further. If one of the PCs is a mullah, they have authority to decide Mehran's punishment. While a Mullah PC has authority, it would not be entirely proper to do so since he is one of involved parties.

If the PCs decide wait until midday when the patrol arrives. The mullah with the patrol rules that the innkeeper must give back all the money he took in payment for the PCs' stay and must give them an equal amount of money to pay for the PCs' stay somewhere else. Mehran only has 47 cp, so he offers the PCs the value in food. If that isn't acceptable to the PCs, the patrol makes sure that they buy enough so that Mehran has enough

cash to pay off the PCs. (After all, if Mehran isn't around to cook, then they would have to eat trail rations instead.)

If the PCs aren't vigilant, the dig site is located and they are ambushed while there.

SCOUTING THE SCOUT

If Arad is still with the party, he will encourage them to be very cautious on their way to the dig site. After all, the merchant (or at least his hirelings) knows where they are and probably what they're doing. Their caution may be well rewarded. If they are cautious the scout the merchant sent may not notice the PCs.

ALL TIERS

➤ **Seela, female human Rog3:** CR 3; Medium-size Humanoid; HD 3d6; hp 8; Init +2; Spd 30 ft.; AC 14, (touch 12, flat-footed 12); Atks +1 melee (1d4-1/19-20, dagger) +3 ranged (1d3-1, sling); AL N; SV Fort +1, Ref +5, Will +2; Str 9, Dex 15, Con 11, Int 16, Wis 13, Cha 16. Height 5 ft. tall; 24 years old.

Skills and Feats: Bluff +9, Diplomacy +13, Disguise +11, Escape Artist +7, Gather Information +11, Hide +8, Innuendo +11, Intimidate +11, Listen +7, Move Silently +8, Pick Pockets +10, Read Lips +9, Search +9, Sense Motive +9, Spot +7; Run, Skill Focus (Gather Information), Skill Focus (Sense Motive).

Possessions: Sling, Miscellaneous equipment worth 3d4 gp.

Tactics: Seela is a rogue who deals in information. She has set herself up in some bushes during the night to watch Custod from a vantage point on top a hill. She will trail the PCs by waiting until they have passed to the next rise, then hustling/running to the next high vantage point to watch again. So if the PCs decide to double back, she will be easy to spot.

Seela doesn't want to fight, and won't. If she believes the PCs are faster (like on horses), then she doesn't even try to run. She knows she wouldn't have a chance. She was only paid to do re-con & report back where the dig site was, and isn't interested in an early grave. She'll tell the party all this, as there aren't many lies she can get away with given that she slept in a bush for the night. If the PCs do anything like steal from her or treat her roughly, then she waits in Custod for the authorities.

Development: If caught, Seela will eventually offer (if no PC does first) to return and give a false report to Talwin for 20gp. However she is lying. She made a deal with Talwin and isn't going to go back on that deal. Seela knows Talwin's version of Arad, and the info in the Ket dispatch, so she has a poor view of Arad and by association, the PCs. However, it is fairly easy for the PCs to convince her to tell them everything she knows about the force Talwin has arranged to attack them with. Giving her 20gp for that info will get them the truth. (Seela gives true information when paid for it, and doesn't go back on agreements.) However, unless they ask her, she doesn't volunteer the information.

LET'S GET DIGGING!

After leaving the inn, it is about a half hour of travelling before reaching the site where the map and Captain Banugul was buried.

It is not long before you reach the bottom edge of a small ridge. A small spring bubbles up to the surface through the cracks in the rock and flows to the west. Despite the rocky ground, grass and wildflowers flourish.

The ridge is nearly vertical at this point creating a natural ledge 5ft high for a couple of dozen feet. Searching the area (DC 15) reveals an oblong stone about a foot in diameter set against the wall of the ridge next to where spring surfaces. The moss has been cleaned off it and carved into it in Ancient Baklunish is four words "Banugul Died with Honour". Two feet above the marker is where Banugul and the map lay. The dirt between two larger rocks was removed and a small alcove where Banugul now lays was created in the earth. A two fair-sized rocks and some earth capped it off. Moss covers the earth and it not as easy to find. (Search DC 25) With 2 people it takes one hour of work to dig to the point where the map was buried, and another minute to Banugul's body. Up to two people can dig at the same time. If PCs are worried about robbing a grave, remind them that the map was placed there later. However some PCs should be worried...

If Arad Darkeye has given his consent to dig for the map, then it is safe to do so. If he did not (i.e. the PCs found out the location by force, etc.) then Captain Banugul rises up to defend the duty he was charged with after his death. Banugul stays dead (and not undead) if the party had permission.

You grab the map case, and have it in you hand. As you are pulling away, earth flies into your face as a gauntleted hand thrusts through the earth towards your forearm.

Creatures: Swordwraiths appear similar to how they did in life, although their equipment is more battered and their flesh appears insubstantial. In dim light or darkness, their eyes glow dimly. Swordwraiths speak any languages they knew in life. (Banugul spoke common and Baklunish.)

ALL TIERS (EL 7)

➤ **Swordwraith, Ftr5:** CR 7; Medium-size Undead; HD 5d12; hp 32; Init +5; Spd 20 ft; AC 16, (+1 Dex, +5 breastplate); Atks +9 melee (1d6+6/18-20, scimitar); SA: Strength damage; SQ: Undead, damage reduction 10/+2, +2 turn resistance; AL LE; SV Fort +5, Ref +3, Will +5; Str 17, Dex 13, Con —, Int 13, Wis 12, Cha 8. Height 5 ft. 9 in. tall.

Skills and Feats: Climb +4, Hide +8, Handle Animal +7, Jump +4, Listen +6, Move Silently +2, Ride +7, Spot +5; Alertness, Expertise, Improved Disarm, Improved Initiative, Iron Will, Mounted Combat, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of temporary Strength damage.

Damage Reduction (Su): A swordwraith's insubstantial appearing body is tough, giving the creature damage reduction 10/+2. Despite their appearance, swordwraiths are not incorporeal.

Turn Resistance (Ex): A sword wraith has turn resistance +2.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: Breastplate, Scimitar.

Tactics: The first round of combat should be a surprise round. When someone grabs the map, Banugul grabs them through what little earth now exists between him and the map. Banugul makes a grapple check (from prone) to grab the target, but does not grapple him (this is enough to cause Strength damage). Banugul then pulls (opposed grapple check) to either be pulled out (if he loses by the opponent's Strength and size modifier), or pull his opponent into the alcove. If Banugul pulls someone into his grave, he grapples with them in later rounds.

Banugul uses his scimitar 2-handed, but more because he does not have a shield. He may acquire a shield through the course of the battle from a fallen foe, or better yet he uses a fallen foe as a shield. Weapons that harm, Banugul attempts to disarm, but only if practical. (Example: Greataxes wielded by barbarians or weapons in locked gauntlets are not practical to disarm).

Treasure: The map.

Development: If the PCs are working with Talwin, then the PCs may (depending on circumstances) get help from the men Talwin hired to keep the PCs honest (see next encounter) in this fight.

IT ISN'T TREASURE, BUT WE'LL TAKE THAT MAP ANYWAY

How this encounter plays out will depend entirely on what the PCs have done up to now. If Seela (the scout) was able to alert the merchant's thugs, then they attack from ambush while the PCs are digging.

Creatures: 4 Warriors and 1 Fighter. Use the same statistics as in Foreign Riders, but these men do not have horses.

Tactics: If these attackers don't know where the PCs are, they gather some vague information in Custod and travel around looking for the PCs. If the PC spot them before they are spotted in turn, they could set up their own ambush, or they may decide to hide and let them pass. It is up to them.

Any of the attackers (and their horses) from "Foreign Riders" who were able to get away have been healed up and are also included in this force. If the attackers win, they try and stabilize any of the PCs they dropped.

CONCLUSION

If Arad is still with the PCs, this will be their last chance to try to convince him to continue with them to find the treasure. Assuming the PCs haven't done anything to upset him, Arad should start out as 'Friendly' and needs to be influenced to become 'Helpful' (DC 20). Use the modifiers in "This Sucks, Let's Go Home."

- If the PCs cannot convince Arad to continue, Arad parts company amicably, and warns the PCs the need more resources before they can get the treasure.
- If Arad is persuaded to help the PCs find the treasure, he tells them they can find him in a small town a day's ride north when they are ready, but they aren't now. He will try and see what he can do to help in the mean time.
- If the Diplomacy check fails to the point where Arad becomes 'Indifferent' (DC less than 1) then Arad decides that he doesn't want anything more to do with the PCs. Arad parts company on bad terms.

If Arad is already been convinced from an earlier encounter to find the treasure, have the PCs make a Diplomacy check again. If it is DC 5 or more, Arad remains Helpful and will help the party find the treasure. If it is less than 1, Arad decides he doesn't want anything more to do with the PCs. If the Diplomacy result is between 1 and 5, Arad decides not to continue, but parts amicably.

Returning the map to Talwin makes him very upset (cursing Arad) as the map is surprise to him. He was expecting the wealth of his caravan, and not just a map. However Talwin is very pleased with the PCs. He wants to hire them for another job now... to go get the treasure, but that is another adventure.

The characters may also want to go back and do something to Talwin after finding the map. If they want to do something personally, end the adventure. If they want to have the authorities deal with problem, they get a full accounting of what Talwin did, and what the PCs did. There is a much better chance that the PCs did something worse than Talwin. Talwin hired thugs to beat up Arad, and bring him back and that is the complete extent of it. He did not wish for anyone else to get hurt, and gave

explicit instructions that Arad was not to be killed. For Talwin's crimes of assault, the authorities confiscate the horses, and give them to Arad and the PCs (which makes Talwin livid). Arad doesn't want anything, and gives them to the PCs.

This info below will not be on the certs to prevent spoilers, but allows the DM to determine which result he should mark.

- Result A: The PCs sided with Arad Darkeye, but were unable to convince him to continue to the quest. The PCs parted company with Arad on good terms.
- Result B: The PCs sided with Arad Darkeye, but were unable to convince him to continue to the quest. The PCs parted company with Arad on bad terms.
- Result C: The PCs sided with Arad Darkeye. Arad Darkeye was dead at the end of the adventure.
- Result D: The PCs sided with Arad Darkeye, and were able to convince him to continue to the quest. The PCs parted company with Arad on good terms.
- Result E: The PCs sided with the merchant. The PCs parted company with the merchant on good terms.
- Result F: The PCs sided with the merchant. The PCs parted company with the merchant on bad terms.
- Other <specify on cert>

SO YOUR HEAD IS ABOUT TO EXPLODE

The adventure assumes that the PCs decided to help Arad Darkeye. That may not be the case. The PCs may decide that Arad wasn't worth helping but Talwin the merchant is worth helping. This is completely reasonable and the PCs can still go through the entire adventure. In this case, the PCs will be the aggressors for the entire adventure and take the roll of the NPCs that attacked them. Here is a synopsis of how to run the adventure:

A Private Conversation: Talwin takes the PCs to a tavern where he tells them his story. He will offer the PCs horses as payment to go capture Arad and bring him back so Talwin can find out what he knows. He warns them that if they decide to betray him, he will let everyone know they are horse thieves.

Johan is follows Arad until he gets a good idea of where Arad is headed, and then returns to Camfast shortly before sunset and tells Talwin. Arad doesn't talk to anyone in Camfast and simply leaves town to find the map and burn it.

Foreign Riders: In this case, the PCs *are* the foreign riders.

This Sucks, Let's Go Home: This encounter probably won't happen, unless the PCs decide to switch sides. Trying to dissuade Arad from burning the map is more difficult than if the PCs started with Arad and helped defend him. At best, Arad starts out as 'Unfriendly'

instead of 'Indifferent' (results less than 5 are like results less than 1, etc. see DMG pg 149) and Bardic abilities used to strengthen his resolve strengthens it *against* the PCs.

Scouting the Scout: Seela the rogue is still present. In this case she spies on the PCs to make sure that they don't betray Talwin and keep the treasure for themselves.

It Isn't Treasure, But We'll Take That Map Anyway: Only occurs if the PCs betray Talwin.

Other Encounters: They occur as normal.

Experience: The experience objectives reverse. For example, if the PCs are the Foreign Riders, then the party gets experience for defeating Arad.

If the players decide to split up and half the party help Talwin, and the other half help Arad, then you will just have to think on your feet, but try and dissuade them from splitting up, (for your own sanity, if nothing else).

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.

The Fallen Men Meet

Improving the situation	75 xp
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A Private Conversation

Preventing Johan from discovering the party's destination	50 xp
Not turning the conversation into an interrogation	25 xp

Foreign Riders

Defeating the riders	60 xp
Or	
Defeating the riders' ambush	85 xp

This Sucks, Let's Go Home

Convincing Arad to continue	50 xp
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Management is Responsible for Lost or Stolen Articles

Discovering the innkeeper's ruse	30 xp
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Scouting the Scout

Preventing Seela from setting up the party for an ambush 50 xp

Let's Get Digging!

Retrieving the map 50 xp

It Isn't Treasure, But We'll

Take That Map Anyway

Defeating opposition 60 xp

Or

Defeating ambush 85 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 which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Foreign Riders

- Light Warhorse #1 (150; Large; N/A; YES; Unusual; Around 1200 lbs): This dark brown mare has no facial markings. She is 8 years old (middle aged), stands 16 hands (5 ft. 4 in.) high and is called _____. She is an exceptional leaper, but only accepts one rider at a time and no heavy loads. (Handle Animal DC 15 to "Push" per minute.)

This horse knows the following tricks;

"War Training": Similar to light horse but is trained and bred for strength and aggression. A light war horse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC10).

"Stop": Stops what is was doing on verbal command.

"Back": Walks backwards easily and on verbal command.

"Home": Goes home on command or if given free reign (like if the rider is unconscious).

Warhorse, light: CR 1; Large animal; HD 3d8+9; hp 22; Init +1; Spd 60 ft.; AC 14 (touch 10, flat-footed 13) [[+1 Dex, -1 size, +4 natural]]; Atk +4 melee (1d4+3, 2 hooves), -1 melee (1d3+1, bite), SQ Sent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6. Height 5 ft. 4 in.

Skills and Feats: Jump +8, Listen +5, Spot +4;

Scent (Ex): Can detect opponents within 30 ft. by sense of smell.

- Light Warhorse #2 (150; Large; N/A; YES; Unusual; Around 1200 lbs): This dark brown gelding has a 'star/stripe' pattern, (small white diamond between his eyes, and a short white band towards the nose). He is 21 years old (barely old aged), stands 17 hands (5 ft. 8 in.) high and is called _____. He is exceptionally fast, but dislikes hawks (and similar birds of prey) and will either bolt or attack if confronted by one. (Appropriate skill check DC 20 to control.)

This horse knows the following tricks;

"Advanced War Training": Similar to light horse but is trained and bred for strength and aggression. A light war horse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC10). This horse does not naturally shy away from attacking unnatural creatures as other animals do.

Warhorse, light: CR 1; Large animal; HD 3d8+9; hp 22; Init +1; Spd 60 ft.; AC 14 (touch 10, flat-footed 13) [[+1 Dex, -1 size, +4 natural]]; Atk +4 melee (1d4+3, 2 hooves), -1 melee (1d3+1, bite), SQ Sent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6. Height 5 ft. 4 in.

Skills and Feats: Listen +7, Spot +7; Run;

Scent (Ex): Can detect opponents within 30 ft. by sense of smell.

- Light Warhorse #3 (150; Large; N/A; YES; Unusual; Around 1200 lbs): This mare has a bay colour and no

facial markings. She is 26 years old (old aged), stands 15 hands (4 ft. 11 in.) high and is called _____.

This horse knows the following tricks;

“War Training”: Similar to light horse but is trained and bred for strength and aggression. A light war horse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC10).

“Sidestep”: Walks backwards and sideways easily when handled and on verbal command with little difficulty.

“Defend”: Protects master if he has fallen or is injured (even from his companions).

“Perform”: Can perform a spectacular piaffe. (A piaffe is an elevated trot in place).

“Water”: Horse can lead master to water, (but can't make him drink).

Warhorse, light: CR 1; Large animal; HD 3d8+9; hp 22; Init +1; Spd 60 ft.; AC 14 (touch 10, flat-footed 13) [[+1 Dex, -1 size, +4 natural]]; Atk +4 melee (1d4+3, 2 hooves), -1 melee (1d3+1, bite), SQ Sent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6. Height 5 ft. 4 in.

Skills and Feats: Listen +7, Spot +7;

Scent (Ex): Can detect opponents within 30 ft. by sense of smell.

- Light Warhorse #4 (150; Large; N/A; YES; Unusual; Around 1200 lbs): This chestnut stallion has a large patch of white that covers his entire face including both eyes and his muzzle. He is 36 years old (venerable), 15 hands (4 ft. 11 in.) high and is called _____. He doesn't like it when any creatures are behind him and will kick them if given a chance. (Appropriate skill check at DC 15 to prevent.) He only allows experienced riders to ride him and , will buck, rear, bite and kick at the indignation of suffering an inexperienced rider. (Each minute there is 75% chance that the rider must make a ride check at DC 15 or this horse attempts to bite or throw the rider.)

This horse knows the following tricks;

“Advanced War Training”: Similar to light horse but is trained and bred for strength and aggression. A light war horse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC10). This horse does not naturally shy away from attacking unnatural creatures as other animals do.

“Sidestep”: Walks backwards and sideways easily when handled and on verbal command with little difficulty.

“Quiet”: Will stay silent for 30 minutes upon somatic command despite undue stress (such as being attacked).

Warhorse, light: CR 1; Large animal; HD 3d8+9; hp 22; Init +1; Spd 60 ft.; AC 14 (touch 10, flat-footed 13) [[+1 Dex, -1 size, +4 natural]]; Atk +4 melee (1d4+3, 2 hooves), -1 melee (1d3+1, bite), SQ Sent; AL N; SV

Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6. Height 5 ft. 4 in.

Skills and Feats: Listen +7, Spot +7;

Scent (Ex): Can detect opponents within 30 ft. by sense of smell.

- Light Warhorse #5 (150; Large; N/A; YES; Unusual; Around 1200 lbs): This brown gelding has a 'blaze' pattern on his face, (a wide white band from the top of his head to the tip of his nose). He is 9 years old (middle aged), stands 16 hands (5 ft. 4 in.) high and is called _____. This horse doesn't mind stepping on uneven ground. He seems to enjoy rearing, stomping and running over creatures smaller than him in combat. He also chews on fences unless muzzled.

This horse knows the following tricks;

“Sidestep”: Walks backwards and sideways easily when handled and on verbal command with little difficulty.

“Step on”: Can be ordered to overrun an opponent (when being ridden or not) and if opponent is tripped in the process, the horse may make one hoof attack that provokes an attack of opportunity.

Warhorse, light: CR 1; Large animal; HD 3d8+9; hp 22; Init +1; Spd 60 ft.; AC 14 (touch 10, flat-footed 13) [[+1 Dex, -1 size, +4 natural]]; Atk +5 melee (1d4+3, 2 hooves), -1 melee (1d3+1, bite), SQ Sent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6. Height 5 ft. 4 in.

Skills and Feats: Climb +5, Listen +6, Spot +6; Weapon Focus (hooves)

Scent (Ex): Can detect opponents within 30 ft. by sense of smell.

- Name of Treasure item (Cost; Item Size; Uses; Tradable?; Rarity; Weight): Description.
- Name of Treasure item (Cost; Item Size; Uses; Tradable?; Rarity; Weight): Description.

Conclusion

- Treasure Map (11gp; Tiny; Scroll; YES; Rare; 1lb): This map is written on 1 square yard of parchment and is contained in it's own leather map case. It seems to point to a treasure buried in the Bramblewood Forest. The Judge must include the circumstances of how the PCs acquired this map on the cert below, and on each player's logsheet. Circle the single result that applies and cross out all others:

Result A:

Result B:

Result C:

Result D:

Result E:

Result F:

Other <specify on cert>

- Copy of Treasure Map (10gp; Tiny; Scroll; YES; Common; 01b): This map seems to point to a treasure buried in the Bramblewood Forest. It was created using a character's _____ skill with a check result of DC: _____. If the PC did not make a copy of the original map during the event in which it was found, the two lines above should be left blank and the judge mark an X here: _____. If a copy of an original map is later made, fill in the above information. If a copy of copy is made, mark it on the character's logsheet along with the skill checks of both copied maps.

The Judge must include the circumstances of how the PCs acquired the original map on the cert below, and on each player's logsheet. Circle the single result that applies and cross out all others:

Result A:

Result B:

Result C:

Result D:

Result E:

Result F:

Other <specify on cert>

APPENDIX-A

ARAD DARKEYE'S STORY

Ket Dispatch #1: Arad Darkeye, a hero of the War in Bissel, has left the service of the Ketite army under a dark cloud. On a recent excursion into the Bramblewood, Darkeye's entire squadron was destroyed by monsters, leaving him the only survivor. He has refused to speak to anyone about the defeat, and speculation abounds as to what could have slain so many armed men. Dark rumors suggest that the one-time hero may have played a sinister role in the fall of his squadron. No one knows Darkeye's plans, but it is presumed that he will return to his home, near the city of Falwur.

Players who already are familiar with the LGJ dispatch are free to use the info they know. However, do not give them the info unless they ask for and successfully make checks on appropriate skills. The dispatch is included for your own information. The most of the information below cannot be gained with skill checks, but use your judgement.

* After the caravan was seized, Arad decided that the supplies that were not useful to the war effort should be divided amongst his men as the spoils of war, (which was his prerogative). Since the booty would only slow his army down, the spoils were buried further into Ket just inside the Bramblewood.

At the same time this happened, a particularly dangerous war operation was required and planned. This required some of Arad's men to sacrifice themselves in a tactical maneuver they had very little chance of surviving. This was to lure the enemy into attacking this weak force and exposing the enemy to the rest of the Ketite force. The operation worked very well and resulted in the capture (and later defection) of the Golden Lions, an entire mercenary army.

Before they undertook this dangerous mission, these same men were given the duty to bury the caravan treasure. In the unlikely event any of these men survived, they were free to claim the treasure as their own and retire from the army as heroes. In case none of these men were to survive, two maps were made to allow the others to find the treasure when the war was over. The first map was given to Arad. The second map was placed in the grave of the man who died taking the caravan as the treasure belonged to him more than anyone. In case the first map was lost or destroyed, this second map was a backup. As predicted, none of the men who undertook the mission survived their sacrifice, so the treasure was left buried.

While the war with Bissel was over in but two short months in 584 CY, the occupation lasted until 590 CY. After the Ketite forces withdrew from Bissel, in 591CY Arad gathered those that survived the war to reclaim the treasure. However in the 7 years since the treasure was buried, the Bramblewood's borders grew. Instead of being

buried at the edge of the Bramblewood, now it was some distance inside the dangerous woods.

*

Arad and his entire squadron of prepared and experienced veteran soldiers went into the woods. They encountered monsters and suffered some losses, but continued on. They found the location of the treasure, but did not get a chance to dig it up.

The numerous attacks whittled them down in both strength, and numbers to the point where they were forced to retreat from the Bramblewood. They never made it. The last attack of monsters killed them all on their second to last day of military service, including Arad Darkeye. However since Arad Darkeye was a hero of the war and an excellent career officer, arrangements had already been made by others for 'True Resurrect' to be cast if divinations on his last day of duty revealed he had died in service.

Once he had been brought back to life, it was expected that he would continue serving in the military as that is what he previously planned to do. However Arad felt that he and the treasure were responsible for the death of his family and his men. He became wracked with guilt for surviving when his men did not. He donated almost all of his wealth to the temple, and left the army. That was in the spring of 591CY, and now it is the fall of the same year, (or it might be later depending when this adventure is run.)

APPENDIX-B

KEY NPCs

☛ **Arad Darkeye, Ftr8:** CR 8; Medium-size Humanoid; HD 8d10+16; hp 74; Init +2; Spd 20 ft; AC 19, (touch 12, flat-footed 17); Atks +11 melee (1d6+4/15-20, scimitar); AL LN; SV Fort +8, Ref +4, Will +4; Str 15, Dex 15, Con 15, Int 14, Wis 14, Cha 15. Height 5 ft. 10 in. tall. 49 years old;

Skills and Feats: Handle Animal +7, Listen +7, Profession (soldier) +13, Profession (officer) +13, Ride +15, Speak Language (Dwarven, Baklunish) Spot +5; Blind-Fight, Improved Critical (scimitar), Leadership, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions Breastplate, scimitar, large steel shield, Backpack with 4d4gp worth of supplies. 37gp 50sp.

Personality: Arad Darkeye is a career soldier. He is not afraid to fight, nor to do what is necessary, but Arad does not harm others (nor allow harm to come to others) for his own personal gain.

Tactics: As this adventure is primarily for Arad's personal gain, he is quite reluctant to bring harm to others and will deal only subdual damage. Arad should be run like a competent leader. If Arad is with the party, he will call out to them to try and organize them into a fighting force. Basically if you (the judge) can see something that would work well in combat against your NPCs, then Arad sees it too and communicates it to the party.

Arad is also a competent fighter. For example, if he believes a mounted combatant will be attacking him, then he will take a readied action to step forward and to the side (to reach the rider) and pull the rider from the saddle. His next action, he will get on the horse and use it.

☛ **Talwin the merchant Exp2, Clr1:** CR 2; Medium Humanoid; HD 2d6 + 1d8; hp 12; Init -1; Spd 30 ft; AC 10; Atks +0 melee (1d4-1/19-20, dagger); AL LN; SV Fort +2, Ref +0, Will +7; Str 8, Dex 9, Con 10, Int 17, Wis 15, Cha 15. Height 5 ft. 10 in. tall. 48 years old.

Skills and Feats: Appraise +8, Bluff +8, Diplomacy +12, Intimidate +9, Knowledge (Geography) +9, Listen +7, Profession (merchant) +10, Sense Motive +9, Speak Language (Elven, Dwarven, Halfling), Spellcraft +9; Scribe Scroll, Skill Focus (Sense Motive), Skill Focus: (Profession [merchant]).

Spells Prepared (3/3; Spell DC = 14 + spell level): o—detect magic, guidance, purify good and drink; 1st—detect secret doors*, command, comprehend languages, detect evil].

*Domain spell. **Domains:** Knowledge (All knowledge skills are class skills. Cast divinations at +1 caster level.); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Only a dagger, and a holy symbol but Talwin has access to many other possessions, some of which includes cleric scrolls.

Personality: Talwin worships Zichus, but almost switched to Trithereon after he lost his son. When Talwin lost his caravan and his son, it dealt him a crippling emotional and financial blow that Talwin has never recovered from. He blames Arad personally for the loss, and has spent much of his wealth in the years since first trying to have him killed, then by trying to find out how he could recover his lost wealth. Most of the money the merchant has spent has been spent in vain.

Johan, Talwin's younger brother, was not present on the fateful day the caravan was attacked. Since then, Johan has helped Talwin get through the rough spots in his life, (both the financial and the emotional ones.)

APPENDIX C- CAMFAST

Before the war between Ket and Bissel, Camfast was a fairly small but prosperous trade town in northern Bissel. Camfast is situated off the major trade route between Bissel and Ket. Despite this, Camfast still enjoyed a fair level of prosperity from trade.

When the war broke out, trade between Ket and Bissel slowed to a stop. The livelihood of most of Camfast vanished. Much of the population in the area fled. With few travelers passing through town, inns and taverns were hit first and hardest, but other areas were hit too. There were few people to purchase travelling supplies, horse feed, and other commodities. Being close to the enemy nation Ket didn't help matters much.

The population of Camfast fell from 500 people to under 100 during the first few days of the war. Some of those who didn't leave for safer pastures left to fight against Ket. The Ketite army overpowered the Bisselites, and when Ket broke through to Camfast early in the two month campaign, the town surrendered unconditionally.

AFTER THE WAR

Although some view Camfast as an occupied town, the inhabitants are slowly, and grudgingly, coming to terms with life in Ket. Many people just want their lives to return to normal, and don't care under whose flag their city comes under. Others – those who have lost family or livelihood, are understandably more bitter. Their grievances can easily be heard in the taverns when among friends. In public, they go about their lives hiding their bitterness under a mask of stoicism.

Ket has stationed a small garrison in Camfast, but has otherwise allowed the community to remain mostly autonomous. The sale of armour and weapons have been restricted (only to the Ket army), but other commerce is almost as it was before the war. Even travelers are slowly coming and going again. Camfast is slowly rebuilding.

Footsoldiers regularly patrol the community and maintain the peace. These footsoldiers are not Threshers—they don't enforce laws, only civil obedience. Wherever there are people gathered in Camfast, there are Ket footsoldiers in the background. There are some Threshers and Jurats in the village, but their numbers are more in proportion to the small size of the community.

Units of cavalry regularly patrol the area surrounding Camfast. Unlike the footsoldiers, who are stationed in Camfast for months at a time, cavalrymen stay in Camfast for one month before returning to other duties. Every two weeks, a pair of cavalrymen are sent to Lopolla with the latest report. Before the report leaves, two fresh cavalrymen arrive in Camfast to replace the two who leave.

The commander, Darek, is a man in his late thirties. At first, he was glad to accept the command, but now he wonders who he offended in the army to be posted to Camfast. There has not been any civil unrest to speak of since his arrival a year ago, and his biweekly reports are becoming routine. After one year protecting Ket from the drunken murmuring of Camfast, he feels that his career is going nowhere.