

YK3

FOURTH EDITION

HACKMASTER®



Dungeon Module YK3 Sometimes They Come Back

by Barbara Blackburn, Jolly Blackburn & Brian Jelke

This electronic document forms a complete module for use with HackMaster®. It contains background information, a color referee's overland map, an additional proximate regional map and building maps, referee's notes and tactical guides, encounter and map matrix keys as well as illustrations for the players. For 1st level characters.

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511 W. Greenwood Avenue
Waukegan, IL 60087





DUNGEON MODULE YK3 SOMETIMES THEY COME BACK

by Barbara Blackburn, Jolly Blackburn & Brian Jelke

HackMaster conversion and additional material by Steve Johansson

Introduction

This adventure is recommended for use with three to six beginning HackMaster characters. As designed, it is most challenging for PCs that have not yet accumulated magic weapons. For more experienced PCs, it is recommended to boost the strength of the foes described - in particular the principal villain, Joynez, should be reborn as a wight or even a wraith and his subordinates as Huecuva or even wights if the PCs are particularly formidable. You may also wish to increase the lethality of his undead minions by making the common zombies Ju Ju zombies.

The GM should read this adventure entirely at least once before play in order to ensure a smooth game. The following information is for the GM only.

Background

The adventure centers in and around the small village of Narmaren (pop 315). The inhabitants consist of 290 humans mostly of Brandobian descent, with a mixture of Dejj, Kalamaran and Svímohzish blood mixed in. Halflings and hobgoblins number 15 and 10 respectively. The village grew around an Eldoran garrison established on the site some 75 years ago (Y.K. 969). Although the garrison was subsequently abandoned when Prompeldia won their independence, the villagers remained and converted the garrison's stone building into a tavern.

Officially, the village has pledged allegiance to the independent city of Prompeldia (pop 15,800) located about 5 miles to the southwest. Narmaren is situated on the road which travels along the coast of the Elos and Whimdol Bays and most of the Straits of Svímohzia. This road connects Prompeldia and the cities of the Elos Desert to Pel Brolenon on one end and to the Young Kingdoms on the other.

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Publisher's Note: This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Less than a mile north of Narmaren, within sight of the Ek'Ridar river, rests a small copse of trees set on a low rise. This is the site of the Battle of Narmaren, much orated in local legend. It is here that, in the Year of the King 1024 (20 years ago) the Dejj Brothers in Blood stood side by side with hobgoblin troops from Norga-Krangrel, in a vallant defense against Eldoran forces. In other lands, this is known as the Second Battle for Prompeldian Independence.

The second battle began when Eldor's royal family, still bitter from their defeat 55 years earlier, determined to once again try to retake their former colony of Prompeldia. This time, however, the military decided to secretly land troops several miles to the north and south of the city. While the warships attacked the city directly, the armies would flank the city and ensure that Mayor Gremply Slivers did not again escape to bring hobgoblin reinforcements.

Unfortunately for Eldor, their plan met with a significant snag - Gremply Slivers had been forewarned of the attack. The elves of the Lendelwood, never on good terms with Eldor, learned of the forthcoming invasion, and passed word to the elves of the Kalalali and Kalokopeli forests. The Kalokopeli halflings quickly caught word of the danger, and sent a close relative of Gremply Slivers from Narmaren to warn him.

The flanking Eldoran troops also met with problems. The southern flank landed too far south, and due to an encounter with a disturbed andro-sphinx, never made it to Prompeldia at all. The northern flank decided to land near their former garrison (now Narmaren), where they were no match for the followers of the Way of the Berserk who Gremply Slivers had gathered from many nearby desert tribes to repel the attack. As sword clashed against sword and the battle ensued, the Dejj berserkers were soon joined by veteran hobgoblin warriors, who feared their country would be facing a two-front war with Eldor and their longtime adversaries from Korak. Together, the Elos barbarians and their hobgoblin allies were able to repel the Eldoran troops, but at great cost to all sides. In the end, the graves of the fallen from both sides littered the field as far as the eye could see.

With their second attempt at retaking Prompeldia soundly defeated, the Eldoran armies withdrew. They did not lick their wounds for long, however, and soon redirected their forces to expand their borders, rather than their colonies. Eldor now struggles constantly with the elves of Lendelwood for its food and resources. Prompeldia declared its independence for the second time, and it seems that Eldor is finally content to let it be.

After the conflict, the Brothers in Blood constructed a small stone temple to commemorate and honor the event. It became a ritual for young soldiers, green in the ways of war, to journey to the battlefield and sink their weapons into the once blood-soaked earth on the temple grounds, seeking the blessing of those who had fallen there.

Years passed, and eventually the priests traveled elsewhere to test their battle prowess. The temple stood silent, apparently abandoned by those who erected it. It was just recently that three Harvesters traveled from Prompeldia to claim the old battlefield for their master, the Ruler of the Dead.

The Harvesters set up camp on the battlefield and immediately made plans to build their own temple and establish a Congregation of the Dead in the area. The Harvesters erected a new temple to their god alongside the temple of the Prince of Turmoil. Then they began exhuming fallen soldiers, so they could create a force of undead skeletons under their control.

With their newly-established base secured, the Harvesters have engaged in the kidnapping of the unsuspecting, including men, women, children and livestock from Narmaren. The main motivation behind the abductions is preparation for the upcoming Soul Harvest and the sacrifices required by that foul ceremony.

Adventure Synopsis

The players will be lured to a small village where they will discover that villagers, travelers passing through and even animals have all been disappearing. The PCs will hear about these disappearances through one of several methods. The heroes will do a bit of sleuthing in order to figure out where the abductees have been taken. The answers will lead them to the old battlefield north of town, and the temple of the Congregation of the Dead. There the PCs will battle a variety of undead and evil priests, including the ringleader Jonyez. The PCs will rescue the remaining abductees and return them

to the town. The townspeople will hold a celebratory feast, which will be interrupted by attacking skeletons and the return of Jonyez. Now a ghoul, Jonyez will abduct a villager and return to his temple. The PCs will attempt to rescue the villager, and will face a battle against more undead before rescuing the villager and ending the threat of Jonyez.

Adventure Hooks

Here are some suggested ways for the GM to get the PCs involved in the storyline of the adventure once they are in the area.

1) The PCs encounter two young travelers who have set up camp along the roadside. They are friendly enough and offer to share the venison they are roasting with the PCs and explain they are leaving their home village of Narmaren for the city of Baneta. When the PCs inquire as to the reason for their departure they explain how 'great evil' has descended upon their village and of the mysterious disappearances of many of the villagers. They also mention that the village of Narmaren is offering a 'great reward' to anyone who could solve the mystery but the few who answered the call had also disappeared without a trace.

2) The PCs encounter a small group of amateur bandits who are carrying several small bags of gold and trinkets. They



immediately surrender to the PCs, assuming them to be mighty warriors hired by the people of Narmaren to bring back their stolen items. The PCs will (hopefully) return the goods to Narmaren, where they will be welcomed as heroes, and drawn into the storyline.

3) The PCs encounter a merchant who is traveling to see his family in Narmaren. He pays the PCs to escort him, reasoning that there is strength in numbers.

Village of Narmaren

This small village is barely large enough to warrant mention on most maps. Wandering merchants come and go here - usually setting up their tents in the shade of the trees where they attempt to sell their wares for a few days or weeks before moving on.

Narmaren is only now beginning to grow in size, as the wealthy citizens and merchants of Prompeldia find convenience in building their houses near, but not within, Prompeldia itself. Several small houses have just been built, with more under construction. However, the oldest permanent structure is the tavern with its stables in the rear. The remainder (and the majority) of the dwellings in the village are tents that have been rimmed at their bases with small walls of packed clay and straw. The only temple within the village of Narmaren is a small shrine to the Traveller.

The Whispering Wind Tavern

This two-story stone building is the only inn in town. As such, it is the hub of social activity and local gossip. The menu consists of a tasty stew (5 cp), several varieties of seafood (5-10 cp), breads (5 cp) and dried meats (3 sp). Beer can be purchased for 3 cp/pitcher. Rooms are available for 1 sp/day for common and 6 sp/day for semi-private. Stabling costs 1 sp/day.

If the PCs visit the Whispering Wind, they will hear rumors about the disappearances of livestock and people. They may also hear something more about a reward being offered.

If the players ask about the disappearances, they will be served a meal and drinks (and informed it is 'on the house'). Many of the locals will surround the PCs and beg for them to solve the mystery and return the missing villagers.

If they ask about a reward, a tall brown-robed gentleman will emerge from a back table. He will seat himself at the table with the PCs and study them for a moment before speaking. He will then lean in close and whisper (in Brandobian):

Display illustration 1 on page 20 and read:

"I understand you're interested in a reward. My servant Vrilnd is among those missing. He is but a boy of 16 summers. If you return him here to me, I will reward you with this." The man opens his fist to reveal a small bloodstone resting on his palm. "This and three others like it will be yours if you are successful."

Each bloodstone is worth 50 gp. The mysterious man's name is Alin. He is a cleric of the House of Shackles - the LE gawd of oppression and slavery (although this is only discernable if a PC succeeds at an average difficulty Religion, General check). He leads a troupe of two Disciples and two Servants (one was Vrilnd) of the Overlord. Alin was returning to Prompeldia from Baneta where he had attended a special ceremony. Alin is desperate to see the return of Vrilnd. He fears (correctly) that if he returns to Prompeldia without Vrilnd he will be severely punished by his superior. Additionally, Alin has advanced rapidly due to his wit and cunning and several of his peers and underlings would be very interested in seeing him falter.

If the players balk at helping Alin (he is, after all, an evil cleric - though this fact may not be immediately obvious), he will leave for a moment, cast Befriend and return to negotiations increasing his offer by two more bloodstones. If refused again, Alin will wait to see if the players free Vrilnd anyway and wait for an opportune time to spitefully attack out of revenge.

Alin the Warden (HF 1, EP 78)

Male 1st level Cleric of E'Patall

LE Human

Attack and Movement

Melee 1 attack/rnd; footman's mace (1-6+1) or whip (d6-4)

Atk Bonuses Melee +0 to-hit, +1 damage

MV 9"

Defense

hp 25

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AC 2 (Chainmail, medium wood shield)

Chain mail AC: 5 □□□□□ □□□ 6 □□□□□ □ 7 □□□□ 8 □□ 9 □

Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □



Spells

1st level: Befriend, Command, Cure light wounds, Know Direction, Sanctuary

Traits

Abilities Str 12/94, Int 17/64, Wis 17/97, Dex 9/32, Con 11/23, Cha 16/61, Com 13/19

Honor 15 (average)

Skills Glean Information (22), Liar, skilled (23), Religion, Specific - E'Patali (35), Rope Use (24), Torture (30),

Talents Acute (high) Alertness, Experience Bonus

Quirks/Flaws: Sadistic

Languages common, brandobian, hobgoblin, svimohzish

Equipment

chainmail, medium wood shield, footman's mace, whip,
brown robe, 5 pp, 6 gp, 2 elp, 3 sp, 2 cp, 6 bloodstones (50 gp
each)

1) Dining Room: This warm room contains several round wooden tables. It also holds a long wooden rectangular table near the fireplace on the west wall. A bar stands in the north-east corner of the room and an exit to the rear kitchen lies in the middle of the north wall. The entrance to the stairwell is also on the north wall. Several people are talking, drinking and eating. Here the players may pick up some additional rumors and clues to begin their investigation.

2) Kitchen: This area contains the kitchen in which meals are prepared. There is a fireplace on the east wall and many utensils are lying about.

3) Storage: This area is used for storage of common items such as flour, salt and spices.

4) Cellar: The cellar contains additional stocks of food and drinks.

5) The Cook's Room: This is a simple room with only a bed, a chest, a table with a candle on it and a wash basin. Inside the chest are three sets of inexpensive clothing, a skin of wine and a leather pouch with 5 sp and a cap.

6) Sheffen's Room: The owner of the Whispering Wind lives fairly simply. Inside is a bed, a table, a lantern, a sheepskin rug, a wash basin and a chest. Inside the chest are five sets of simple clothes and one set of fairly nice clothes. There is also a pair of soft boots, a pair of gloves, a mirror, a comb, a bottle of honey water cologne, bird seed, a deck of playing cards and a pouch containing 25 sp and 50 gp. In one corner of the room stands Sheffen's prized pet bird in a wrought iron cage. The room is the only one on the upper story with a window.

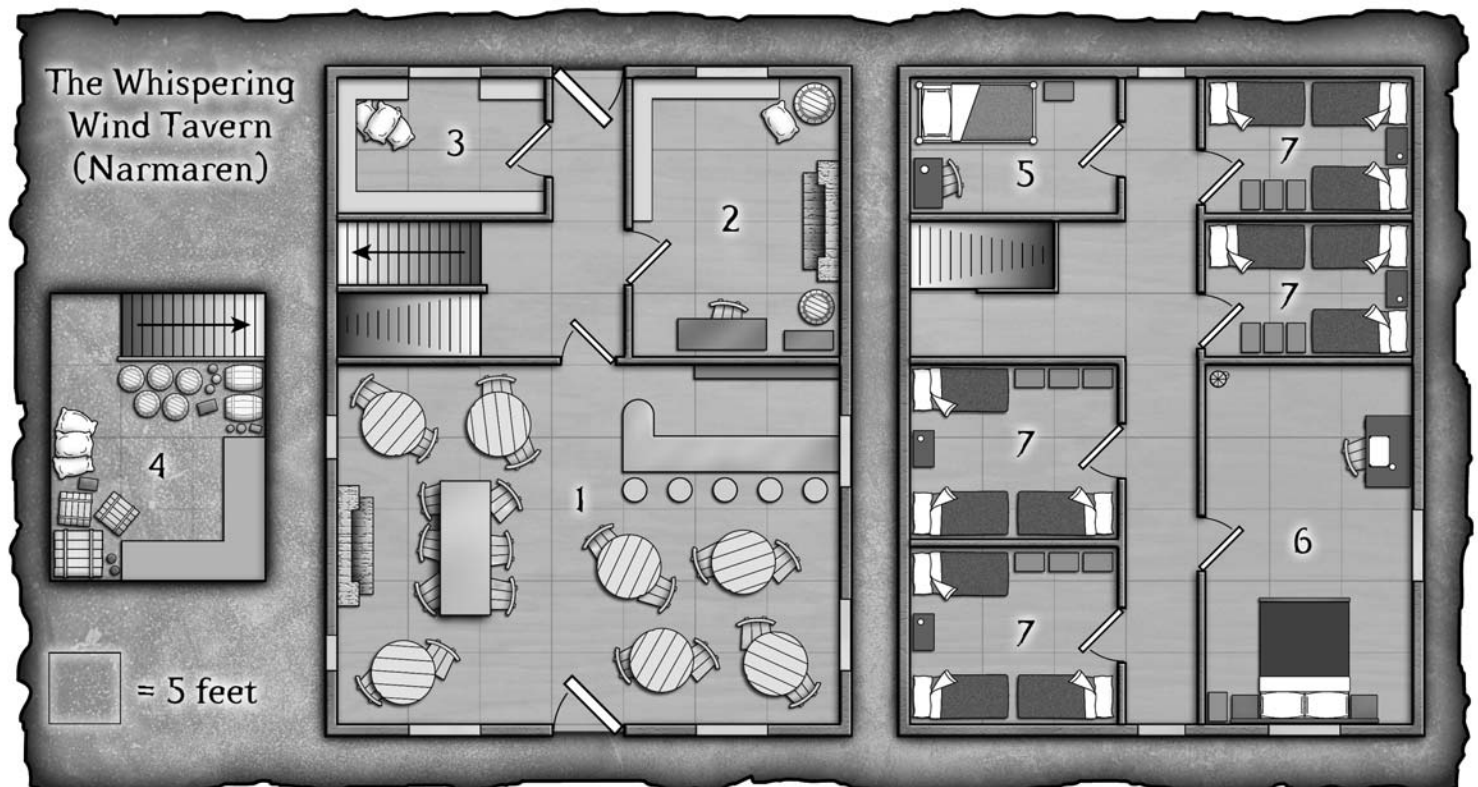
7) Guest Rooms: These four rooms are furnished with three beds, one basin and three chests in each. Blankets are made of simple wool.

While at the Whispering Wind, the PCs may meet any of the following people:

Sheffen the Innkeeper (Men: Farmer, Burly): HF 1, EP 15, Int Average, AL LN, AC 10, MV 12", HD 1, HP 27, SZ M, #AT 1, D 1-2 (punching), TOP 13, Crit BSL: Def AC -2, FF: 6, STPs: Bargain Sense 12, Feign Toughness 22, Flex Muscle 19, Orchestrate Task 14, References HoB 5 p. 10

Sheffen is very cautious about things getting out of hand at his inn. Although he cannot afford to hire a bouncer, at 6 ft. 7 in and 270 lbs., he counts on his imposing appearance to discourage would-be rowdies, as he has no special training in combat skills.

HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐



Freesha the Serving Woman (Men: Waitress/Wench): HF 1, EP 15, Int Average, AL N, AC 10, MV 12", HD ½, HP 12, SZ M, #AT 1, D 1-2 (punching), TOP 6, Crit BSL: Def AC -4, FF: 4, STPs: Idle Gossip 13, Seduction, Art of 21, References HoB 5 p. 14

Freesha is very fond of Sheffen and continually tries to get his attention and test his affections by flirting with customers. She hopes to one day marry him when his business improves.

HPs: □□□□□ □□□□□ □□

Sohward the Carpenter (Men: Tradesman/Craftsman): HF 1, EP 15, Int Average, AL N, AC 10, MV 12", HD ½, HP 13, SZ M, #AT 1, D 1-2 (punching), TOP 6, Crit BSL: Def AC -4, FF: 5, STPs: Carpentry 77, References HoB 5 p. 13

Sohward frequents the Whispering Wind to escape both his work (which he excels at) and his family.

HPs: □□□□□ □□□□□ □□□

Howorth the Fisherman (Men: Merchant, Sailor/Fisherman): HF 1, EP 15, Int Average, AL LN, AC 10, MV 12", HD ½, HP 14, SZ M, #AT 1, D 1-2 (punching), TOP 7, Crit BSL: Def AC -4, FF: 6, STPs: Fishing 39, Seamanship Suite 31, References HoB 5 p. 11

Howorth makes a decent living fishing the shallows near Narmaren but never strays too far for fear of slavers.

HPs: □□□□□ □□□□□ □□□□

Dremi the Potter (Men: Tradesman/Craftsman): HF 1, EP 15, Int Average, AL CG, AC 10, MV 12", HD ½, HP 12, SZ M, #AT 1, D 1-2 (punching), TOP 6, Crit BSL: Def AC -4, FF: 5, STPs: Glean Information 54, Pottery 53, References HoB 5 p. 13

Dremi makes her living manufacturing a wide variety of pottery to sell to passing merchants. She is also a covert agent of the Brotherhood of the Broken Chain. She uses Narmaren as a way station for escaped slaves from Prompeldia, so she always keeps her ears open for rumors involving slavery.

HPs: □□□□□ □□□□□ □□

Tren the Tailor (Men: Tradesman/Craftsman): HF 1, EP 15, Int Average, AL LG, AC 10, MV 12", HD ½, HP 11, SZ M, #AT 1, D 1-2 (punching), TOP 5, Crit BSL: Def AC -4, FF: 4, STPs: Current Affairs 60, History, Local 52, Seamstress/Tailor 36, Quirks/Flaws: Stutter, References HoB 5 p. 13

Tren has a severe stuttering problem. In spite of this, he is very friendly and can relate many facts about local history to a patient listener. He also claims to know one or two tidbits about almost every other subject.

HPs: □□□□□ □□□□□ □

Pally Torenbock hails from the Kalokopeli Forest. If the GM so chooses, Pally may be used as a henchman or follower of the party.

Pally Torenbock

Male 1st level Fighter
NG Hairfoot Halfling

Attack and Movement

Melee 1 attack/rnd; short sword (1-6)

Atk Bonuses Melee +1 to-hit, +1 damage

Missile 3/2 attacks/rnd; sling with 30 bullets (1-6)

Atk Bonuses Missile +4 to-hit

MV 4"

Defense

hp 29

□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□

AC 3 (Studded Leather, small wood shield, DEX)

Studded Leather AC: 7 □□□□ 8 □□ 9 □

Small Wood Shield AC: +2 □□□□ +1 □□ 0 □

Traits

Abilities Str 13/05, Int 9/32, Wis 13/66, Dex 16/16, Con 14/17, Cha 14/91, Com 15/05

Honor 11 (average)

Skills Weapon Specialization (sling), Reading/Writing

Talents Opportunist, Reaction Bonus, Sling Bonus

Languages common, halfling, kalamaran, elven

Equipment

studded leather armor, leather cap, small wood shield, short sword, sling, 30 bullets, backpack, small sack, belt, 4 pp, 5 gp, 13 elp, 10 sp, 19 cp

Cheff the Deshackler is of Dejj ancestry and from the City of Dijishy. He may also be used as an adventuring companion if the GM so desires though he's well aware of Alin's identity and will have nothing to do with individuals in that villian's employ.

Cheff the Deshackler

Male 1st level Cleric of Relivik
CG Human

Attack and Movement

Melee 1 attack/rnd; footman's mace (1-6+1)

Atk Bonuses Melee +0 to-hit, +1 damage

MV 9"

Defense

hp 28

□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□

AC 1 (Chainmail, medium metal shield DEX)

Chain mail AC: 5 □□□□□ □□□ 6 □□□□□ □ 7 □□□□ 8 □□ 9 □

Medium Metal Shield AC: +3 □□□□□ +2 □□□□ +1 □□□ 0 □□

Spells

1st level: Cure Light Wounds, Invisibility to Undead, Light, Magic Stone, Strength of Stone

Traits

Abilities Str 12/23, Int 10/21, Wis 15/56, Dex 13/66, Con 15/75, Cha 12/88, Com 12/15

Honor 16 (average)

Skills Reading/Writing, Religion, specific (Relivik) (21), Rope Use (20), Rousing Speech (17), Rules of Fair Play (19)

Talents Grace Under Pressure, Paralyzation Bonus, Reduced Facing

Quirks/Flaws: Obsessive/Compulsive Disorder (compulsion to free slaves)

Languages common, brandobian, dejj

Equipment

chainmail, medium metal shield, silver holy symbol (eagle's claw), white robe adorned with three black feathers

Dari the Cook (Men: Servant/Torch Bearer): HF 1, EP 15, Int Average, AL LN, AC 10, MV 12", HD ½, HP 13, SZ M, #AT 1, D d6-2 (knife), TOP 6, Crit BSL: Def AC -4, FF: 5, STPs: Culinary Arts 29, References HoB 5 p. 13

Dari is a Kalamaran who escaped forced servitude on a small Svimohzish pirate ship. He plans to work and build up enough

money for a safe return to his homeland which he considers infinitely more civilized than his current home. He fears strangers, since he is justifiably concerned about being captured again.

HPs: □□□□□ □□□□□ □□

The Stables

The stables are located behind the inn. There are 10 stalls. Five horses and one mule are being stabled. If the PCs enter the stable, read the following:

The smells of a stable assault your senses. Straw, oats and animal droppings mingle to create a unique aroma. The horses startle at your approach and whinny their surprise at your presence.

Shrine of the Traveler

This small wooden shack primarily serves as a center of worship for traveling merchants, who receive blessings to ensure safe passage as they travel the Elos Road with their wares. The interior of the shrine is simply furnished and pigeons roost in the rafters. The shrine is maintained by a cleric named Saryf. Saryf frequently travels but considers this shrine his home. He sustains himself in part by donations made by passing merchants. Display illustration 2 on page 20 and read:



Within sight of the tavern, you see a small wooden structure that appears neglected. A life-sized stone statue of an old man with star-adorned robes and worn sandals stands before the front door. A bald man wearing studded leather armor over a yellow robe greets you warmly.

“Good day, my friends! I am Saryf, a humble cleric of the Traveller. What may I do for you today? A blessing for your journey, perhaps?”

If the PCs talk to Saryf, he can point them towards anyone who may know something about the disappearances (see “The Game is Afoot!”).

Saryf the Quester

Male 1st level Cleric of Rostak
NG Human

Attack and Movement

Melee 1 attack/rnd; quarterstaff (d6)
MV 9”

Defense

hp 25
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□
AC 5 (Studded Leather, DEX)
Studded Leather AC: 7 □□□□ 8 □□ 9 □

Spells

1st level: Alleviate Headache, Bless, Create Water, Cure Light Wounds, Know Direction

Traits

Abilities Str 11/04, Int 13/37, Wis 17/60, Dex 15/42, Con 14/37, Cha 14/73, Com 12/62
Honor 14 (average)
Skills Forage for Food: Temperate (19), Reading/Writing, Religion, specific (Rostak) (24), Running (22)
Talents Burst of Speed
Languages common, kalamaran

Equipment

studded leather armor, quarterstaff, backpack, yellow robe, small silver star (holy symbol), 20 gp, 21 sp, 39 cp.

Delton’s Tent (Merchant)

One of the largest tents in the village, in the shade of a tall, gnarled desert oak, is easily visible from both the tavern and the shrine of the Traveller. Beneath the shade of this ancient tree a merchant has set up his tent and is open for business. He has spread out a broad variety of bladed weapons on camel hair rugs.

Surprisingly, a small sign indicates that the weapons have been “blessed at the battlefield” and have stiff prices marked on them (ranging from 100 to 800 gp).

Note: The GM may wish to use caution when placing this encounter so the players do not decide to explore the battlefield prematurely.

The proprietor (Delton) is a cunning salesman and will make all kinds of far-fetched claims in order to make a sale - including the boast that his weapons are indestructible and that they are ‘enchanted’ - blessed by the spirits of the great battlefield.

"These swords were thrust into the hallowed ground of the great battlefield and left to draw power for a full moon."

The truth is, Delton is planning to pull up stakes during the night and moving on. The swords are ordinary but he has been taking advantage of the villagers' fear by selling them 'charms of protection' and 'enchanted' weapons. Since one of his customers disappeared a few days ago, he has decided that it is time to go. If the PCs inquire further about the reward or the disappearances, Delton will smile and chuckle to himself in common:

"So.... I should have known. More Beeg Men who have come to save the sheep. Is that it? Yes, yes, it's true. People have been disappearing here - plucked from the shadows of night like grapes from a bowl. It's all they talk about here. Me? I don't worry too much. These people are like sheep. They sit in the tavern and talk and talk and talk about it but they do NOTHING! They expect some beeg men such as yourselves to come save them."

Delton (Men: Merchant, Dishonest): HF 1, EP 15, Int Very, AL NE, AC 10, MV 12", HD ½, HP 12, SZ M, #AT 1, D 1-2 (punching), TOP 6, Crit BSL: Def AC -4, FF: 3, STPs: Haggle 56, Liar, skilled 32, References HoB 5 p. 11

HPs: □□□□□ □□□□□ □□

Other sites in the village

Besides the Tavern and the shrine of the Traveller, there is not much else of interest in Narmaren. There are, however, various merchant tents set up along the roadway which will turn over almost daily as some merchants move on and others arrive.

The GM can decide what wares are available on a day to day basis, but the following items are almost always available:

1. Seafood harvested from the Elos Bay. This would include squid, fish, oysters, dried seaweed, various shells, etc.
2. Various import items from abroad. Narmaren is located on a major trade route as well as being near the port city of Prompeldia. The presence of most any item is easily justified. Since Narmaren is not even a small town in size, prices for all finished goods are exorbitant.
3. Pottery is very plentiful. The fine sand of the Elos is used to produce some of the best sun-cured pottery in the region.

The Game is Afoot!

The players will be required to do a bit of sleuthing in order to figure out where the abductees have been taken. This should require them to poke around and find the answers that will

eventually lead them to the battlefield and the temple of the Congregation of the Dead.

Along the way the GM should toss in a few red herrings or other random encounters to deter their progress. One of the best ways of stirring things up and making life difficult for the PCs is to crank the rumor-mill a few turns.

Also, bear in mind that the village has been shrouded in fear. The PCs will be viewed with a certain amount of suspicion - even though they are trying to help. There is nothing quite like being under suspicion to make one paranoid! Try to use this to keep tension high between the villagers and the PCs.

As the players do their investigating you can introduce one or more of the following rumors/encounters to keep them on their toes. (Note that most of these encounters are not intended to draw the PCs into combat. The GM should use caution if he has an impetuous group of players that are likely to attack monsters on sight.) Suggested locations for these encounters are listed on the area map located on page 9 but the GM should feel free to alter these to suit the players' particular line of inquiry.

1) The Scrounger: As the players are walking about the village they notice a small boy motioning for them to come into a tent. Once inside, the boy will tell the PCs that he knows what happened to "the missing" and that he'll tell what he knows for a shiny silver piece.

If the party refuses to pay, the boy quickly agrees to divulge his secret for some food. It is obvious by this point that he is destitute and very hungry. If the party gives the boy what he wants, he will begin to talk, looking about nervously as he does.

"There's a scrounger. Goes by the name of Heral. I saw him take a goat from the village pen. It was late at night. He thought no one saw. But I saw - with my own eyes. He left the village with the goat and he came back alone. I think he is the one."

If the PCs follow up on the boy's information, they should have little trouble finding the Heral's tent. Heral lives about a mile outside the village well off the road in a simple tent made from blankets. There is a fire pit about 20 feet in front of the tent. Behind the tent is a small rocky ledge jutting up from the sand in which the entrance to a small cave can be seen.

If the PCs investigate they will discover that the cave entrance has a wooden gate affixed to it. Inside they will discover a pair of goats and four camels (along with food and water).

If the PCs approach at night, they will most likely find Heral asleep. Unknown to them, however, Heral has befriended a young trash ogre (it's a long story) who watches his campsite at night or when he is out scrounging. During the day, the ogre sleeps in the cave.

Heral

Male 4th level Brigand
NE Human

Attack and Movement

Melee 2 attacks/rnd; rapier (d6+1) and dagger (d6-2)

Atk Bonuses Melee +2 to-hit, +5 damage

MV 12"

Defense

hp 44

□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □□□□□

AC 5 (Leather Amor, DEX)

Leather Armor AC: 8 □□ 9 □

Traits

Abilities Str 17/08, Int 12/34, Wis 8/56, Dex 16/63,

Con 15/17, Cha 6/63, Com 7/51

Honor 20 (average)

Skills Hide in Shadows 34%, Move Silently 26%, Climb Walls 27%, know terrain, sneak attack, fast movement (run at 15"), contacts (Jonyez is one of them), appraising (28), dirty fighting, forage for food - desert (36),

Quirks/Flaws: Blind - one eye, No Depth Perception, Scar - facial, Sadistic

Talents Ambidextrous, Opportunist,

Languages common, brandobian

Equipment

Leather armor, rapier, dagger, belt, two large belt pouches, metal flask filled with bitter-korn whiskey, 73 gp, 97 sp

Heral is large and formidable looking with scraggly long hair and a jagged scar stretching from his right eyelid, across the nose and over to the left ear. He prefers to capture foes if possible then club them senseless because he likes to hear them scream.

Ogre, Low (Trash): HF 4, EP 270, Int low, AL CE, AC 4, MV 9", HD 4, HP 36, SZ L, #AT 1, D 1d6+7 (club), SA: +3 to-hit due to STR, TOP 18, Crit BSL: Def AC +5, FF: 4, STPs: Survival, desert (43), References HoB 6 p. 24

HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □

If the PCs manage to overpower the two and question either one, a successful glean information check (easy) will reveal that Herald has been stealing livestock and selling it to the Congregation of the Dead. He knows the location of their temple but denies any suggestion that he has delivered any villagers (humans) into captivity.

If the PCs do not have any relevant skills, Herald will deceive the PCs into thinking he is just a petty thief and make no mention of the Congregation.

If the animals are examined, an Animal Lore (average) or Veterinary Healing (trivial) check will reveal that they have numerous small but painful wounds.

2) The Missing Bride: The PCs may overhear several of the villagers talking about a recent incident. A woman disappeared without a trace from a caravan that had camped outside the village.

The woman was being escorted to Prompeldia where she was to fulfill a marriage-by-contract to the heir of a wealthy and powerful family.

T'Jenm, a spice trader, had been charged with her protection and now he fears for his life when the news gets back to the groom-to-be.

Upon hearing about the PCs and their attempt to find the missing villagers, T'Jenm contacts them. He offers them a handsome reward if they will find his charge. He insists they concentrate on the woman and "not to bother" with the problems of the village. He gives them a huge retainer if they promise to focus on the job with which he is charging them.

The PCs may assume that the missing bride was taken by the same person who kidnapped the missing villagers. If the PCs have this in mind, they may take the money with the belief that it will all work out in the end.

What T'Jenm does not know is that the woman was not kidnapped by the Harvesters at all. She fell in love with one of her bodyguards during the trip. The two lovebirds slipped away during the night and hired a boat to take them to Baneta where they hope they will not be discovered.

A few days after hiring the PCs, T'Jenm will contact them and inform them that new evidence has revealed the truth. He insists the PCs catch a ship and go after the woman and bring her back.

When the players refuse or try to stall, T'Jenm will be extremely angry and demand they honor the 'contract' he made with them.

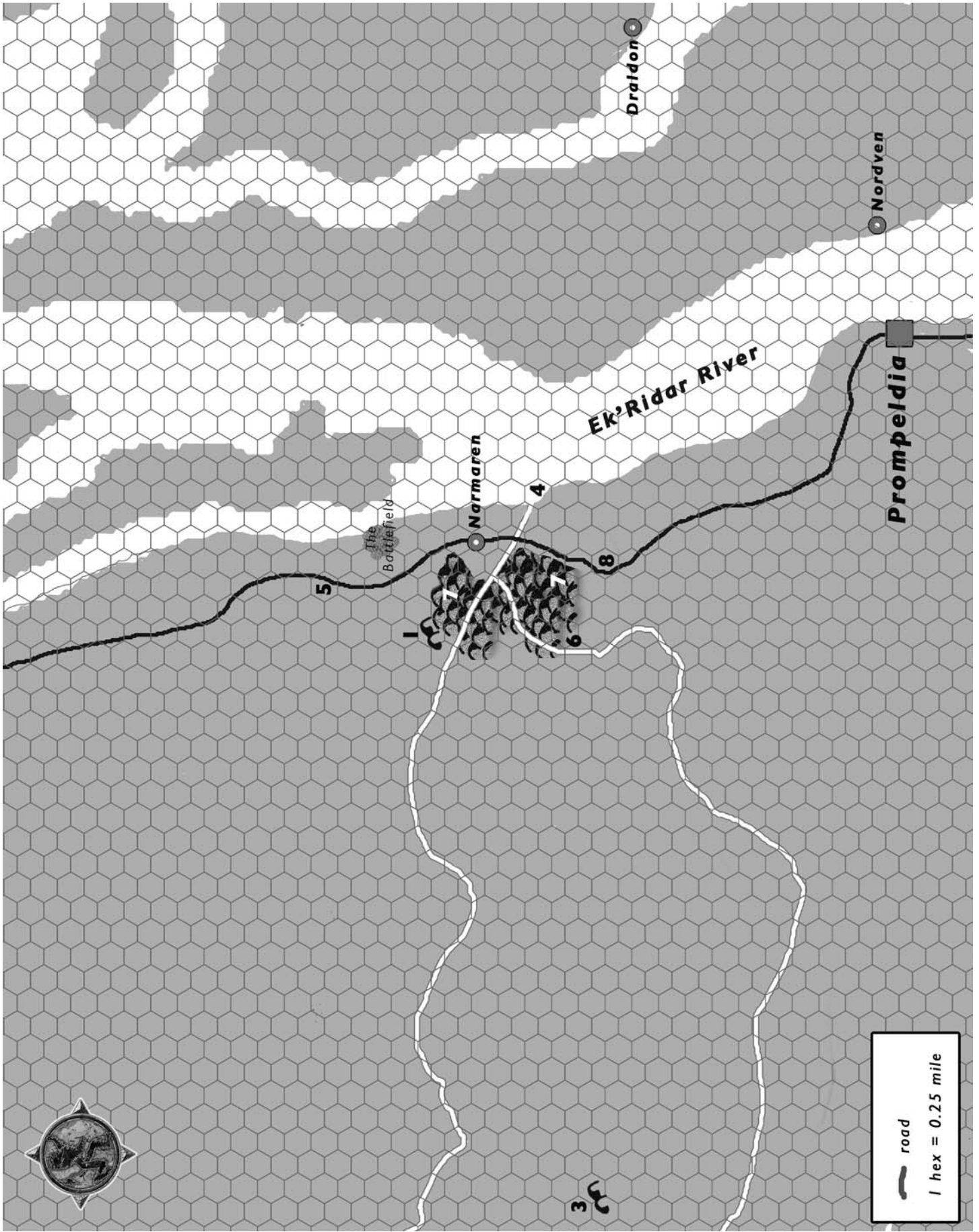
3) Cryotherius the (Andro)Sphinx: Cryotherius roams the northeastern Elos Desert near Prompeldia. Several townsfolk claim to have seen this fantastic beast flying overhead in the distant crimson skies of the desert. In the still desert night, one can sometimes hear a looming roar that is rumored to originate from Cryotherius. He occasionally makes long forays over the Sliv Elenon peaks, in order to assault the slavers in neighboring Pel Brolenon.

Cryotherius will swoop down to investigate PCs wandering the desert beyond the hills west of Narmaren. He will initially react neutrally toward them until he learns of their purpose in the area. Cryotherius speaks Sphinx, Brandobian, Kalamaran, and Common. It is not intended that the PCs should fight Cryotherius when they meet him, but he is quick to anger if not shown the proper respect.

Should the PCs convince him they are enemies of slavery, he will react favorably and possibly offer some type of minor assistance. However, Cryotherius is more interested in thwarting slavers than in dealing with the troubles of the inhabitants of Narmaren. Thus he will not directly intervene unless it can be proven to him that slavers are operating in Narmaren (which they are not). He knows nothing about Jonyez and his undead minions.

Another way to gain favor with Cryotherius is to exchange riddles with him. Though he has no interest in these for himself, he would like to build a repertoire to exchange with other Sphinxes in the desert.

The following are two riddles that he may present to the PCs if he finds it to his advantage:



1) *Speak my name and I am no longer there.* (Answer - Silence).

2) *I am what man cannot live without yet never has enough of. I am master of all men and I can never go back from whence I came.* (Answer - Time).

He makes his home in a small discreet cave in the Elos where he keeps his possessions. His treasure consists of 53 assorted gems (10-100 gp each), a golden gem-encrusted crown (1000 gp), a **longsword +1**, a small wooden **shield +1** and a **chime of opening**.

Crytherius the Androsphinx: HF 44, EP 7000, Int exceptional, AL CG, AC -2, MV 18", 30" Fly (D), HD 12, HP 80, SZ L, #AT 2, D 2-12/2-12, SA: roar, spells TOP 40, Crit BSL: Def AC +10, FF: 5, References HoB 7 p. 95

Spells:

1st level - Cure Light Wounds x3, Create Water, Detect Evil, Endure Cold/Heat, Purify Food/Drink

2nd level - Aid, Cure Moderate Wounds x2, Detect Charm, Know Alignment

3rd level - Cure Disease, Weather Prediction

4) Krangi merchants: If the PCs travel near the Ek'Ridar River, they might meet some merchants either traveling on the river or resting on the shoreline. These hobgoblin merchants hail from the Kingdom of Norgra Krangrel that lies just to the north of the Elos desert. They are traveling south on a small (50-foot-long) keelboat loaded with supplies and merchandise, including hobgoblin-made arms and armor. They are en route to Prompeldia to trade for slaves and leather goods.

There are eight hobgoblins, two of which are guards and equipped with standard hobgoblin arms and armor. The other six wear light travel clothing, though they have their weapons readily available. The merchants all speak Goblin and Common and one of them speaks Brandobian as well. Although they will not be openly hostile to strangers, they are not beyond fighting if provoked. Additionally, if they outnumber those they encounter by two to one, they will attempt to rob them.

Hobgoblin Guards (2): HF 0, EP 35, Int average, AL LE, AC 2, MV 9", HD 1+1, HP 27, 26, SZ M, #AT 1, D 1-8 (longsword), TOP 13 each, Crit BSL: Def AC -1, FF: 6, References HoB 4 p. 10

1. HPs: 00000 00000 00000 00000 00000 00
Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0
Medium Metal Shield AC: +3 00000 +2 0000 +1 000 000

2. HPs: 00000 00000 00000 00000 00000 0
Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0
Medium Metal Shield AC: +3 00000 +2 0000 +1 000 000

Hobgoblin Merchants (6): HF 0, EP 35, Int very, AL LE, AC 10 (if necessary they can quickly grab medium shields making them AC 7), MV 12", HD 1+1, HP 25 x2, 24 x2, 23 x2, SZ M, #AT 1, D 1-8 (longsword), TOP 12 x4, 11 x2, Crit BSL: Def AC -1, FF: 6, STPs: haggle (25 + d12 each), References HoB 4 p. 10

1. HPs: 00000 00000 00000 00000 00000
2. HPs: 00000 00000 00000 00000 00000
3. HPs: 00000 00000 00000 00000 00000

4. HPs: 00000 00000 00000 00000 00000

5. HPs: 00000 00000 00000 00000 0000

6. HPs: 00000 00000 00000 00000 0000

As a group they only carry 3 pp, 5 gp, and 13 sp. They have ample supplies of dry rations, rope, oil, 8 medium steel shields, 4 suits of chainmail, 6 suits of scale mail armor, 12 longswords, and 5 small steel shields.

5) Brolenese slave traders: Four slavers mounted on riding horses are traveling with a group of eight slaves bound for Prompeldia. The slaves are bound in shackles and their will is thoroughly broken by the brainwashing they were subjected to by their masters.

The slavers are dressed in studded leather armor and are armed with whips and shortwords. One slave is a half elf, one is a halfling, two are hobgoblins, and the other four are human (one Brandobian and three Svimohzish). The slavers have ample iron ration food supplies and water, all of which is borne by the slaves.

Men: Slavers (4): HF 1, EP 15, Int Average, AL LE, AC 7, MV 12", HD 1/2, HP 13 each, SZ M, #AT 1, D 1-6 (shortsword), TOP 6, Crit BSL: Def AC -4, FF: 5, STPs: rope use (22), torture (16), References HoB 5 p. 13

1. HPs: 00000 00000 0000

Studded Leather AC: 7 0000 8 00 9 0

2. HPs: 00000 00000 00

Studded Leather AC: 7 0000 8 00 9 0

3. HPs: 00000 00000 00

Studded Leather AC: 7 0000 8 00 9 0

4. HPs: 00000 00000 00

Studded Leather AC: 7 0000 8 00 9 0

6) Gnomish Prospectors: These sun baked gnomes (Harl, Dengly and Bort) spend their days panning for gold in the stream southwest of Narmaren but will claim to be simple shepherds. They speak Merchant's Tongue and Gnomish. One wears dirty, yet rugged looking coveralls, while the others wear leather armor.

They are on their way into town to buy more food and equipment. The gnomes are paranoid that 'bandits' will follow them and either rob them or discover their secret panning spots. They will react with suspicion if those they encounter ask too many questions about where they are from and what they are doing.

Gnome, Common (3): HF 1, EP 65, Int very, AL N, AC 10 or 8, MV 6", HD 1, HP 28, 27, 23, SZ S, #AT 1, D 1d6+1 (footman's pick), TOP 14, 13, 12, Crit BSL: Def AC -2, FF: 3, STPs: Mining (40 + d20 each), Quirks/Flaws: Paranoid, References HoB 3 p. 75

1. HPs: 00000 00000 00000 00000 0000

2. HPs: 00000 00000 00000 00000 00000 00

Leather Armor AC: 8 00 9 0

3. HPs: 00000 00000 00000 00000 00000 0000

Leather Armor AC: 8 00 9 0

Treasure: The gnomes have a pouch containing 7 gp worth of fine gold flakes.

7) Herdsmen: Several small groups of herdsmen roam the hills outside of town. They raise goats, llamas and sheep.

The herdsmen are often on the lookout for those who travel on the road into and out of Prompeldia. They serve as an early warning force to warn the villagers of Narmaren of impending threats, and were instrumental as scouts during the Battle of Narmaren.

Men: Farmer/Herder (2): HF 1, EP 15, Int Average, AL N, AC 10, MV 12", HD 1/2, HP 13 each, SZ M, #AT 1, D 1d6-3 (stick), TOP 6, Crit BSL: Def AC -4, FF: 5, STPs: Animal Handling (42), Animal Lore (51), References HoB 5 p. 10

8) Congregants of the Dead: If the PCs travel along the road south of town they might encounter four human followers of the Congregation of the Dead. One of these is actually a zombie.

They have traveled to the area from Prompeldia in search of the new congregation that they heard Jonyez has begun. If questioned, they will be evasive and only claim that they have come from Prompeldia to trade coral and pearls. A successful glean information check (easy) will reveal that they carry no pearls and have little else in the way of possessions.

Men: Pilgrims (3): HF 0, EP 15, Int Average, AL NE, AC 10, MV 12", HD 1/2, HP 13, 12 x2, SZ M, #AT 1, D 1-d6-1 (sickle), TOP 6,, Crit BSL: Def AC -4, FF: 5, STPs: Religion, Specific - Galapiti (13), References HoB 5 p. 12

1. HPs: □□□□ □□□□ □□

2. HPs: □□□□ □□□□ □□

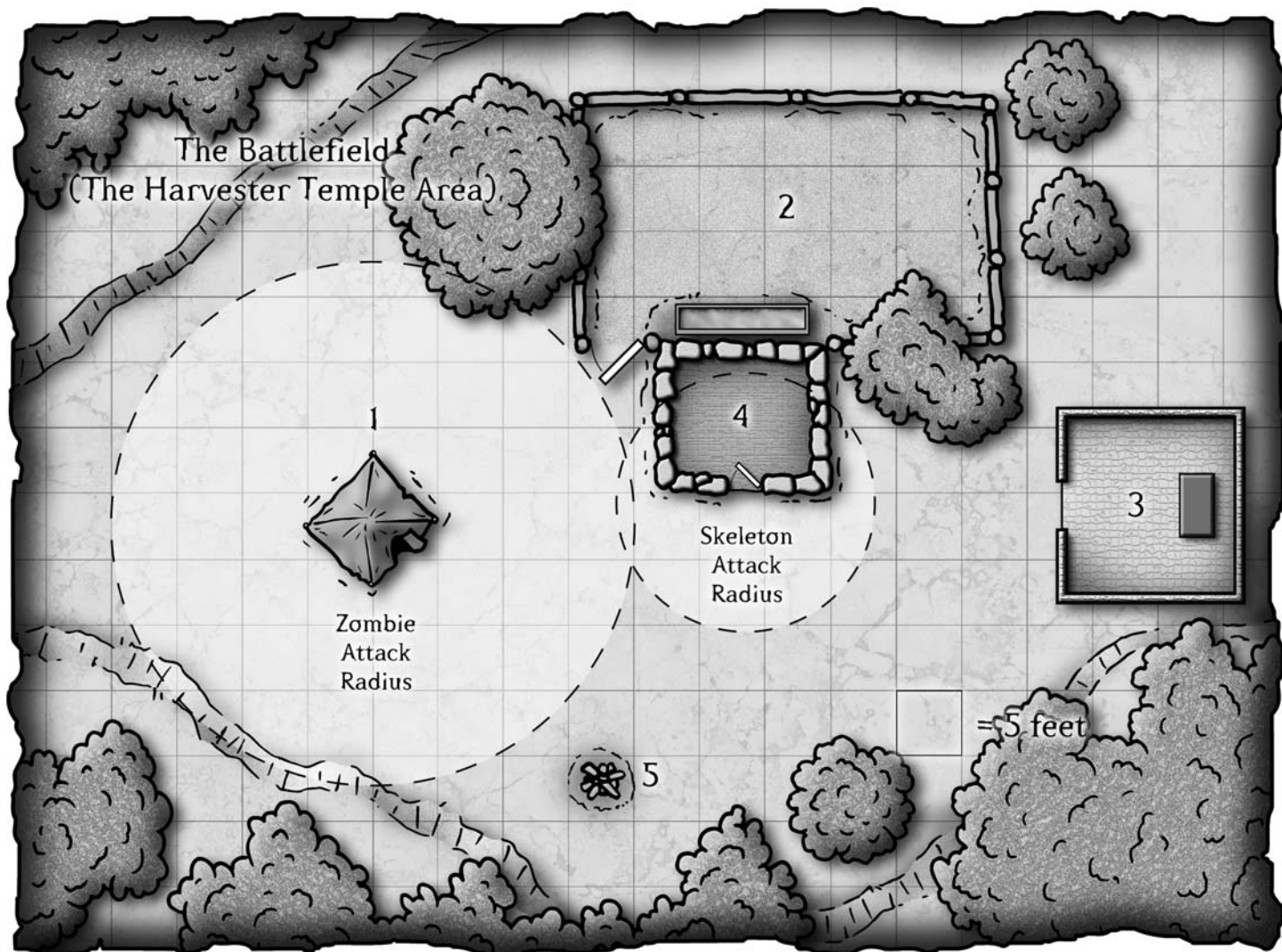
3. HPs: □□□□ □□□□ □□

Zombie, Common: HF 1, EP 65, Int non, AL N, AC 8, MV 6", HD 2, HP 30, SZ M, #AT 1, D 1-8, TOP n/a, Crit BSL: Def AC, FF: n/a, References HoB 8 p. 124

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

The Battlefield

About a mile north of Narmaren lies the battlefield where the Eldoran forces met their defeat. The battlefield rests on a low rise, between several copses of trees. A barbarian, thief, elf or halfling in non-metallic armor can use the trees as cover, and easily spy out the area without being seen. Depending upon their approach, the PCs should be able to see most or all of the areas noted on the map.



The Temple Area

1) Tent: Display illustration 3 on page 21 and read:

A wind-tattered leather tent stands with shreds of material and frayed rope flapping gently in the breeze. Six impoverished-looking humans sit around the perimeter with dazed looks on their sickly faces.

This is where the Harvesters have been sleeping until they can build proper housing for themselves. It seems with all the other construction, kidnapping and grave openings, they have just been too busy to build anything but a tent for themselves. It contains sleeping gear and additional clothes, food and camping supplies.

The tent area is protected at night by a Wyvern Watch spell and 6 zombies.

Zombies, Common (6): HF 1, EP 65, Int non, AL N, AC 8, MV 6", HD 2, HP 31, 29, 27, 26, 25, 24, SZ M, #AT 1, D 1-8, TOP n/a, Crit BSL: Def AC, FF: n/a, References HoB 8 p. 124

1. HPs: 
2. HPs: 
3. HPs: 
4. HPs: 
5. HPs: 
6. HPs: 

These zombies are a decrepit sight. Joneyez grave-snatched, then animated them when he passed through the city of Shrogga-Pravaaz. After shambling the wind-swept Elos from Shrogga-Pravaaz to the battle-site, they now sit unprotected from the sandy desert wind. The sand and grit have taken their toll; these zombies are half-way to skeleton status. While this gives them a most gruesome visage, it has reduced their hit points somewhat. The zombies will attack intruders who come within 15 feet of the tent or if they are hit by missile weapons.

Although the details on the Harvester priests are provided in this area (below), during the day they are just as apt to be encountered at any other part of the campsite, such as the corral, either temple, the campfire or the surrounding battlefield. When Joneyez attacks, display illustration 4 on page 22.

Joneyz the Butcher (HF 3, EPs 245)

Male 3rd level Zealot of Galapiti (see Appendix for details)
NE Human

Attack and Movement

Melee 1 attack/rnd; Scythe (d6+1)

BSL: Defenders AC -2

MV 9"

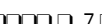
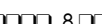
Defense

hp 40





AC 2 (Chainmail, DEX)

Chain mail AC: 5  6  7  8  9 

Spells

1st level: Cause Fear, Disable Hand, Ralph's Placid Arrow, Strength of Stone

2nd level: Animate Dead (*already cast*)

Traits

Abilities Str 10/14, Int 14/29, Wis 17/53, Dex 16/84, Con 12/56, Cha 10/68, Com 10/61

Honor 37 (great: +1 to all rolls)

Skills Dig Proper Grave (37), Reading/Writing, Religion, specific (Galapiti) (38)

Talents Elemental Resistance (cold), Reduced Facing

Languages common, kalamaran

Equipment

chainmail, scythe, sickle, pendant with hematite gem (20 gp), black robe, unholy symbol, skull-shaped open-faced helm, skull-adorned belt, skull broach with two red spinels (250 gp)

Egarhz the Messenger (HF 1, EPs 167)

Male 2nd level Cleric of Galapiti
NE Human

Attack and Movement

Melee 1 attack/rnd; Scythe (d6+1)

Atk Bonuses Melee +0 to-hit, +1 damage

BSL: Defenders AC -3

MV 9"

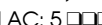
Defense

hp 39





AC 5 (Chainmail)

Chain mail AC: 5  6  7  8  9 

Spells

1st level: Cause Fear, Command, Cure Light Wounds, Light, Protection from Good

Traits

Abilities Str 12/95, Int 10/82, Wis 15/24, Dex 9/37, Con 16/58, Cha 13/31, Com 7/78

Honor 20 (average)

Skills Reading/Writing, Religion, specific (Galapiti) (31)

Talents Reduced Facing

Languages common, kalamaran

Equipment

chainmail, skull-shaped open-faced helm, scythe, sickle, skull pendant (1 gp), black robe, unholy symbol, skull-adorned belt, 30 gp, 62 sp, 331 cp

Chlaghen the Novitiate (HF 1, EPs 82)

Male 1st level Cleric of Galapiti
NE Human

Attack and Movement

Melee 1 attack/rnd; Scythe (d6+1)

Atk Bonuses Melee +2 to-hit, +4 damage

BSL: Defenders AC -2

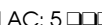
MV 9"

Defense

hp 27



AC 3 (Chainmail, DEX)

Chain mail AC: 5  6  7  8  9 

Spells

1st level: Cause Fear, Cure Light Wounds, Endure Heat, Protection from Good

Traits

Abilities Str 16/60, Int 9/78, Wis 14/95, Dex 15/28, Con 10/14, Cha 14/45, Com 13/36

Honor 14 (average)

Skills Reading/Writing, Religion, specific (Galapiti) (27)



Talents Reduced Facing

Languages common, kalamaran

Equipment

chainmail, skull-shaped open-faced helm, scythe, sickle, black robe, unholy symbol, skull-adorned belt, 12 gp, 25 elp, 16 sp, 55 cp

All of the clerics will use the zombies and skeletons as shields to allow them to cast as many spells as possible before entering combat. Jonyez will first cast Ralph's Placid Arrow on a cleric (he has the Religion, general skill so can identify party clerics) followed by Disable Hand on a tough-looking swordsman and then Cause Fear on another armored opponent. He then casts Strength of Stone and enters combat. Egarhz casts Cause Fear on a likely spellcaster then Protection from Good on himself. He holds Command in reserve to order someone in melee to "freeze" (and allow his allies to bludgeon them) as well as Light to cast in someone's eyes. Chlaghen casts Cause Fear on anyone approaching him followed by Protection from Good. He holds Endure Heat in reserve in case he sees flaming oil being used.

Egarhz and Chlaghen fear Jonyez and they will not flee as long as he lives.

2) Corral: A crudely-built corral made of wood and rope holds several animals in different sections. The animals, consisting of two camels, six chickens, one cow, one mule, three goats and six sheep, are all underfed and in poor health.

3) Temple of the Harvester of Souls: A simple-looking stone building appears newly-constructed. The entryway in the west wall remains without a door. If the players look inside, read:

The single 15 ft. x 15 ft. room holds a simple stone altar with a skull and scythe embedded in it. The walls are inlaid with skulls. Seven human skeletons stand armed and at attention along the walls.

Seven skeletons stand along the walls ready to attack intruders who enter the temple and await further orders from their maker.

Skeletons, Animated (7): HF 2, EP 65, Int non, AL N, AC 7, MV 12", HD 1, HP 28, 27, 25, 24 x2, 23, 22, SZ M, #AT 1, D 1-6 (short sword), SD: half damage from hacking and puncturing weapons, TOP n/a, Crit BSL: Def AC, FF: n/a, References HoB 7 p. 66

1. HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
2. HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
3. HPs: □□□□ □□□□ □□□□ □□□□ □□□□
4. HPs: □□□□ □□□□ □□□□ □□□□ □□□□
5. HPs: □□□□ □□□□ □□□□ □□□□ □□□□
6. HPs: □□□□ □□□□ □□□□ □□□□ □□□□
7. HPs: □□□□ □□□□ □□□□ □□□□ □□□□

4) Temple of the Prince of Turmoil

The small structure of irregularly-shaped stones

appears hastily constructed, although its age betrays its sturdiness. The wooden door is barred on the outside and crossed swords behind a double-bladed battle-axe hang above the entrance. Six human skeletons armed with short-swords stand at attention before the door.

The temple is guarded by six skeletons who will attack intruders who come within 10 feet or if they are attacked with missile weapons.

Skeleton, Animated (6): HF 2, EP 65, Int non, AL N, AC 7, MV 12", HD 1, HP 27, 26, 25, 24 x2, 23, SZ M, #AT 1, D 1-6 (short sword), SD: half damage from hacking and puncturing weapons, TOP n/a, Crit BSL: Def AC , FF: n/a, References HoB 7 p. 66

1. HPs:                                    
2. HPs:                                    
3. HPs:                                    
4. HPs:                                    
5. HPs:                                    
6. HPs:                                    

The Battle Rager's temple is currently used by the Harvesters as a cell to hold their prisoners until they sacrifice them. The prisoners are:

Jerad is a young Deji nomad who had come to worship at the Battle Rager's temple. A formidable warrior, he was captured after quite a struggle. He managed to destroy three skeletons before he was overcome. If he is rescued, he will feel an obligation to the party to repay the debt, and will attach himself to the party until he has had the chance to do so. Communication may be a problem though as he only speaks deji.

Jerad

Male 1st level Barbarian
CG Human

Attack and Movement

Melee 1 attack/rnd; big rock (1-4)

Atk Bonuses Melee +3 to-hit, +6 damage

MV 15"

Defense

hp 36 (12 currently)

AC 4 (DEX)

Traits

Abilities Str 18/61, Int 8/01, Wis 8/13, Dex 16/93,

Con 17/90, Cha 14/77, Com 10/30

Honor 11 (average)

Skills climb cliffs and trees 62%, surprise opponents 5 in 10, 5% chance of countering back attacks, leaping and springing, detect illusion 5%, detect magic 25%, survival, first aid, outdoor craft, tracking (13)

Talents Attack Bonus (two-handed sword)

Languages deji

Equipment

none

Herson (Men: Tradesman/Craftsman): HF 1, EP 15, Int Average, AL LN, AC 10, MV 12", HD 1/2, HP 13, SZ M, #AT 1, D 1-2 (punching), TOP 6, Crit BSL: Def AC -4, FF: 5, STPs: Stonemasonry 56, References HoB 5 p. 13

A stone mason from the village of Narmaren, Herson recently moved to town from Prompeldia and was planning to form a construction crew to build a town hall. He has a wife who earns money by taking in mending and laundry.

Tiana (Men: Peasant/Serf): HF 0, EP 0, Int Average, AL N, AC 10, MV 12", HP 3, SZ M, #AT 0, TOP 1, FF: 6, References HoB 5 p. 13 (*modified to reflect age*)

Tiana is a little girl from the city of Dowond-Brandel. She and her parents were escaping slaves from Prompeldia. They were traveling north to her grandparents in Dirasipidu, when they were attacked and slain by Jonyez. She claims that her grandparents are very wealthy, and will greatly reward anyone who would return her to them. In reality they are destitute.

Mordock (Men: Wild Man): HF 1, EP 15, Int Average, AL LN, AC 10, MV 12", HD 1/2, HP 12, SZ M, #AT 1, D 1-2 (punching), TOP 6, Crit BSL: Def AC -4, FF: 4, STPs: Haggle (38), Pottery (27), Quirks/Flaws: Delusional, Psychotic Aversion to Monster (undead), References HoB 5 p. 14

Mordock is a pottery merchant from the City of Prompeldia. Being taken captive by Joynez and his followers has taken quite a toll on Mordock. As a result, he has become extremely mentally disturbed. If he is rescued, he will offer the party a reward, however, the reward will consist of a large number of clay pots. He will be difficult to travel with because he has frequent hallucinations and runs the gamut of outbursts, from breaking into song, to fits of hysteric crying and screaming to black outs. His captors find his behavior highly amusing, but one thing is for sure, he will never be the same. The PCs may have to find a creative way of returning Mordock to civilization. If they choose not to rescue this man because of his disturbed behavior, and the difficulty it poses to them, they should encounter him later as a zombie.

Vrilnd (Men: Pilgrim): HF 1, EP 15, Int Average, AL LE, AC 10, MV 12", HD 1/2, HP 14, SZ M, #AT 1, D 1-2 (punching), TOP 7, Crit BSL: Def AC -4, FF: 5, STPs: Religion, Specific - E'Patalli (30), References HoB 5 p. 13

Vrilnd is a sixteen year-old Pel Brolenese boy. A proud member of the House of Shackles, Vrilnd worships Velmn the Overlord, patron deity of oppression and slavery. Vrilnd was kidnapped from Narmaren by Jonyez during the night, when he left the tent to relieve himself. While only a lowly Servant, Vrilnd is on the fast-track and would have certainly earned the title of Shackler within a few years. He is completely loyal and devoted to the Overlord and his cause. If freed, he will try to persuade the PCs to escort him (or allow him to tag along) to Narmaren, where he hopes to rejoin his group. During the trip, Vrilnd will attempt to indoctrinate any who will listen with the teachings of The Oppressor.

Once the prisoners are safely returned to Narmaren, they will insist upon thanking the PCs with a celebratory feast at the Whispering Wind tavern.

Note: A secret compartment is set into the floor of the temple. Inside is a **Potion of Invulnerability**.

5) Campfire

A charred circle of stones surrounds a pile of ashes. Closer examination reveals that the ashes are hot to the touch (and glow brightly under infravision).

Rebirth

If the Harvesters are slain while fighting the PCs, they will be reborn the next day as undead monsters. If the situation seems desperate, the Harvesters will kill themselves rather than give the PCs the satisfaction (and EPs!). Jonyez the Butcher will become a huecuva, while his underlings come back as fully sentient talking zombies. While Jonyez the huecuva will harbor great hatred for the PCs, he will attempt to carry out the next phase of his plan before seeking vengeance against them. (If any of the clerics are not killed, use the stats previously given instead of their 'reborn' listing.)

The next phase of Jonyez' plan is to abduct a cleric from Narmaren as a sacrifice to his god. He had planned to do this after his Congregation of the Dead grew, but now believes he can carry out the abduction easily with his newly-gained undead powers. Jonyez hopes to gain a second advantage from the abduction... he plans to get his revenge and slay the meddling PCs when they come to the rescue.

Soon after his rebirth, once he has assessed his situation, Jonyez will cast *Animate Dead* to create eight more undead skeletons under his control. He will also assemble any of his other undead minions who have not been destroyed. If the PCs chose not to rescue Mordok, Jonyez kills him and turns him into a zombie.

The Abduction

During his trip to the village, Jonyez comes across an ale merchant's cart on the road into Narmaren. He flags him down and uses his new paralysis ability to overcome Amar, the unfortunate merchant. Amar is then murdered and animated as a zombie.

Jonyez then assumes Amar's identity so that he can case the town incognito and accomplish his mission of abducting the cleric. Just then an idea for both a distraction, and a measure of revenge for his own death, comes to him.

He puts five of his skeletons into the ale kegs and commands them to burst out to attack after he sells the kegs to the town bar.

With this as a diversion, he plans to go to the local roadside shrine of the Traveler to find the resident cleric and take him as a sacrifice (see "The Return of Jonyez"). As he does this, the PCs should be distracted by the threat of the skeletons popping out of the kegs.

Skeletons in the Closet

During the celebration for the PCs at the Whispering Wind, Dari the cook will acquire five kegs from Jonyez the "ale merchant" through the back door of the inn. Shortly afterwards, Dari unloads the kegs and brings them into the storage room next to the kitchen at which point he will be terribly surprised.

As the party continues inside the tavern, read:

You relax, enjoying the celebration. Everyone seems to be having a wonderful time. You see the bartender Sheffen shoving overflowing mugs of ale toward the grizzled faces at the bar. Some of the villagers are struggling to keep their balance on the bar stools and look like they are well beyond his limit.

Suddenly, above the din of the merrymakers, you hear a cry rise up from somewhere in the tavern. Looking around, you see Sheffen grab an axe from behind the bar and push his way toward the kitchen.



If the PCs follow Sheffen into the kitchen, display illustration 5 on page 22 and read:

As you burst through the doors, you can't believe your eyes. The cook is lying motionless on the floor, and Sheffen stands frozen with fear, his axe slipping from his grip onto the floor to land with a dull clank. On the opposite wall, you see what has disturbed him. Breaking out of several wooden ale kegs are skeletal human remains. The bony creatures clatter as they burst forth, and a chill creeps over you at the eerie sight.

Dari has merely fainted.

If the PCs do not enter the kitchen, or are slow about doing it, the skeletons slaughter Dari and Sheffen before moving out into the tavern to dispatch the rest of the inhabitants. They will continue to slaughter the entire village unless stopped by the PCs (or another outside force of the GM's choosing).

Skeleton, Animated (5): HF 2, EP 65, Int non, AL N, AC 7, MV 12", HD 1, HP 28, 27, 26, 25, 24, SZ M, #AT 1, D 1-6 (claws), SD: half damage from hacking and puncturing weapons, TOP n/a, Crit BSL: Def AC, FF: n/a, References HoB 7 p. 66

1. HPs: ██████████ ██████████ ██████████ ██████████ ██████████
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5. HPs: ██████████ ██████████ ██████████ ██████████ ██████████

If the PCs are still weak from their fight at the battlefield, and are losing the battle, the GM may decide to have a group of burly farmers push their way into the room. Armed with clubs, they defeat the skeletons through sheer weight of numbers.

The Return of Jonyez

Just as the battle with the skeletons is ending, there will be a cry for help and the noise of a struggle coming from somewhere outside the tavern. If one or all of the PCs look outside, they will just glimpse Jonyez as he makes his getaway out of town in the merchant's cart, heading in the direction of the battlefield. In the back of the cart, the body of Saryf the Quester is visible, clutched in the hands of three skeletons and a zombie. If the PCs are too distracted by the keg skeletons to notice, the villagers will see this and report it to the PCs after the skeletons have been defeated, asking them to retrieve Saryf and finish the job they started.

If the PCs pursue Jonyez immediately, he will order his undead lackeys to cover his escape while he disappears into the night. He goes back to the temple, locks up Saryf and prepares for an assault from the PCs.

The Rescue

If Jonyez was not compelled to leave any undead behind to cover his escape, he will have an undead force consisting of three to four zombies (Amar the ale merchant, Egarhz and Chlaghen reborn as talking zombies, and possibly Mordock), and eight animal skeletons (there being insufficient human corpses available), as well as any undead the PCs did not eliminate on their first visit to the battlefield.

The prisoner will be imprisoned within the Battle Rager's Temple, and guarded by at least two skeletons and a zombie. Jonyez will hide any additional forces in open graves around the perimeter of his encampment. Jonyez will choose strategic graves for half of his forces with orders to rise and attack any intruders immediately. The other half are distributed randomly, and have orders to wait until any intruders have passed, then quietly rise up and attack the intruders from the rear.

When these skeletal forces attack it should be an eerie and hair-raising experience for the players. The GM should take care to describe the skeletons climbing forth from the surrounding open graves, mouths' agape in silent, mock laughter. The players, surrounded by open graves, should not know from which grave the next skeleton will clamber forth.

The noise of any skeletal attack will surely alert Jonyez that there are intruders in the area. Once alerted, he will stand boldly upon the roof of his temple so that he can cast as many of his spells that will aid his undead forces before leaping down to engage the intruders.

Jonyez is well aware of his new invulnerability to ordinary weapons granted by his rebirth as a Huecuva and will use it to his full advantage. This may present a significant challenge to novice PCs (and is intended as such) forcing them to use tactics other than "our massive Fighter hacks it to death".

Two eminantly useful spells are Magic Stone (CL 1) and Shillelagh (DR 1). Bear in mind that each of the three stones produced by Magic Stone inflict 2d4 hp of damage versus undead. If Pally Torenbock accompanies the party, he will be able to use these in his sling gaining +4 to-hit with the missiles. Cheff the Deshackler, another potential NPC, has this spell memorized.

Failing wise spell choice (the PCs should have suspected they might encounter more powerful undead and blowing off taking Magic Stone because of its presumed worthlessness in favor of *yet another* Cure Light Wounds should come back to hurt them), Jonyez is vulnerable to fire. Flaming (lamp) oil or greek fire are very potent weapons and may be sufficient to kill him (provided they can repeatedly hit AC 3 with these missiles). Of course, after he sees the first molotov cocktail, he will quickly cast Endure Heat.

Torches are another potential weapon. Even if protected by Endure Heat, this spell will be broken by the first successful fire hit (though granting a -10 damage reduction during that round). As such, Joynez can be bested by repeated torch pummeling. While the wooden torch itself will inflict no damage, its fire will inflict 1-2 hp with any successful hit (1-4 with

penetration possible if Log of Everburning (CL 1) is used to create a sturdier fire club.)

A final fire option is to employ the hot coals in the campfire (area 5) as weapons. Details on using hot coals as weapons appear in page 98 of the *GameMaster's Guide*. Assume there are 30 hot coals available in the fire.

As a last resort, Pally Torenbock (or any other character proficient with a sling) could use silver pieces as slingstones. Since they are not as weighty as true slingstones, such missiles only inflict 1-3 hp of damage (no penetration).

Barring use of any of these methods and (presumably) lacking magic weapons, Joynez will eventually kill or drive off the PCs. He will animate any slain characters left behind, then head to Narmaren and kill every inhabitant, eventually animating them all as zombies.

Joneyz the Butcher (reborn) (HF 4, EPs 375)

Male 3rd level Zealot of Galapiti (see Appendix for details)
NE Huecuva (turned as Wight)

Attack and Movement

Melee 1 attack/rnd; touch (1-6)

Atk Bonuses Melee a victim must save vs. poison with every hit or become diseased. (Lose one point of Strength and Constitution each day until he receives a Cure Disease spell or dies), attacks as 3 HD monster

BSL: Def AC +1

MV 9"

Defense

hp 40

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AC 3

Special Defenses silver or magic weapons required to hit

Spells

1st level: Animate Dead Animals (already cast), Disable Hand, Ralph's Placid Arrow x2

2nd level: Choke

Traits

Abilities Str 10/14, Int 14/29, Wis 17/53, Dex 16/84, Con 12/56, Cha 10/68, Com 10/61

Honor 37 (great: +1 to all rolls)

Skills Dig Proper Grave (37), Reading/Writing, Religion, specific (Galapiti) (38), resistant to all mind influencing spells

Talents Elemental Resistance (cold), Reduced Facing

Languages common, kalamaran

Equipment

depends on what the PC looted

Egarhz the Messenger (reborn) (HF 0, EPs 245)

Male 2nd level Cleric of Galapiti
NE Talking Zombie

Attack and Movement

Melee 1 attack/rnd; punching/battering (1-8)

Atk Penalties Melee +0 to-hit, +1 damage, attacks as 2 HD monster

BSL: Def AC

MV 6"

Defense

hp 39

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AC 8

Spells

1st level: Command x2, Light, Protection from Good, Strength of Stone

Traits

Abilities Str 12/95, Int 10/82, Wis 15/24, Dex 9/37, Con 16/58, Cha 13/31, Com 7/78

Honor 20 (average)

Skills Reading/Writing, Religion, specific (Galapiti) (31), immune to Sleep, Charm, Hold, death magic, poison and cold-based spells

Talents Reduced Facing

Languages common, kalamaran

Equipment

depends on what the PC looted

Chlaghen the Novitiate (reborn) (HF 1, EPs 230)

Male 1st level Cleric of Galapiti
NE Talking Zombie

Attack and Movement

Melee 1 attack/rnd; punching/battering (1-8)

Atk Bonuses Melee +2 to-hit, +4 damage, attacks as 2 HD monster

BSL: Def AC +2

MV 6"

Defense

hp 27

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AC 8

Spells

1st level: Command, Endure Heat, Light, Protection from Good, Strength of Stone

Traits

Abilities Str 16/60, Int 9/78, Wis 14/95, Dex 15/28, Con 10/14, Cha 14/45, Com 13/36

Honor 14 (average)

Skills Reading/Writing, Religion, specific (Galapiti) (27), immune to Sleep, Charm, Hold, death magic, poison and cold-based spells

Talents Reduced Facing

Languages common, kalamaran

Equipment

depends on what the PC looted

The evil clerics will use different tactics than those mentioned previously. They are now interested in capturing or killing the PCs rather than driving them off. Joynez will cast Choke on a spellcaster (to disrupt any spells) followed by Ralph's Placid Arrows on Clerics then Fighters and lastly Disable Hand on a Fighter. His subordinate clerics will try to Command opponents to surrender, then Strength of Stone to enhance their combat prowess.

Joynez plans to use the PCs as sacrifices in place of those lost in the previous encounter.

Amar and (possibly) Mordock, Zombies, Common (1 or 2): HF

1, EP 65, Int non, AL N, AC 8, MV 6", HD 2, HP 29, 28, SZ M, #AT 1, D 1-8, TOP n/a, Crit BSL: Def AC, FF: n/a, References HoB 8 p. 124

1. HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

2. HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Skeletons, Animal (8): HF 1, EP 65, Int non, AL N, AC 8, MV 6", HD 1-1, HP 27, 26, 25 x3, 24, 22 x2, SZ M, #AT 1, D 1-4, SD: half damage from hacking and puncturing weapons, clerics receive +1 bonus to turn attempts, TOP n/a, Crit BSL: Def AC - 1, FF: n/a, References HoB 7 p. 66

- 1. HPs: 00000 00000 00000 00000 00000 00
- 2. HPs: 00000 00000 00000 00000 00000 0
- 3. HPs: 00000 00000 00000 00000 00000
- 4. HPs: 00000 00000 00000 00000 00000
- 5. HPs: 00000 00000 00000 00000 00000
- 6. HPs: 00000 00000 00000 00000 0000
- 7. HPs: 00000 00000 00000 00000 00
- 8. HPs: 00000 00000 00000 00000 00

Conclusion

With the defeat of Jonyez and his followers, the undead threat is over, and the PCs are hailed as great and mighty heroes. One of the newer, wealthier residents of the village will offer the PCs an acre of his land for house-building.

If Saryf the Quester is returned to the village alive, he will offer the PCs a rough map detailing the location of cities in the Young Kingdoms (this is essentially the same as the area map located on page 74 of the Kingdoms of Kalamar core source-book).

PCs may have contracted the Huecuva wasting disease as a result of combat with Joynez. This needn't be fatal. Cryotherius the (Andro)Sphinx is fully capable of curing the disease and will freely do so for PCs he is on good terms with (if the PCs did not previously encounter Crytherius, the Sphinx flies into town at the adventure's conclusion to make an unexpected visit and learn what all the commotion he's been observing is all about. He is happy to cast Cure Disease on any or all of the "Heroes of Narmaren".)

Of course, if the PCs previously encountered Cryotherius and managed to tick him off they can rot for all he cares!

Appendix

ZEALOTS OF GALAPITI, Harvester of Souls, Ruler of the Dead, Bringer of the Grave, King of the Undead, Lord of the Underworld

- Title:** The Harvesters
- Alignment:** Neutral evil
- Ability Requirements:** Strength 9+, Wisdom 9+.
- Prime Requisite:** None
- Hit Die Type:** d8
- To-hit Progression:** Cleric
- Saving Throw Tables:** Cleric

- Building Point Bonus:** 2
- Spelljacking:** No
- Spell Spheres:** Combat 5, Devotional 1, Healing 7 (reverse only), Necromancy 7, Sun 6 (reverse only), Warding 3
- Turn/Command Undead:** Command as cleric 2 levels higher
- Weapons Permitted:** Harvesters' allowed weapons are the Scythe and Sickle (the former being their weapon of choice.)
- Armor Permitted:** Any. They may not use any form of shield.

Rainment: Like their patron, these zealots are clad in jet black flowing robes and all zealots and clerics of the King of the Undead above the rank of Novitiate wear pendants. They adorn both their weapons and person with skulls. These are designed in such a way as to cause an eerie trilling when wielded. The whistling created by a group of Harvesters in combat may send shivers up the spine of even the bravest warrior.

Allowed Races: Any save elves and pixie-faeries

Church Hierarchy: Advancement within the Congregation of the Dead is by number of souls harvested, seniority and undead status. Levels within the church is indicated by the type of gem worn on their pendant.

Level	Title	Gem
1st:	Novitiate	no pendant worn
2nd:	Messenger	no gem
3rd:	Collector	malachite
4th:	Butcher	hematite
5th:	Malefactor	azurite
6th:	Fiend	white onyx
7th:	Hellion	sardonyx
8th:	Reaper	amber
9th:	Harvester	jet
10th:	High Harvester	black sapphire

- STPs:** Harvesters receive the following skills at no initial cost: dig proper grave and religion: specific (Galapiti). They also gain the Religion, general skill at 51%.
- Symbol:** Skull and Scythe
- Holy Symbol:** Small golden sickle



Restrictions: Harvesters are unable to be brought back to life by means of Resurrection, Reincarnate, Raise Dead, Minor Raise Dead, Diminished Rite. Any attempt to do so will cause the corpse to rise as a Spectre, Vampire Orc, Wraith, Wight or Huecuva in order of the spell cast.

Background: The Harvesters are the Lord of the Underworld's messengers of death and collectors of souls. They are well known for their eagerness to take a life and their willingness to die while taking one. Members of the congregation kill for the sole purpose of sending the souls of their victims to their Lord. It is said that the Bringer of the Grave needs souls in order to gain enough strength to enter the world and make the other Gawds submit to his will.

The Harvesters know that through their actions and devotion to the the King of the Undead they will be rewarded at death by being granted undead status. The number and strength of the souls that a zealot takes during his lifetime directly reflect on his future undead status; dying while attempting to take a soul is said to grant automatic undeath. However, many zealots fear dying before harvesting enough souls and thereby attaining only zombie status. Therefore, there is a great tension between risking an early death to slay powerful foes who presumably have strong souls or going the slow but safe route of butchering helpless peasants and children. The ultimate goal, of course, is never to actually die, but to become a Rath Lord.

Many powerful High Harvesters are actually Rath Lords or Vampires that serve their dark gawd eternally. Wights, wraiths, ghouls and other intelligent undead also serve the Bringer of the Grave. These undead clerics typically do not allow their victims to become undead, for such station is only for the deserving. Powerful individuals, such as adventurers, are,

however, considered to be highly prized victims that are worthy of serving in this capacity.

Zealots' Relationship to Standard Clerics: Standard clerics and Zealots of Galapiti work in tandem to further the aims of the Lord of the Underworld. There is a natural tension between the two - as with all followers of this gawd - to prove their worth by gathering the greatest number of souls for their patron. All else being equal, zealots are accorded a higher status and correspondingly have a better chance of returning as undead. However, the congregation is a meritocracy that ensures the most capable Harvesters ascend to the rank of High Harvester.

Special Powers: Harvesters are exceptionally attuned to the undead and have a number of powers related to this. They can Detect Undead (as the 1st level MU spell) at will. They may also cast Animate Dead (CL 3) as a second level spell and Energy Drain (MU 9) as a sixth level spell.

They also have access to the Magic-User Necromancy school and may be granted any such spell as an equivalently leveled Cleric spell (except for Wild and Vengeance spells).

Holy Days: Harvest Moon (Veshemo during the autumnal equinox). This is the high unholy day, known as the Soul Harvest.

Rituals (Clerics & Zealots alike): Humans or other sentient beings are sacrificed at every full moon (Veshmo). During the Soul Harvest, as many souls as possible are offered. Many congregations hold prisoners for months in anticipation of this day. In addition to the usual sacrifices, at least one cleric is offered up to the Harvester of Souls. This sacrificial cleric can be from any religion but if one cannot be commandeered, a member of the congregation of the Dead will be offered to the Bringer of the Grave (usually the lowest ranking cleric or zealot).

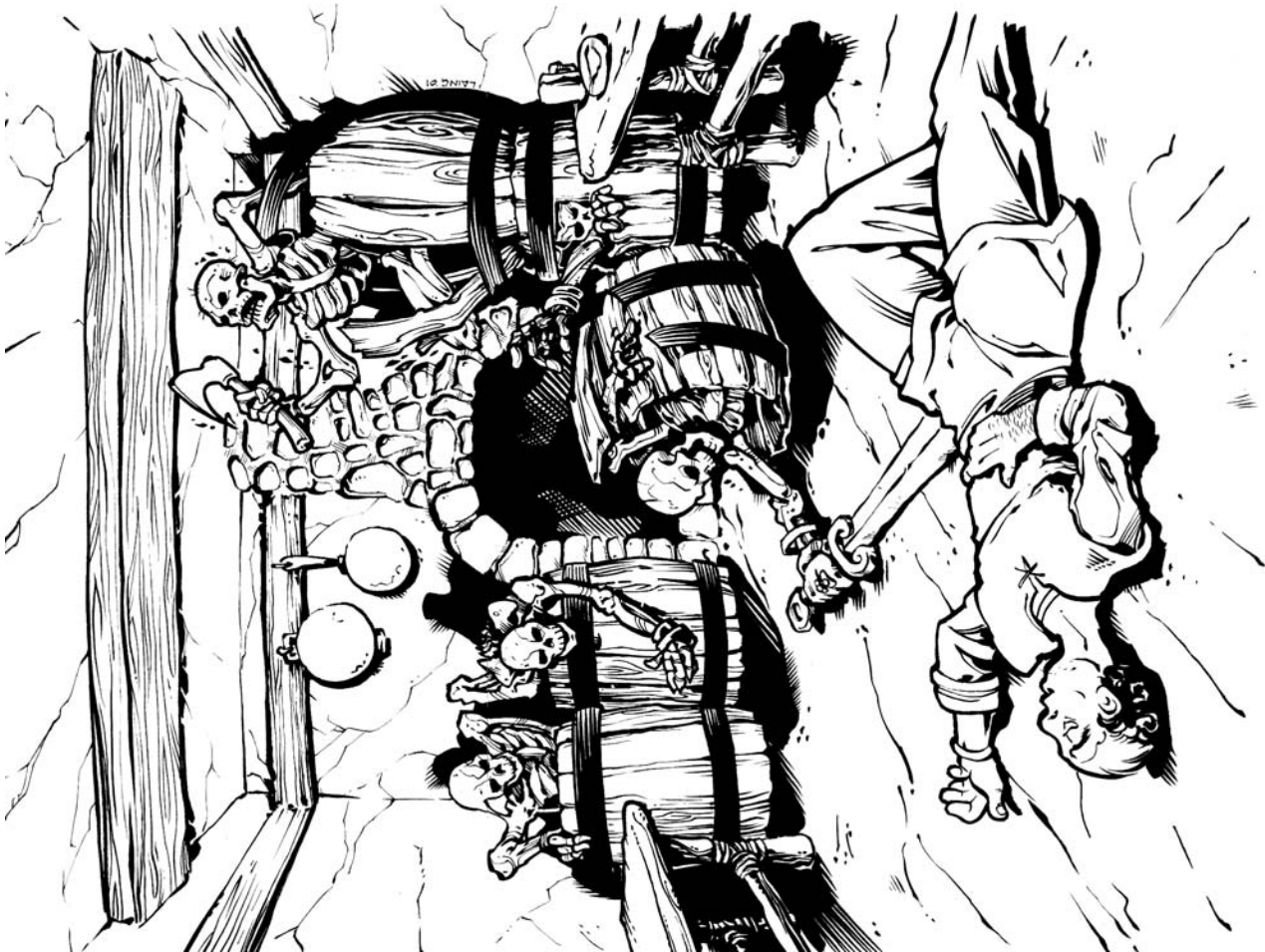




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