



Mugful of Mayhem

by *William*
TUCKER





Mugful of Mayhem

Credits

Author: William Tucker

Editing and Development: Steve Johansson and Jerimy Grafenstein

Artists: Tommy Castillo, Keith DeCesare, Alan Ditzig,
Erin Hayes (www.facebook.com/ErinHayesArt)

Layout and Art Direction: Jerimy Grafenstein, Steve Johansson

Cartography: Jerimy Grafenstein

HackMaster Design Team: David Kenzer, Steve Johansson,
Jolly R. Blackburn, Brian Jelke



Kenzer and Company
511 W. Greenwood Avenue
Waukegan, IL 60087

Questions, Comments, Product Orders?

Phone: (847) 662-6600

Fax: (847) 680-8950

Email: questions@kenzerco.com

Visit our website at

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PUBLISHER'S NOTE:

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DRAMATIS PERSONÆ

Balelido

Nesip Fanopi.....Human cleric of the True
Rogvi BamelNobleman. Runs the Sunset Delivery Company

Namido

Balegel DigoseOwner of the Rye Reed Inn and Tavern
Halas Pargaki.....Bandit Chief, partner with Labek Molop and Poku
Reldil BaloBully in the Rye Reed Inn and Tavern Road to Hanidu

Hanidu

AraPlump middle-aged baker
Fastio BakimaWomanizing sheriff
Felena KutisarWife of Sadil, known to fool around on him
Felorin Darlebark.....Owner of the Steep Cot inn
Gali BalamaThin, straight-backed woman in her sixties, chandler
GelireWeaver, has three children and five grandchildren
Gilma.....Attractive village healer, Merciful Fate
Gismaba.....Cooper, married with two daughters
GorhokFhokki barbarian huntsman, unofficial leader of the woodsmen
HagakTends to the cemetery, married to Kamala, has four children, one named Hira
HiraSon of Hagak, sent to assist woodcutter Korata
Hopar.....Grandchild of Gelire – joined the woodcutters
IvikaWife of Marparin, fisherwoman
Kamala.....Married to Hagak
Korata Favamil.....Town drunk and carpenter
KulatarAging widower, crafts canoes
LonarLocksmith, looking to join an adventuring group
Marparin.....Fisherman, married with two children
Mili Sewaki.....Herbalist
NirelbaThin, balding potter and fisherman, married.
ParlimoShort, robust leatherworker
PilunoBrother of Marparin, fisherman

Punar Madilo.....General store owner, married with five children
Ralan BafasarFarmer, missing cattle
Sadil KutisarHulking blacksmith
Sarmel ReketiLeatherworker
Sinlaeryn.....Elven hermit
Tosipka Madil.....Wife of Punar, works as a scribe
Velano SarbamoTown leader
ViklarGrandchild of Gelire – joined the woodcutters

Bamel Manor

AvrogNarcoleptic orc sniper on roof of manor house
Blurk.....Half-orc bandit guarding the Pegasus, Second to Inarba
Dilma SewakiMissing bride-to-be
Dilrin Bamel.....Deceased member of the Bamel family, father of Harnar and Horel
GurtOgre living in the stables
Harnar and HorelConjoined twins turned into a ghoul
HeloriBandit grifter in drum tower, believes he (not Inarba) is second in command
HoofcrestTrapped Pegasus
Inarba.....Brigand woman and rival for leadership of the bandits
Labek MolopHuman mage and co-leader of human faction
Lidisu, Malki and Sulavik BamelDeceased members of the Bamel family, now ghouls lurking in the manor house basement and grotto
Nolan BafasarMissing groom-to-be
PavikBandit who could be saved from giant ticks
Poku.....Female orc shaman and leader of the orcs
Rive.....Warg willing to strike a deal with the PCs
Sarel Bamel.....Deceased member of the Bamel family, now a ghoul wandering the grounds, great-great-grandmother to Rogvi Mamel and Harnar and Horel
Ukli.....Kobold slave leader
Visip.....Wolf-handler

This work is dedicated to my grandmother, Jean Markey, and to the cast and crew of the internet series The Guild. Both have enriched my life beyond words.

- William Tucker

This adventure is designed for four to six 6th and 7th level HackMaster characters and features a variety of challenges. A group including both a fighter and a cleric is optimal, but any combination of character classes can succeed if the players are smart and resourceful. The adventure will take several sessions to complete and is best suited for characters with a little experience under their belt.

A Mugful of Mayhem begins in the city of Balelido, moves into the town of Namido and then reaches a zenith outside the village of Hanidu, before concluding back in Balelido. All of these towns and villages are located along the southern edge of Kalamar, which borders the Lands of Tarisato, all found within the [Kingdoms of Kalamar campaign setting](#).

GM's Background

Thirteen years ago Bamel Manor, a minor-noble estate located near the remote village of Hanidu, went up in flames when a lamp was placed too near a window curtain.

Renowned for their art collection, the Bamels could only watch, aghast, from the front lawn as the fire consumed their ancestral home. One of the older children, Rogvi Bamel, snatched up five of the six family's heirloom tankards from the dining hall before the blaze spread to that chamber.

As far as the public and most of the members of the noble family knew, there were no casualties from the inferno. However, the Bamels were financially ruined and homeless. Several of the unattached Bamels were married into neighboring noble families while others were absorbed into the merchant guilds far and wide, for their sharp eyes were attuned in assessing objects of antiquity.

Rogvi, a youthful accounting prodigy, luckily found himself in the latter group. Years passed, and Rogvi's knack for commerce grew. Now at the age of twenty-seven, Rogvi is the leader of the Sunset Delivery Company, a merchant guild specializing in herbs, spices, and livestock.

Life has been good for Rogvi as of late. He is not far from having the finances to erect a new Bamel Manor and he plans to invite his relatives to the new site. Rogvi purchased a land deed near Hapidu, miles from the original area because he did not want to incur mournful memories.

Rogvi hopes to reinvigorate the family name in Kalamar and Tarisato. He desperately desires to possess all six Bamel heirloom tankards for the celebration. The missing piece from the set of silver and brass vessels has been a sore spot for the young man for nearly half his life, and he is ready to do something about it.

What Rogvi and all of the younger Bamels do not know about the night of the blaze was that there was a death – or, in fact, two deaths...

Deep in the cellar, in a series of secret chambers, lived a pair of cousins Rogvi was unaware of. Only Rogvi's uncle, Dilrin, knew of the cousins hiding in the basement.

Dilrin, also the father of the two unknown cousins, was known to be a chronic gambler, alcoholic, and womanizer in his younger days. During this period of reckless abandon, Dilrin impregnated a barmaid from another town. In a remote barn, with Dilrin at her side, the woman gave birth to Harnar and Horel – conjoined, twin boys.

The stress of the unusual birth caused the barmaid to expire soon afterward. Dilrin, in a state of sorrow and shame, brought his newborn sons to Bamel Manor, hired a tight-lipped midwife, and kept the infants out of sight from friends and family alike.

Dilrin claimed over half of the mansion's extensive cellar as his own, claiming the basement was the only area in the manor cool enough to sleep. Dilrin also requested that his privacy be respected. The rest of the Bamels acquiesced to Dilrin's demands, thinking that he just wanted better access to the wine cellar and a more private place to take his evening companions.

The twin boys eventually grew into toddlers, then youths, all the while never knowing the warmth or shine of the sun. Their father kept the pair under lock and key in the sound-proofed basement. The near-constant crying and whining of the twins grated on Dilrin.

One night Dilrin brought home a marionette and showed it off to his sons. To his relief, the twins were mesmerized by the movements of the stringed

puppet. Over the intervening years Dilrin bought more manikins from the elf, Sinlaeryn (see Hanidu [area 39](#)), for his sons to play with.

One day while Dilrin was away, the twins, through the use of the marionette, were acting out a heroic scene from a book their father had once read to them. During the reenactment of the main battle, the twins stumbled and fell against a nearby empty wine rack.

This wine rack was the trigger for a secret door that opened on the opposite side of the room. Overjoyed that there was something new to explore, the twins grabbed a candle and stepped through the portal. They found a series of natural caves ending in a large chamber containing four robed and perfectly preserved corpses.

The twins had inadvertently discovered one of the Bamels' darker secrets. Decades ago some family members worshiped the Creator of Strife and this had been their meeting place. The twins' great-great-grandmother was among the corpses.

This quartet of followers were in the midst of performing a summoning ritual but had botched a few verses in the incantation. The mistake caused the gathering eldritch energies to rupture, killing the cultists.

Miraculously, their corpses were free of rot despite the decades since that fateful night. Even the vermin inhabiting the caves stayed away from the cadavers. The twins, limited in their interaction with the world and not knowing right from wrong, only saw four new puppets to act out their plays.

From that moment on, whenever their father was out, Harnar and Horel would retreat to the secret chambers for their dark new games. In a world of confinement, this was the only place the twins could exhibit total control.

On the night of the fire, Dilrin was drinking some ale from one of the heirloom tankards in the foyer when he caught a whiff of smoke from the mansion's interior. When he went to investigate, he found the west wing of the manor ablaze.

Warning the rest of household by yelling at the top of his lungs, Dilrin scampered down the steps to the cellar hoping to save his sons. Support beams from the first floor fell into the basement right in front of the locked door leading to the basement. He discarded the tankard and tried to move the fiery timbers to no avail.

With tears in his eyes, Dilrin retreated from the house to the front lawn, looking on with the rest of the family as most of the mansion was consumed by fire. Overcome with grief and unable to cope with loss of his secret fifteen year-old sons, Dilrin drank himself to death within months of the incident, .

Harnar and Horel were killed during the burning of Bamel Manor, but not by fire. The conjoined brothers, unable to escape the smoke, opened up the secret door to the cave system and tried to reach the furthest recesses. By then, the twins' lungs were damaged beyond repair. They died just inside the hidden chamber, cursing at their lifelong confinement. As they exhaled their final breath a hate so raw erupted from their hearts and mouths.

Three days later, the twins rose from the dead as conjoined ghouls, attached, as they were in life, by the spine. The memories of their past lives faded away quickly, but when their gaze fell upon the four corpses in the chamber, the brothers knew they were among friends.

Whatever happened next - whether initiated by the twins' dual wills, the leftover energies of the botched summoning, or the influence of the Creator of Strife himself - no one quite knows. Whatever the trigger, the four dead Minions of Misfortune rose up as ghouls, as much puppets to the twins in un-death as they were in death.

The siblings now had themselves a pack.

Despite possessing the strength of the undead, the ghouls were still trapped in the basement beneath the collapsed manor above. Stone walls and piled rubble kept the undead confined for over a decade.

Five months ago, release arrived in the form of a strong earthquake. The tremors shifted some of the heavy stones and burnt logs away from the locked door. The undead, stirred out of inactivity by the quake and the noise outside their chambers, converged on the portal and tore it down. With a path to the surface, the pack began to hunt the area and soon became the apex predators of the former Bamel estate. Animals large and small fell before their paralyzing claws.

The lesser ghouls lair in the cellar during the daylight hours. The conjoined twins reside in the deepest chamber of the cave system. The pack's nighttime activities comprise of hunting the surrounding region.

Upon returning from one such foray, Harnar and Horel spotted a shiny object lying under some debris in a corner. This was none other than the missing Bamel tankard. The vessel held the sibling's attention for a little while, long enough for it to become half-buried in the mound of dirt and bones the twins nest in. Now though, activity on the estate grounds has increased and new targets have emerged.

Labek Molopi and Halas Pargaki, hedge wizard and sell-sword respectfully, are responsible for this new activity. The two men, hailing from the nearby village of Wopidu, have come across some scrolls indicating that long ago members of the Bamel family were part of the Creator of Strife's sect, a faith they themselves follow.

Learning that the estate grounds were abandoned by the Bamels (at least the living members), the pair decided to investigate the site for treasure and religious artifacts with their bandit and humanoid allies. Labek just recently established a base camp in the remnants of the east wing of the manor, the one section of the noble house surviving the massive fire largely intact. His partner, Halas, has procured housing in the estate's single stone drum tower.

The two men are about to start their search of the ruins, but the time for a sacrifice to their deity is nigh. Labek, trying to appease the shaman-leader of his orc allies, just captured a young couple on the outskirts of Hanidu.

The shaman, Poku by name, is also a follower of Ill-Luck and is waiting for the weather to turn foul so she can bring out her sacrificial blade. The Creator of Strife could arguably be favoring the company's ill-efforts, for another sacrifice had just literally fallen out of the sky.

Rogvi Bamel knows nothing about the nefarious activity going on at his former home, nor is he aware of his family's ties to the Creator of Strife. The young man is too consumed with business right now to go to the manor ruins himself, so he is planning to hire some mercenaries to fetch the coveted lost tankard.

The journey is a bit long and a little perilous, according to recent rumors of banditry, so Rogvi feels that sending a few warriors on this personal errand is the wisest course.

Introductory Encounter

Encounter: 5 wild dogs (22 EP each)

Potential Yield: A free exquisite dinner and 2 sp each. The adventure hook.

From Rogvi Bamel: Fine wool tunic (4 cp), fine wool trousers (5 cp), linen undershirt, leather belt, fine leather boots (5 cp), large canvas sack containing map to Bamel Manor and three accounting ledgers, one walking stick capped with a silver tiger-head (4 sp), eyeglasses (4 sp), large leather belt pouch containing 49 sp and 16 cp

Potential Story Awards:

Saving Rogvi from mongrel dogs (100 EP)

Balelido, a borderland city nestled between Kalamar and the Lands of Tarisato, sits on the E'Korug River. While relatively quiet in comparison to other metropolises, this population center did suffer from a flash flood last spring, uprooting many families, including their animals.

Mongrelized dogs now form packs and scavenge the poorer sections of the city. Rogvi Bamel, short of helpers this afternoon decided to run an errand himself by delivering some ledger books across town. Unfortunately, he took a shortcut through one of the more destitute neighborhoods of the city and ran afoul of a roving dog pack.

The dogs have chased him into a cul-de-sac. Rogvi has scrambled up a pile of crates and is keeping the canines at bay with his walking stick when the players come upon him.

Read or paraphrase the following text to help get the party immersed in the situation they are about to find themselves entangled in:

The Lands of Tarisato are certainly living up to their reputation. The sun is beating down on your heads so hard that getting hit with a snow-encrusted boulder would be almost welcome. Sweat runs down your back, and gnats fly around your heads, making you miserable. The smell of the nearby E'Korug River is not exactly floral either.

In fact, you can see some of the city's refuse floating downstream, on its way to Oloseta.

This adventure is situated in the borderlands of the Kingdom of Kalamar abutting the Lands of Tarisato, a humid, lush region divided into small fiefs ruled by petty nobles swearing fealty to Emperor Kabori, Kalamar's current ruler. The Empire's edge is still a very savage land, and its proximity to the feuding lords across the E'Korug River makes the region a hotbed of conflict and adventure.

Balelido: 6,000 humans of Kalamaran descent reside here. Some of them show traces of Reanaarese features, and a fraction even show signs of hobgoblin or other humanoid parentage. About 400 humanoids and demihumans live in the city.

At a Glance: The city is peaceful and quiet. No wall surrounds it, only a double row of sharpened stakes. The first row is about four feet high and sits at a 45° angle. The second is taller and closer to vertical. Instead of gates, soldiers man breaks in the barrier and explain that bandits or armies are not much of a threat.

Government: Baron Rewano's ambition is relentless. He is currently bent on taking Mt. M'Pasa from the hobgoblin tribes that live there. This aggression threatens the tenuous peace with the hobgoblin tribes, much to Emperor Kabori's dismay.

Economy: Balelido's exports are mostly small and valuable. They include herbs and spices. They sometimes include gold, copper, iron, medicines, and always include cattle, which is a major source of food, leather, and horn in the town.

The wealthy hunger for food other than the omnipresent beef. Seafood is especially precious to them. They will try any new dish, and they often pay premium wages for skilled cooks.

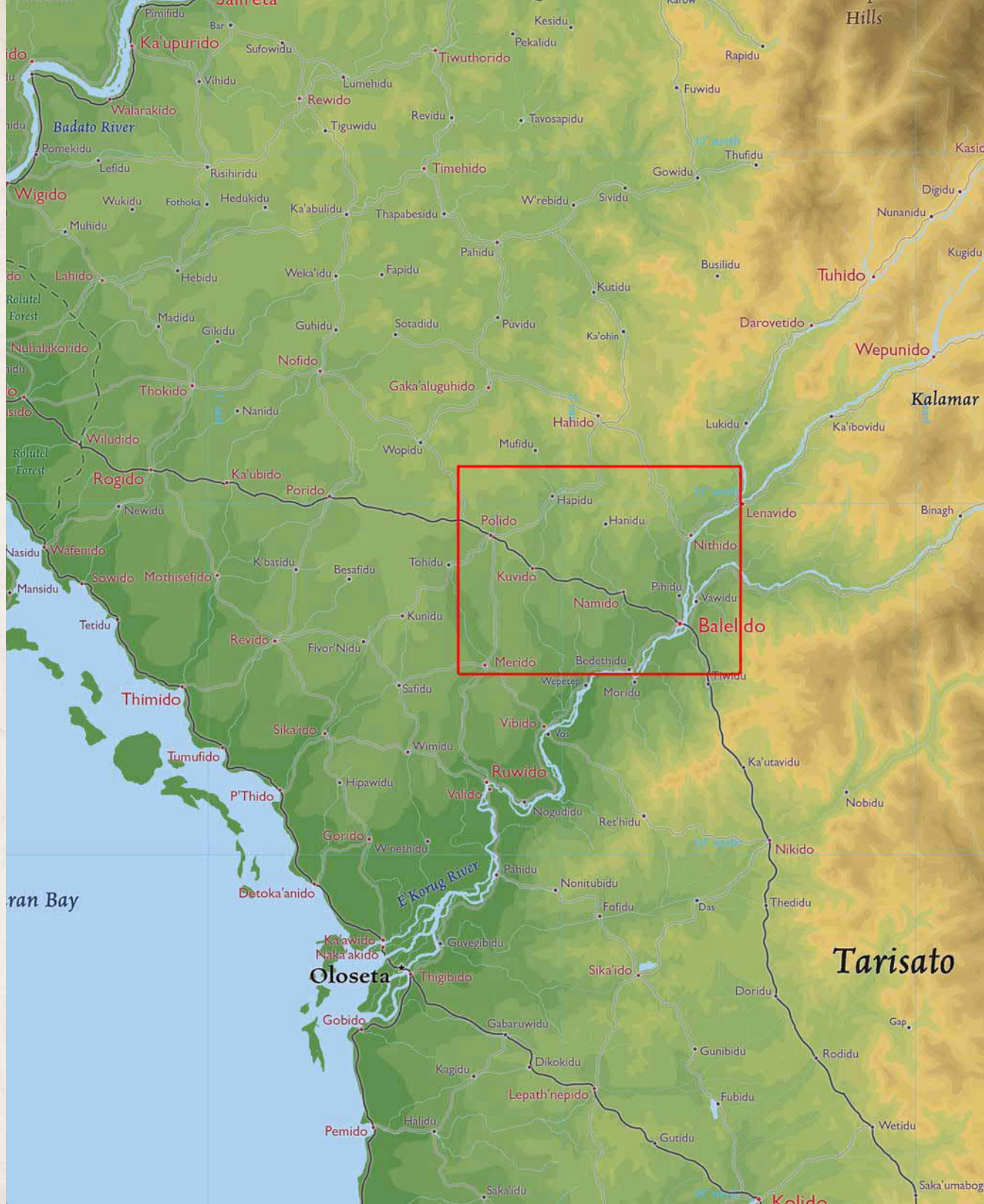
Military: The city's garrison includes light local horsemen and pikemen in addition to the 100 Imperial soldiers reporting directly to Emperor Kabori. Personally, they disapprove of the rising conflict with the humanoids and would prefer to live in peace with them.

Major Temples: The Courts of Justice are surprisingly popular in Balelido, thanks to a charismatic young cleric named Fonamar. Fonamar's wisdom is deep and he is an excellent peacemaker.

Other faiths include the Temple of the Stars, the Theater of the Arts, and the Church of Chance. None of these temples is very large.

Interesting Sites: People dance here. Every week has a major dance for some reason or another. Local music has a strong, irresistible beat and is made by percussion and stringed instruments of wide variety and excellent construction. The Theater of the Arts contains a separate building used as a dance hall that is full every weekend.

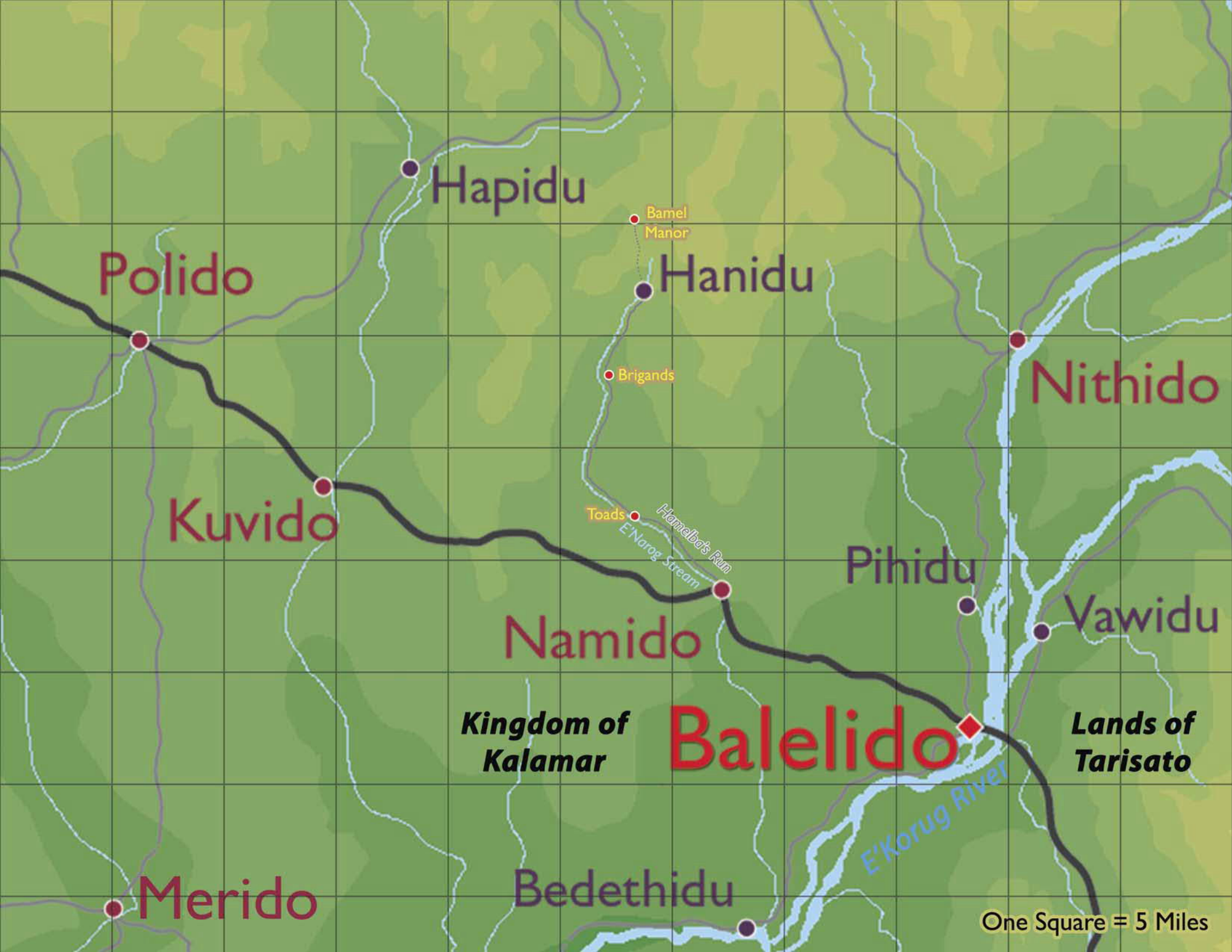
Special Notes: For recreation, kayaks are common, since some of the rivers out of the mountain fall steeply and rapids and short waterfalls are part of the countryside. Strangers should beware poisonous creatures in the countryside, including frogs, snakes, and the thorns of some vines.



BALELIDO



Balelido (Tarisatan; Small City; $30^{\circ}35'N$, $2^{\circ}15'E$): Conventional (governed by Baron Re-rano); AL LG, CG, CN, NG, LN, N, LE, CE; Population 6,400; Isolated (6,000 Kalamaran humans with Reanaarian, hobgoblin or other humanoid heritage, plus 400 hobgoblins and other humanoids).



Polido

Hapidu

Bamel Manor

Hanidu

Brigands

Nithido

Kuvido

Toads

Hamelbo's Run
E'Narog Stream

Pihidu

Namido

Vawidu

Kingdom of Kalamar

Balelido

Lands of Tarisato

Merido

Bedethidu

E'Korug River

One Square = 5 Miles

This district of Balelido is more impoverished compared to other areas of the city you have visited. Some houses look hastily erected, the building materials comprised mostly of uncut timber and treated cloth. The streets are caked in mud, making travel slow and arduous. Any locals you meet seem more interested in reaching their destination than partaking in small talk. Balelido is well-known for their dancing festivals, but here, near the shanties, it seems the only two-stepping going on is getting out of each other's way.

Just as you walk into one of the more desolate neighborhoods of the city, you hear the baying and growls of several dogs nearby. Above them, you hear a man's voice calling for help!

- ▶ PCs making a successful Trivial Listening skill check can ascertain that the outbursts are coming from a nearby alleyway ahead of their location.

When the PCs investigate the disturbance read or paraphrase the following as they turn the corner into the alleyway:

You see a pack of mangy dogs snarling at a man standing on a stack of crates. Dressed in the finely tailored raiment of a merchant, he's high enough off the ground to escape the snapping jaws of the canines below. He brandishes a metal-capped walking stick and swings it with trepidation.

Rogvi will not escape the pack without outside help. If the party ignores the merchant's plight, Rogvi will eventually be rescued by constables, half an hour after the PCs leave the alleyway.

Rogvi attempts an Average Observation skill check to see if he notices the people leaving him to the mercy of the dogs. Rogvi will pass along details of the party that abandoned him to his fellow merchants, who, in turn, will overcharge the PCs for merchandise and services while in they remain in town.

Rogvi is, indeed, the catalyst for the adventure, but he does not need to be alive for the PCs to be pushed in the right direction. Should Rogvi die (or be killed by the PCs) they can search his body and find the map leading to Bamel Manor. Rogvi was prepared to give this map to the would-be treasure-hunters he was going to hire.

Keeping the walking stick, ledger books, and eyeglasses will tie the characters to the scene of the crime. Make sure to refer to the section [Conclusion \(Epic Fail Scenario\)](#) if your players choose to tread this nefarious path.

Avaricious players make take it upon themselves to negotiate with Rogvi over their assistance with the dogs. This delay will attract the attention of a pair of curs that attack the party. The nobleman is too busy defending himself to engage in conversation, aside from casting a pleading look at the PCs. The GM should also point out that the noise (barking and snarls) the canines make complicates communication.

PCs choosing to help Rogvi may assist in a number of ways. The simplest is butchering the dogs outright. Any dog suffering a 4 hp wound must make a Tenacity [morale] check or flee. If three dogs are driven off or killed, the rest will automatically bolt. Another option is to distract the animals with food. Relatively fresh meat is needed to divert the canines away from Rogvi. Lastly, a PC can use their skills to assist Rogvi.

- ▶ PCs making a successful Average Animal Empathy skill check can placate the animals and stop them from continuing to attack the nobleman.

5 Dogs (22 EP ea): HP 20 (x5); Init -2; Spd 10; Rch short; Att +2; Dmg 1d4p+1; Def +4; DR 2; ToP 8/10, Jog 20 feet/second; Tenacity: Nervous

After the vicious dogs have been dealt with, Rogvi will climb down off the crates (assuming he's still alive) to thank the party. Read or paraphrase the following:



Rogvi Bamel

You finally get a clear look at the man you just saved. He is a tall, bespectacled human male, not quite thirty. His curly brown hair is slick with sweat from his ordeal, and his fine wool clothes are splattered with mud. Pale skin and angular features lend the man a scholarly appearance. With a sigh of relief, he looks at each of you in turn and speaks.

"Thank you for coming to my rescue. I am Rogvi Bamel. I was ever so foolish to brave new paths for the sake of time. If you have no plans this evening, I wish you would accompany me to my destination, the Rapid Retreats Tavern. I will provide dinner as well as two denari apiece for your troubles. Seeing you in action is a good omen, for I could use a group with your skills for a couple pressing tasks."

▶ An Average Scrutiny check reveals that the tips of his fingers are covered with ink.

GameMaster's Note: To add background and a sense of place, currency may be referred to in its local denominations. In Kalamar and its surrounding regions, a copper piece is known as a *Sesater* (*pl. Sesateri*), the silver coin is a *Denarus* (*pl. Denari*) and rare gold coins are called *Arus* (*pl. Ari*).

Pressing for a more substantial reward for liberating Rogvi from the dog pack induces the merchant to increase the two silver pieces to five, but Rogvi will reduce future payments to compensate for this greater initial outlay.

Accompanying Rogvi to the tavern earns each PC a free dinner and an invitation for future work. Inquiring as to what Rogvi needs done beforehand will only irritate Rogvi. The merchant will insist that the matter be discussed over dinner.

When the party arrives at the Rapids Retreat Tavern with Rogvi, read or paraphrase the following:

While the two-story wooden structure seems drab and unremarkable on the outside, once you make enter into the building you can't help but notice that the Rapids River Tavern is immaculate. The floors are swept, the tables are wiped, and the corners are free of cobwebs.

The staff, especially the serving wenches, greet Rogvi warmly. He hands one of the lasses three books from his canvas sack and asks another for his favorite table. In no time at all, you find yourselves in comfy chairs with baskets of sweet rolls nearby and smiling faces taking your orders.

Party members who eat will find the meal exquisite. Conversation with Rogvi reveals the merchant is a big believer in self-promotion. He talks about the Sunset Delivery Company, but does not delve into his noble background quite yet.

Before long, Rogvi orders another round of drinks for a toast. He raises his metal tankard and clacks it against the PCs vessels, saying, "To chance encounters and glories restored." If the PCs ask what the last part of Rogvi's toast means, the man gives them a wink and states that luck not only favored himself this night, but the party as well. Regardless, once the toast is over, Rogvi will get down to business.

"This evening has been most fortunate for both of us. I am Director of the Sunset Delivery Company, but once my family held influence in this land as nobility.

Indeed, a Bamel could walk unhindered in Bakar halls, but those days are long past.. Did you find your meals excellent? The chefs can certainly be praised, but the spices my company procures were involved in the process. As I mentioned earlier, I just so happen to have a couple tasks I need able-bodied men for, and with the service you provided for me earlier I can't think of better candidates for the job.

Both tasks are mundane and overlap one another. Together they should not take any more than two weeks total out of your lives and could, perhaps, lead to more work if you provide exemplary service. Curious?"

Assuming the PCs indicate interest, Rogvi continues. Inquiring about a specific fee at this point will only annoy Rogvi. The merchant will be quick to point out that he is the one offering the job. Rogvi will give the party a bit of leniency because of the bind they rescued him from.

However, if one or more PCs rudely press the matter of fiscal gain, Rogvi will exasperatedly get up out of the chair, mention that the party is a bunch of 'uncouth rubes' and then leave the inn, taking the adventure hook with him.

- ▶ Rogvi can be talked back to the table with a successful Opposed Persuasion skill check (versus Rogvi's Resist Persuasion skill).

If the PCs remain polite (*or at least not aggressively rude*), Rogvi continues talking.

"The first task is simple, really. I have a case of spices I need transported to the Rye Reed Inn and Tavern in Namido by tomorrow afternoon. Namido lies about fourteen miles west of here on the Imperial Highway. Deliver my case to Balegel Digose, the innkeeper, and he'll put you up for the night. He'll recognize the marks on the case and know it is from me. Easy enough?"

"The second task is more personal than business. On a trail named Hamelba's Run that runs north from Namido lies a small village named Hanidu. Probably an eighteen mile trek, and calling it a 'trail' is being generous. There is an alternate route if you want to canoe up the E'Narog from Namido, but that becomes impassible after about a dozen miles, though the trail does run parallel to the waterway."

"Three miles north of Hanidu is where my family used to live. The site was called Bamel Manor, but only ruins stand there now. The manor burned to the ground over a decade ago but no one was hurt. As my home was burning around me, I grabbed almost all of the family's heirloom set of tankards. Almost all."

Rogvi pauses. Obviously, the memories of what transpired in the past are painful to him. After a sigh, he takes a swig of ale and holds up the stein.

"I want you to search the grounds of the estate for the missing tankard. It's about this size of this vessel, made of silver and brass and etched with a design of an enflamed boar charging out of a waterfall just right of the handle."

"These tankards have been in my family for generations, and I thought it would be fitting to have all of the original pieces back in my possession prior to a family reunion I have planned.

Take a couple days to sift through the burnt timbers. If, after that time, you find nothing, just return here. Should you need more time you can send word back. I understand the general store in Hanidu handles such matters."

Rogvi then lowers his voice, making sure that only you and your companions can hear him.

"Two tasks. One a bit more demanding than the other, but good pay. Deliver the spices and return the tankard and I will reward your group with one-hundred and fifty denari and an invitation to the reunion. Plus, of course, the prospect of future employment."

"Deliver the spices without finding the tankard and it's still worth forty denari. If you're uninterested, I'll go down the lane and commission a metalworker to craft a replacement mug, and the spices will get delivered by someone with more ambition. What do you say?"

If the PCs ask for an advance Rogvi, is prepared to give the group 30 sp, but no more. Attempting to negotiate with Rogvi for a better reward may bear fruit, but Rogvi is a shrewd negotiator.

- ▶ A successful Opposed Salesmanship skill check (vs. Rogvi's Resist Persuasion skill of 59%) will influence him to increase the reward to 180 sp.

Once the party and the merchant are in agreement Rogvi will give directions to his offices near the dock so the party can pick up the spice case from his laborers. The map leading to Bamel Manor will be attached to the case as well (the player aid "[Rogvi Bamel's Map](#)" appears in the appendix).

Rogvi expects the PCs to leave tomorrow morning. Note that if the PCs communicate with Rogvi via letters from Hanidu (see [area 10 - Punar's Stop](#)), the merchant will not, under any circumstances, send more money to help finance the party; the players are on their own.

- ▶ A successful Average Current Affairs or Ancient History (local or other applicable) skill check reveals that the Bamel family was once well known in the region and that their influence is waxing again, mostly due to Rogvi's efforts.

Rogvi Bamel (20 EP): LN Kalamaran human merchant; HP 23; Init +2; Spd 10; Rch 3'; Att +2; Dmg 2d3p (walking stick); Def +1; ToP 7/ 5; Tenacity: Nervous

Relevant Skills: Administration 56, Language (Kalamaran 78- literate, Reanaarese 32, Svimohzish 37), Listening 13, Mathematics 52, Observation 13, Resist Persuasion 59, Salesmanship 54.

Quirks/Flaws: Superstitious (the color purple), Allergies (mold)

Leaving Balelido

Potential Yield: Two small flasks of holy water

Potential Story Awards:

- Saving drowning youth (20 EP)

This encounter takes place on the edge of the city after the PCs have picked up the spice case from Rogvi's offices. Read or paraphrase the following text:



The soldiers at the break in the spiked barrier surrounding Balelido barely acknowledge your exit. Most of the guardsmen are stripped to the waist as the sun beats down upon them. This day is no less hot than the one previous.

You are envious of a group of children playing in a small inlet along the shoreline of the E'Korug River, just south of the road as you travel a couple hundred yards away from the edge of the city. A dunk in the river's edge would certainly abate the heat.

Just as that thought crosses your mind a cry of panic, not of joy, erupts from one youngster who is jumping up and down on a small, muddy dune. Other children rush to the side of the first and join in his chorus.

One of the kids spots your group and waves her arms frantically.

A child is trapped underwater. His canoe is unable to right itself because it is jammed between the rocks. The boy was trying to impress his younger brother on shore but forgot to pay attention as he drifted closer to the stones. The children lack the strength and courage needed to assist the drowning boy. If the PCs do not come to the trapped child's aid, he will drown. Read the following when the PCs decide to approach the screaming children:

Once you join the children, you realize what is causing the hysteria. Thirty-feet away from the shoreline an old canoe is wedged into an outcropping of rocks. The craft is upside down and a fluttering hand repeatedly breaks the surface of the water nearby.

- ▶ An Easy Swimming skill check is required to swim to the rock outcropping.
- ▶ Freeing the canoe (gaining access to the child) requires a successful Feat of Strength check (vs. d20).

The youth will begin drowning 30 seconds after the PCs are alerted to the danger. He suffers 1d3p points of damage every 10 seconds until he succumbs to a watery grave. The youth has a total of 16 Hit Points. Once back on land, the PCs will see a man approaching them.

A young man dressed in the attire of an acolyte rushes up to the shoreline just as you are helping the extremely lucky, yet exhausted, boy from the water. The man, short in stature and wiry in frame, pushes his long, red hair out of the way of his gray eyes. Once he catches his breath, he speaks, "That was a heroic thing, pulling that boy from the river there. I was just coming back from a pilgrimage when I spotted your bravery and selflessness."

The acolyte blinks when he looks at your faces. "I seem to recall standing on this shore but in a dream I had last week. I feel compelled to do now as I did in the dream, even though I do not know why." He fishes into a pocket of his gold-colored robe and produces two small glass vials. He then hands them to you. "Take this blessed water. Something tells me it could be useful to you on the path you tread." The young man then waves his hands in ceremonial blessing over the party before resuming his trek into Balelido.

The acolyte did, indeed, have a premonition about this encounter. The vials contain holy water, which might prove useful in a future encounter with the ghouls at Bamel Manor. *Each vial successfully impacting a Bamel family ghoul will inflict a 2d4p hit point wound for which their DR does not apply.*

The acolyte's name is Nesip Fanopi. He's a personal assistant to Fonamar, the head cleric of the Courts of Justice in Balelido. Should you desire, you could deepen this encounter and turn this into a seed for a future plotline involving Fonamar or Nesip.

Nesip Fanopi: LG Kalamaran human cleric of the Courts of Justice lvl 1; HP 23; Init +2; Rch 3½'; Att +1; Dmg 2d8p +1 (longsword); Def +6; DR 2 (shield DR 4); ToP 7/5

Relevant Skills: First Aid 24, Language (Kalamaran 77 - literate), Listening 15, Observation 15, Religion (The True 28)

Spells: (1) - Cure Trifling Wound, Know North

GameMaster's Note: The following encounters, with the exceptions of *The Rye Reed Inn and Tavern, Part One* and *Leaving Namino* need not occur before the events at Hanidu and Bamel Manor.

Furthermore, these encounters may be placed on any road or trail, ignored, or modified as you see fit. The encounters are merely presented in a sequence we believe works well. Eastern Kalamar is a dangerous region, and just because the fall of the main antagonist(s) might signal to some players that the threat of the journey is over, you, the GM, knows better. *The Rye Reed Inn and Tavern, Part Two* is a prime example of an encounter you may wish to reserve for possible post adventure excitement.

Wish My Shield Was Bigger

Encounter: 7 Giant Wasps (140 EP)

Potential Yield: Wired silver bracelet (max. value 8 sp)

The normal sounds of the forest seem to abate at this portion of the trail. Your eyes try to pierce the canopy of vegetation. Suddenly the trill of buzzing insects erupts from the green gloom and several wasps the size of butcher knives come flying from the foliage.

The nest of the giant wasps, attached to the limb of an old tree heavily infested with termites, finally succumbed to the weight of the nest and broke, leaving the wasps in a state of rage. Sadly, the PCs are the first large creatures to travel through the area and, thus, are targets of opportunity.

The wasps will fight to the death.

► If the PCs decide to search the area near the fallen nest, an Easy Observation skill check will reveal the skeletal remains of an old traveler, reduced to rags and bones, resting near the base of the tree. On one arm is a silver bracelet composed of a multitude of fine wires.

The trinket can fetch 5 sp easily, but if the character doing the selling has average or better Salesmanship mastery, 8 sp could be made from the transaction.

7 Giant Wasps (20 EP each): HP 10 each; Init 0; Spd 10; Rch short; Att +4; Dmg 1d4p (+ virulence 9 poison*); Def +4; DR 1; ToP n/a; Fly 30 feet/second; Tenacity: Fearless

* *Anyone stung by a wasp will experience weakness, dizziness, headache, difficulty breathing and nausea should they fail to resist the poison. This applies a -2 penalty to Attack, Defense & Damage for 2d12 hours. If the victim rolls a natural 1 on his resistance check, he dies immediately. Those possessing the Allergies: Insect Stings flaw will automatically die if stung with no resistance check permitted!*

Searching for Coin on the Side

Encounter: 5 goblins (110 EP)

Potential Yield: 4 silver coins

Traffic on the road has been sparse the last few hours. The heat of the day may have driven travelers to delay their plans, or at least seek shade from the sun. As you trudge on, out of the corner of your eye you see, on the left hand side of the road, the gleam of metal. Near the dense foliage of the treeline is a small patch of bare earth with what looks to be three or four shining denari.

Five sneaky goblins, thralls to a small tribe of hobgoblin brigands operating just west of the town of Nithido, have been sent to scout the highway for 'troop' movements. In actuality, the hobgoblin chief found his smaller kin a nuisance and thought this 'duty' would keep them out from underfoot of the tribe, at least until fishing season, the one time of year when the smaller humanoid excel at securing supper.

The goblins had been out here for four days now and are bored out of their skulls. Not long ago, they found an old, empty cask in the underbrush. At the urging of one of the group, they applied their skills with rope and trap-making to the barrel, creating a swinging trap they are ready to try out on any inquisitive traveler... or PC.

Any party member investigating the four silver coins becomes a target. One goblin at the base of one tree cuts the rope holding the suspended cask. The cask, embedded with wooden spikes, will be swung free to sail into whoever is near the coins.

▶ The barrel requires a successful Feat of Agility check (vs. d20p+2) to avoid during the initial swing, and another Feat of Dexterity check (vs. d20p) to avoid the second pass back (6 seconds later, if the PCs have not wised up to getting out of the way from the first time). The difficulty is reduced 2 increments per swing as the trap loses momentum (losing a second off of every travel-arc).

The barrel causes 2d8p damage upon impact and damage counts as double for knockback. A suspicious PC searching the surrounding foliage trying to spot anything out of the ordinary may spot the trap.

▶ Noticing the goblin at the base of the tree and/or the suspended cask each require successful Average Observation skill checks.

If an observant PC manages to discern what is afoot before anyone attempts to take the bait, he or she can try to sneak upon the goblin using an opposed Sneaking skill check versus the goblin's Observation and skill.

Defeating the goblin is only half the battle.

▶ Disarming the trap requires a Disarm Trap skill check made at Easy Difficulty to be rendered harmless.

The rest of the goblins are hidden in various points within the foliage.

Once a PC is hit (or at least distracted) by the swinging trap, the quartet of goblins will start throwing their javelins (three each) at the rest of the party before engaging in melee combat.

If two goblins are defeated in battle, the other two will make a break for it (assuming they are outnumbered). The goblin setting off the trap, if not



engaged, will offer missile support to his fellows but will retreat if he sees the battle favoring the PCs. If the fight favors his brethren, he'll come out of hiding and join the fray.

- ▶ Size M PCs (except dwarves) wearing medium or lighter armor can easily catch up with the fleeing goblins.

5 Goblins (22 EP Each): HP 20 each; Init +3; RoF 8 (Spd 8); Rch 1'; Att +3; Dmg 2d6p-1 (short sword) or 1d12p (javelin); Def +6; DR 2 (shield DR 4); ToP 8/6; Jog 5 feet/second; Tenacity: Nervous

Relevant Skills: Hiding 10, Language (Goblin 67, Hobgoblin 37), Listening 18, Observation 18, Sneaking 13

The goblins have established a camp forty-feet south of the road but there is nothing of interest aside from the remains of their last few meals of rat and snake.

- ▶ It can be found with as successful Observation or Tracking skill check of Average difficulty.

GameMaster's Note: Any goblins escaping this encounter will run back to the tribe of hobgoblins west of Nithido and inform their bigger kin of what happened, even though the retelling of the battle may include exaggerated numbers on the PCs side. Regardless, the hobgoblins will know the PCs descriptions and will be on the lookout for them. Whether some of these hobgoblins make their way down to Balelido when the party returns from Bamel Manor is entirely up to the GM.

Who is Harassing Whom?

Encounter: 4 Kalamaran drifters (132 EP), 2 hobgoblin traders (134 EP)

Potential Yield: *Drifters:* 4 morning stars, 6 tc each.

Hobgoblins: 2 daggers, small cart (5 sp), carpentry tools (62 cp), iron plow (72 cp), 4 pitchforks (32 cp), 3 spades (21 cp), 4 sp, 17 cp, 45 tc

Potential Story Awards:

- Resolving the conflict between the two groups peacefully (35 EP)

Rounding a bend in the road, you see what appears to be a heated discussion between two groups. Four scruffy armed humans are yelling insults at a pair of aging hobgoblins standing next to a handcart. You can hear the humans asking to see what is in the cart. One of the hobgoblin's hands is straying to the pommel of his dagger.

The humans, hailing from Bet Kalamar, have been traveling the Lands of Tarisato for months in search of steady work. Their last venture of employment as miners ended when they were terminated for repeated drunkenness, and were replaced by industrious hobgoblins. Since then the humans have been wallowing in a constant state of intoxication and self pity at their lot in life.

Emboldened by their superior numbers and bellies full of cheap wine, the humans are not above starting a fight with the two hobgoblins they encountered. They originally intended to steal the hobgoblins' cart and possessions but became angered when the humanoid resisted.

The hobgoblins are ready to defend themselves, and consider the attempted theft a dishonorable insult. Worse, the creatures fear that prolonged exposure in the open will draw more bigoted humans.

Both groups will immediately take note as the party approaches them. The humans will claim the hobgoblins to be murderers and bandits and demand the party's assistance. The hobgoblins will retort that they were traveling along and that the humans attempted to rob them. If the party attempts to peacefully intervene take note of the Resist Persuasion values of both groups when using Diplomacy, Intimidation, Persuasion, and other social skills.

Feel free to role-play this debate as seriously or humorously as you want it to be, depending on the physical condition of the party after previous encounters.. This conflict can be resolved peacefully if the PCs are persistent and keep a level head. If this is the case, both groups will stand down and resume their travels, going in the opposite direction of one another.

Of course, if the debate deteriorates, the PCs will have a fight on their hands and may be forced into choosing sides. Should the PCs side with the humans the hobgoblins will fight until the battle appears hopeless. Once defeated, the

drifters will demand the majority of the spoils of battle (especially if they suffered casualties), which might start a second fight between the humans and the PCs.

If the party aligns itself with the hobgoblins and the drifters are defeated (the humans will retreat if unable to inflict casualties within 30 seconds), the hobgoblins will be honor bound to reward the PCs with whatever coinage they have on hand. Of course, rumors of the humanoid-loving PCs will be spread by any survivors. These rumors are inconsequential *if not beneficial* as both the local residents and constabulary consider lawless drifters to be far more a threat than innocuous law-abiding merchants no matter what their race. Many Kalamarans are accustomed to interacting with Hobgoblins and not overly fearful of individuals fitting into their societal norms. Law and stability are prized hereabout and those defending these values are respected.

There is always the possibility of the PCs attacking both groups, perhaps the only event that would cause the two initial groups to unite. Should the PCs not get involved in the quarrel, tell the players that once their characters are a few hundred feet down the road, they hear the clash of combat. What the PCs decide to do (i.e. finish off the surviving group) at this point is up to them. However, any surviving humans will be quick to impugn the PCs honor the first chance they get for leaving them to handle the vicious hobgoblin bandits on their own! Any respectable citizen will not take the ranting of these scummy drunken hobos seriously.

4 Drifters (34 EP each): CN Kalamaran human brigands; HP 24 each; Init +6; Spd 12; Rch 3'; Att -1; Dmg 2d8p (morning star); Def +0; DR 0; ToP 8/ 5; Jog 10 feet/second; Tenacity: Steady

Stats presented represent drunken state

Relevant Skills: Language (Kalamaran 66), Listening 11, Mining 19, Observation 11, Resist Persuasion 26

2 Hobgoblins (67 EP each): LE Hobgoblin; HP 24 each; Init +2; Spd 7; Rch 1'; Att +5; Dmg 2d4p +1 (dagger); Def +2; DR 0; ToP 10/ 6; Jog 10 feet/second; Tenacity: Brave

Relevant Skills: Language (Kalamaran 45, Hobgoblin 76), Listening 11, Observation 11, Resist Persuasion 11, Salesmanship 16

The Rye Reed Inn and Tavern, Part One

Encounter: Balegel Digose

Potential Yield: Upgraded rooms and services at inn and tavern.

Potential Story Awards:

☐ Delivering the spice case by agreed upon date - *afternoon of day after accepting assignment* (250 EP)

Read or paraphrase the following when the party reaches Namido:

Your stride increases as you see a sign posted on a palm tree with 'Namido' written in bright blue letters. The road bends past the sign, and you are greeted with a large cluster of raised, wooden buildings forming a small town. Many are undergoing repair – likely a result of the harsh elements of the region.

One such structure, near the road from Balelido and much larger and better maintained than most, has an expansive portico furnished with over a dozen table and chair sets made from reeds and other native materials. Beyond the portico is the main building, a two-story affair with a large muslin sheet hanging from the roof. Written on the sheet, in the same blue letters you saw on the sign at the edge of town, is 'The Rye Reed Inn and Tavern.'

Prices for goods in town are as listed within the *HackMaster Player's Handbook*. When the party reaches the portico, read the following:

At one of the tables near the front door, a middle-aged man with thinning brown hair and a graying mustache sits on a cushioned barstool. He eyes you a bit with a stern look before spotting the carrier of the spice case in your group. His lined face softens almost instantly as he gets up from his seat. "I see Rogvi Bamel likes to hire only the best when transporting my spice order. Ha! I'm Balegel Digose, proprietor of this establishment, and I am glad to see you. We were almost out of saffron and garlic, too! I always put up Bamel's porters for free in the common room with board for the night, but if you part with just a denarus each, I'll reserve each of you a private room with breakfast thrown in. What do you say?"

The party may choose to haggle for cheaper private rooms but Balegel will go no lower than 3 cp per room (note Digose's skills for negotiation in his entry below). Digose will take the bartering in stride; he knows Rogvi likes to surround himself with crafty characters.

PCs questioning Digose about Rogvi and the history of the Bamels will learn the innkeeper knows no more than the average citizen about the merchant or his family. Digose will be surprised if the PCs mention that they have a secondary mission from Rogvi, but will offer the party another night free at the inn when (if?) they come back from their adventure, provided they regale Digose and his patrons with tales of their adventures. Anyone agreeing to this arrangement will suffer an honor loss if they fail to uphold their end of their bargain on their return trip. When the conversation reaches a stopping point read the following:

Smirking at the lot of you, Balegel waves you towards an empty table. "Get yourselves comfy. You can settle in your rooms later. You managed to beat the crowd, so I will have the cooks prepare something for you quickly enough."

Balegel takes the spice case from you and hefts it onto one of his shoulders. then gives you a wink. "You folks are going to eat well tonight," he says before entering the inn.

The Rye Reed Inn and Tavern, Part Two

Encounter: Reldil Balo (200 EP) & Balo's four cousins (120 EP)

Potential Yield: *Reldil Balo:* flail, ringmail armor, medium shield, 17 sp and 22 cp.

Cousins: 4 maces, 2 light crossbows, 12 bolts each, 4 suits of leather armor, 4 small shields, 10 cp each.

This encounter may be used the night of the party's arrival at the inn, or on their return trip, depending on the party's overall health.

The tavern side of The Rye Reed filled up to maximum capacity and then some tonight. A few of the town's citizens, along with a good smattering of travelers, are drinking and socializing at the tables on the portico or at the long bar inside. Subdued dancing, inspired by a quartet of local minstrels accounts for the entirety of the entertainment.

The locals dance to slow ballads, and combined with the side-effects of alcohol, makes them appear as wavering fools holding one another upright. Jokes are flying just as freely as the spirits, both verbal and practical.

Your group and the other travelers seemed to be spared most of the hysterics. Likely, the locals don't want to chance their brand of humor on strangers. Regardless, the skylarking the citizens play on one another is never mean-spirited.

- ▶ A successful Average Observation skill check by the male PC with the highest Looks (or conversely, if the party is made up entirely by women, by the least attractive female) reveals that he (she) is being stared at.

Alternatively, the GM may forgo this skill check and allow the PC to automatically notice the attention. Once detected, read the following:

You notice out of the corner of one eye five rough, unwashed men at a nearby table whispering among themselves over their ale. The largest among them, a wide-shouldered bear of a man with a vicious scar traveling from under the left earlobe to just shy of the sandy brown hairline at the near-center of his forehead, is staring directly at you with his dead gray eyes. After a few moments, his companions notice his glare, look in your direction then back at him. The remaining contents of their large serving pitcher is quickly dumped into his vessel. Then, after some quiet talking by the large man's comrades - most of the words aimed at him - the men, including the giant, get up to leave, drinks in hand.

- ▶ A successful Trivial Observation skill check reveals the men share enough similarities to appear related to one another.

Regardless of the PCs previous observations, read or paraphrase the following:

One of the tables empties and the crowd parts to allow the patrons to pass. Five dusky men -one particularly huge- make a beeline away from the festivities. The crowd gives them a wide berth before converging once again. The laughter of the crowd seem louder than before, as if they can really let loose now. The dancing seems livelier - as do the smiles.

Curious PCs attempting to follow the band of men will find the crowd livelier now and pursuit tricky.

- ▶ An Intimidation skill check (Difficult) is needed for the party to effectively maneuver through the press of the crowd.

Following the five men, the party will discover they settle into a set of tents at the edge of the village. Four of them attempt to nap while one other stands watch (not the large one named Reldil). Any interaction with the group at that point will result in some gruff threats, which will draw the attention of the local constable.

Alternatively, the PCs may question those at the inn about the ruffian-types.

- ▶ A successful Glean Information check (Average difficulty) reveals the following:

"Them? Rather dark crowd to be inquiring about. Those men are the Balo boys. I suppose every town has such a sore spot. The Balo boys are either cousins or brothers -sometimes both if you listen to all the rumors. You should know they are more stirred up than a hornet's nest lately. What I say? You look all pale now. Anyway, they are led by the big oaf named Reldil.

"Seems like he had a bit of a domestic dispute last week that ended with his shack burning down. He had a wife, but no one has seen her since the fire. No bones or remains have been found though. I would not put it past him if he did her in. He has taken a few lives away - two at this very tavern - but his cousins always back him up, claiming the killings were in self defense. No, not someone I would be inquiring about too much."

Any further questions about Reldil and the cousins will reveal nothing more. Mentioning that Reldil took an interest in the group will draw a shrug and the suggestion that the PCs might want to carry on with any business that takes them out of Namido.

The PCs are going to have trouble regardless of what they do because Reldil has set one of them in his sights. While the rumor-mill is true and Reldil is a violent man, he did not kill his missing wife. She ran off with another man to parts unknown.

That event caused Reldil to burn down his house in a fit of rage. Reldil was just trying to nurse away the mental anguish with ale when he spotted one of the male PCs. That PC (with the highest Looks score) unfortunately shared a similar appearance to the man Reldil's wife ran off with. If the party is all women, the target PC (with the lowest Looks score) is the spitting image of the missing wife.

Either way, Reldil -not the smartest or most rational of folk- has decided to take out his pent-up anger on the look-alike, and his cousins -always eager for a scrap- are following him.

GameMaster's Note: If Reldil's top potential target has the 'Forgettable Face' talent, just move the thug's attention to the next likely victim. In the extremely-unlikely event that the whole party has taken that talent, the GM can still use Reldil and his cousins as brigands, with Reldil simply targeting the party's fighters when melee breaks out).

This encounter occurs only a few minutes after the PCs have been weakened by another combat down the road. While the Balo boys are not considered geniuses, they recognize the PCs as soldiers of fortune from their manner and gear.

The ruffians are very familiar with the neighboring region. They keep their distance and remain in the surrounding woodlands, shadowing the PCs as they venture from town.

- ▶ A Difficult Observation skill check is required to spot the Balo boys in the underbrush as they follow the PCs.

Once the PCs have survived a random encounter, the Balos will present themselves with Reldil honing in on the PC he has targeted, while two of the cousins engage any warrior types. These frontline Balos will always employ the Aggressive Attack special combat move during melee.

The two remaining cousins will fire their crossbows at unshielded individuals until they run out of bolts or are engaged. Only when three cousins (including Reldil) have been incapacitated will the others retreat. They will not follow the party up the road towards Bamel Manor; the Balos consider the place haunted and will be quite content to attack the party on the return trip back down Hamelba's Run.

Reldil Balo (200 EP): NE Kalamaran human fighter lvl 4; HP 37; Init +1; Spd 13; Rch 4'; Att +5; Dmg 2d8p +6 (flail); Def +8; DR 5 (shield DR 6); ToP 15/ 8; Jog 10 feet/second; Tenacity: Brave

Talents: Attack Bonus and Damage Bonus (flail), Tough Hide.

Relevant Skills: Climbing/Rappelling 15, Intimidation 51, Language (Kalamaran 62), Listening 28, Observation 29, Resist Persuasion 28, Tracking 38

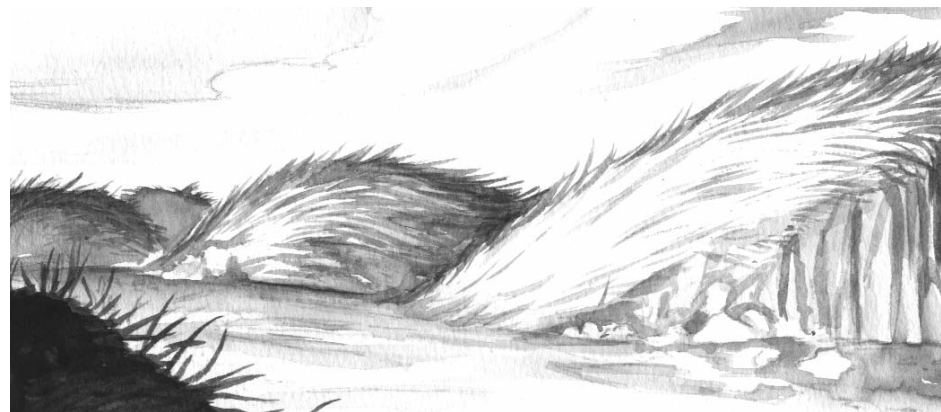
Cousins (30 EP each): NE Kalamaran human men-at-arms; HP 27 each; Init +3; RoF 20 (light crossbow); Spd 11 (mace); Rch 2'; Att +1; Dmg 2d6p (bolts) or d6p+d8p (mace); Def -1 (+3 with small shield); DR 2 (shield DR 4); ToP 8/ 7; Jog 10 feet/second; Tenacity: Brave

Relevant Skills: Language (Kalamaran 64), Listening 10, Observation 10, Resist Persuasion 10, Tracking 17

Leaving Namido

The players have three routes to Hanidu. The first, and most difficult, is wandering aimlessly through the bush. Without a trail to guide them, the players might easily become lost and the targets of local wildlife. You should feel free to use animals/creatures that reflect the lush, subtropical topography the PCs are trudging through.

Any skill checks (i.e. Survival, Tracking, Observation...) should at least Average Difficulty as the PCs try to navigate the terrain. A suggestion on the frequency of such skill checks would be once every three-to-four hours travel



time. Even with successful skill rolls, the PCs will only traverse ten miles a day due to the dense foliage and uneven land. Of course, the path filled with the most hardship might be the most rewarding, depending on how the dice fall.

The second option for the PCs is to purchase canoes and paddle to Hanidu via the E'Narog Stream. Small canoes, including paddles, cost 30 sp each in Namido. Cheap PCs might see such purchases cutting into the profit of the reward promised by Rogvi Bamel at the beginning of the adventure, but if the party is dead-set on buying watercraft, you should not discourage it. Inquiring about the travel conditions of the E'Narog Stream leading to Hanidu will turn up little useful information from the merchants (they don't want to lose a sale after all), but if the PCs ask any of the other locals, the PCs will be informed that the river becomes progressively harder to travel the farther north they go.

The E'Narog Stream is relatively calm for the first eight miles. Traveling upstream, the current is weak at first but gets progressively worse. A successful Easy Boating skill check is needed to navigate this portion of the river. The next six miles are filled with more aggressive white-water rapids, each mile requiring a successful Average Difficulty boating skill check to navigate. During the last six miles, the stream is narrower and flowing from a higher elevation. A Boating skill check (Difficult) is required for every mile in order to make any progress against the rough waters.

Any failed skilled check means the first attempt at traversing that portion of the river has failed. Subsequent skill checks are made with a cumulative -15 percent penalty. A failure of more than 50 percent means the PC is unable to pass this section of the river and must portage upriver to a more navigable stretch of water.

The E'Narog is not a wide stream (forty-feet at the widest point and twenty-feet at its narrowest). The waterway has many landing points, a majority of these areas lying on eastern side of the stream. These clearings have small trails leading to Hamelba's Run, the track running parallel to the E'Narog. PCs having a difficult time with the river may opt to land their craft, conceal the canoes in the foliage, and take the track the rest of the way.

PCs insisting on portaging the canoes over long distances will find that while the boats only weigh about forty pounds apiece, their mass and an elevated trail will not mix well during the hike, especially the distance left in the journey. If the party hides the canoes along the river, the GM could decide that the Balo gang finds and sabotages the craft in order to ambush the PCs on their return trip.

The final travel choice utilizes Hamelba's Run. The trail is the most commonly used route between the two villages, but not necessarily the safest. Animals, monsters, and brigands linger near the path, looking for easy prey. The trail is the easiest of all three options to reach Hanidu and as long as the PCs remain on the road they have little chance of becoming lost.

Toad Pool

(Labeled as "Toads" on overland map)

Encounter: 2 Giant Toads (550 EP)

This encounter occurs along the river's edge while the PCs either canoe up river or walk along the Hamelba's Run. Regardless of the mode of travel, read or paraphrase the following:

Ahead, low stacks of boulders form a little outlet jutting into the E'Narog. The water-worn rocks descend in height until the last few are completely submerged in the stream. The branches of the trees hang low in this area, and the insects that have been plaguing you since leaving Namido seemed to have abated somewhat.

Two of the nearly submerged 'boulders' are really giant toads.

▶ Only a successful Difficult Observation skill check will spot the amphibians.

This monstrous pair is quite ravenous and is willing to chase prey up or down the river - particularly small snacks such as halflings or gnomes. Fleeing PCs running perpendicular to the stream have the best chance to escape. The toads will likely (75% chance) give up the chase after a hundred feet, not wanting to stray to far from the waterway.

If the PCs are approaching this area along Hamelba's Run, the toads will hop out of the water onto land and engage the party, trying to close in on the smallest PCs as they present the easiest morsels of food. Once a toad has swallowed a character, the animal will jump back into the stream and onto the opposite side of the riverbank for some quiet digestion.

If the PCs are approaching this area along the E'Narog, the toads will leap out of the water and land ON the two closest canoes once the watercraft are in range. Roll to see if the toad hits the canoe as if the PC within the boat was engaged in combat with the beast.

▶ If the toad succeeds in hitting the canoe, only a Difficult Boating skill check will prevent the boat from capsizing. A failed Boating skill check indicates the PC has lost control of the vessel somehow (cracked hull, lost paddle, etc.) and he, and all of his unsecured gear, will topple into the water.

The stream is only four feet deep at this point with the current slower than usual, so drowning is unlikely.

▶ Smaller PCs will need to make an Average Swimming skill check or begin to sink and drown. Swimming checks attempted while being attacked by a toad are made as Difficult skill checks.

Toads, Giant (275 EP each): HP 35 each; Init -2; Spd 8; Rch short; Atk +6¹; Dmg 2d4p + 4; Def +0; DR 4; ToP 14/4, Move 5 feet/second or 10' hop

¹Note that if a giant toad bites a small character and its attack roll exceeds the defender's by 7 or more, the toad has swallowed the character whole. The trapped character automatically takes biting damage (2d4+4) every 8 seconds and can only break free with a successful knock-back or a successful Feat of Strength (vs. d20p +12). The Feat of Strength can only be attempted after each bite attack. While trapped, the character can only attack with a dagger or knife.

Real Bravado

(Labeled as "Brigands" on overland map)

Encounter: Halas Pargaki (242 EP), Gnole (122 EP), 3 Brigands (102 EP)

Potential Yield: *Halas Pargaki:* Longsword, human sized scalemail armor, medium shield, light crossbow, 17 bolts, **Potion of Speed**, 22 sp, **brass key** (to Pargaki's footlocker at Bamel Manor's T3), three dead coney

Gnole: flawed agate (8 sp)

Brigands: 3 short swords, 3 light crossbows, 3 suits of human sized leather armor, 3 medium shields, 2 sp, 15 cp and 30 tc each

Potential Story Awards:

Killing, Detaining or otherwise preventing Halas from returning to Bamel Manor thus fracturing bandit leadership (250 EP)

The path before you dips into a small valley. The lush foliage of the surrounding forest comes together above like the folding fingers of a green giant in repose. As you approach a curve in the path, you hear a bestial scream followed by a man's voice yelling, "Help!"

Rounding the bend the PCs see a bloodied human male sitting on a rock, reloading a crossbow. He wears scalemail armor under a motley collection of furs and is breathing hard, as if he was recently running. Not too far away is a large hyena-headed humanoid lying on its stomach on the trail with three crossbow bolts sticking out of its back, its face obscured by its shield. The man wipes his brow with the tail of one of the furs he is wearing and then spots the PCs.

"Travelers! I was just accosted by this foul wretch! Be wary! Perhaps a half a dozen more of the beasts are in the bush!" The man points his crossbow towards the west side of the path, his eyes scrutinizing the foliage.

▶ Astute PCs declaring they wish to scrutinize the man (Halas Pargaki) may attempt an Average Scrutiny skill check to notice that the blood on his face and furs does not seem to originate from any wounds on his person.

▶ A Difficult Scrutiny skill check on the gnole is required to notice that the crossbow bolts sticking out of the prone humanoid appear to be props.

▶ Though there is no means of sensing an opponent's motive, Truthseekers do have the ability to detect lies. Should such a priest attempt to judge the veracity of Halas' claim, roll a (secret) contested check; d100+52 for Halas vs. d100 + the Priest's Observation Mastery + the Priest's chance of detecting lies.

Once Halas has distracted the party, the three brigands hidden 30 feet off the *east* side of the path will shoot a volley of bolts at the PCs scanning the west side. They will preferably aim at target's backs.

▶ Those declaring they wish to search the foliage should attempt an Average Difficulty Observation check. *Make note of where they want to look.* There's no one hiding on the west side of the path where Halas indicates. If the east side is observed, permit the bandits hiding there an opposed roll (d100+40+their Hiding Mastery of 13).

▶ Any player declaring they are watching Halas during the volley from the brigands will notice that Halas fires back (albeit a little too high) at the crossbowmen to try to convince the PCs he is on their side... at least for the moment.

Once the PCs are fully engaged with the brigands (who will switch to swords if charged), Halas will toss a pebble onto the prone humanoid (the gnole, his bodyguard) as a signal for it to rise up and flank the party. Halas himself will contribute by engaging the closest PC in melee, preferably the same one his gnole is attacking.

Halas, a rather crafty fighter, is one of the three commanders of a group of brigands and humanoids who have congregated on the old Bamel estate. Because he finds administration boring, Halas decided to haunt Hamelba's Run for a little fun.

The gnole, along with eight others back at Bamel Manor, fell into the fighter's company after he saved them from a wildfire two seasons ago. His generous offerings of food and a knack for finding easy targets for the gnoles to plunder have kept the towering humanoids from revolting. The gnoles dislike taking orders, but they are very, very lazy and simply following Halas requires the least effort.

GameMaster's Note: If Halas's ruse is somehow uncovered, he, the gnole, and the brigands will simultaneously attack the PCs. Once it's obvious the combat is going against his side (especially if the gnole is slain), Halas will drink his Potion of Speed and attempt to escape back to the Bamel estate.

The Potion of Speed, while helpful, may be insufficient to permit Halas to evade the players. He is, after all, wearing heavy armor that slows him down significantly. It will allow him to burst out of the clearing at an incredible pace but PCs who are not disheartened may be able to catch him. ***Make sure you play up how he tears out of the battle at superhuman speed in an attempt to dispirit the PCs!***

After drinking the potion, Halas will be able to jog at a formidable 9 mph pace until it wears off. He will have covered 3 furlongs (3/8 mile) during this burst.

Dwarves (and other runts) have no chance of catching him, neither do larger PCs in heavy (chain, scale, splint, banded or plate) armor. Humans in lighter armor certainly have a chance *if they choose to pursue*. However, success will not be immediate so commenting on how quickly he's outpacing them may serve to mentally discourage pursuers.

This scenario involves strategic movement so the rates listed on p. 12 of the *Player's Handbook* apply (not the tactical rates in melee per Armor Movement Rate Reduction on p. 205 or Movement p. 218). Anyone who has performed an armed services physical fitness test or even run a 5k knows that jogging speed is the most appropriate rate to employ in an overland race.

Barring other extraneous (and excessive) encumbrance*, elves, grol, humans, half-elves, half-orcs and half-hobgoblins in medium (ringmail, studded leather), light (leather, padded and robes) or no armor can jog at 6 mph. Those possessing the **Long Distance Running** Talent up this value to 8 mph.

** Now would be an excellent time to pull and encumbrance audit GM!*

After his potion wears off (2½ minutes), Halas will slow to a 4½ mph pace. Assuming he was chased the entire time, those in medium armor or less will be an eighth mile behind him while long distance runners will only lag by 73 yards! The former will catch up to him in 5 minutes while the latter can be within striking distance in 42 seconds. *Go Barbarians!*

Halas will stop to defend himself if or when reached by pursuers. He will likely face better odds with many adversaries possibly a half mile away.

If any of the members of this warband are captured, they will look for the earliest opportunity to escape their captors. If the PCs overcome an individual's Resist Persuasion value once (through Torture, Seduction, etc.), Halas and the brigands will state that they were in the area to rob travelers. If the PCs fail to believe this B.S. and take actions that overcome the particular individual's Resist Persuasion value again, the brigands will mention they are part of a larger group camped on the Bamel estate searching for valuables, while Halas will claim the Bamel had a few Minions in their family history.

Halas and the brigands won't divulge additional information about the camp without further torture. Even so, they may lie hoping to dissuade the PCs from investigating their camp. Keep in mind that these marauders have no knowledge of the ghouls and other hazards stalking the manor grounds.

Halas and the others do not know that Labek Molopi has just kidnapped two villagers from Hanidu for the orc shaman Poku.

Through some clever role-play and successful skill checks, the brigands may be coerced into leading the party to the estate. Halas, on the other hand, is headstrong and would rather keep trying to escape the PCs rather than serve them. Ultimately, Halas might get himself killed before betraying his cause. The gnole is too stupid to retain information about the camp aside from useless information like when meals are served.

Halas Pargaki (242 EP): CE Kalamaran human fighter lvl 5; HP 37; Init +4; RoF 20 (light crossbow); Spd 9 (jab 7) longsword; Rch 3½; Att +5; Dmg 2d8p +3 (longsword) or 2d6p (bolts); Def -3 (+3 with medium shield); DR 5 (DR for medium shield 6); ToP 15/ 7; Jog 5 feet/second

Proficiencies: longsword (w/ specialization), crossbow, hiking/roadmarching, phalanx fighting, laborer

Talents: Attack and Damage Bonus (longsword), Charm Resistant

Skills: Acting 21, Administration 31, Escape Artist 25, Glean Information 34, Intimidation 45, Language (Gnole 36, Kalamaran 72 - literate), Listening 29, Observation 39, Recruiting 34, Religion (The Creator of Strife 43), Resist Persuasion 40, Skilled Liar 52

Quirks/Flaws: Fanatic (Creator of Strife), Ornerly

Halas Pargaki is a broad-shouldered, middle-aged man just a shade under six-feet tall. His blue eyes, which contrast sharply with his red mane, blaze with passion when talking about the Creator of Strife. He has a tendency to talk with his hands, but his minions prefer it that way. The more Halas talks, the less likely he is holding a weapon. The longer Halas is holding a weapon, the greater the desire he has to see the armament covered in blood.

Gnole (122 EP): HP 40; Init +4 (-1 die); Spd 11; Rch 5'; Att +5; Dmg 2d8p+3; Def +2; DR 6 (shield 6); ToP 16/ 7; Jog 15 feet/second; Tenacity: Brave

Relevant Skills: Language (Gnole 59), Listening 40

3 Brigands (34 EP each): NE Kalamaran human brigands; HP 25 each; Init +2; RoF 20 (light crossbow); Spd 8 (jab 7) short sword; Rch 2'; Att +2; Dmg 2d6p (bolts) or 2d6p (short sword); Def +1 (+7 with medium shield); DR 2 (shield DR 6); ToP 9/ 5; Jog 10 feet/second; Tenacity: Nervous

Relevant Skills: Language (Kalamaran 66), Listening 11, Observation 11, Resist Persuasion 11



Hanidu

As the PCs reach Hanidu, read or paraphrase the following:

Just as you are about take another breather during your steep ascent of the trail, the landscape begins to flatten out, and the air starts to cool. Wattle and daub farmhouses, their thatched roofs gray with age, dot the fields ahead. Some of the buildings are covered in vines and look unkempt. As you continue north, you notice some of the larger buildings are clustered together in a semicircle. A weathered sign nailed high on a post on the left side of the path reads 'Hanidu.'

Once the settlement of Hanidu was a large village. After the inferno at Bamel Manor the population began to wane to the point that only a little over three dozen families are left trying to make a living on a indifferent soil and weed-choked crops. Some of the outer buildings of the hamlet have long since been abandoned, and a few of the specialty traders have gone to greener pastures. Indeed, aside from the proprietors of the inn, smithy, bakery, and general store, the village's business owners are as likely to be out lending a helping hand at a nearby farm for a few extra coppers as they are to be in their stores selling their wares. Hanidu is dying, and its residents know it.

The residents will be curious and friendly to the PCs, if somewhat guarded (see below). If the PCs have forgotten the directions to the manor given to them by Rogvi Bamel, they could ask the villagers.

▶ An Average Glean Information skill check will reveal that the manor ruins are located three miles northwest of the hamlet. If the PCs spend some coin at the inn ([The Steep Cot](#)) or at the general goods store ([Punar's Stop](#)) prior to asking, this skill check is made at Easy difficulty.

Inquiries into the history of Bamel Manor will not reveal anything beyond what Rogvi revealed to the PCs back at Balelido, even from the older denizens. Dilrin Bamel's nefarious activities occurred nearly thirty years ago, and the fires that claimed the Bamels' ancestral home overshadow any minor nobleman's indiscretions... at least in the memories of the hamlet's old-timers.

Do note that while in Hanidu the party has a 15% chance every four hours of encountering a patrol of village militia (1d4p+2 members) making the

rounds. The militia are searching for a missing couple - Nolan Bafasar and Dilma Sewaki - who vanished three days ago. Since the duo is set to marry five days from now, the villagers are quite worried. New faces (the PCs) are likely to cause suspicion, but since strange goings-on have been plaguing Hanidu the last few months, such scrutiny will likely be short-lived. Should combat stats for the militiamen be required, see [Area 24](#).

For descriptions of the missing couple, please see Bamel Manor - Areas [C15](#) and [EW26](#).

GameMaster's Note: All goods in Hanidu cost 125% of listed price, assuming the desired item can be found. Base availability for all items is Low, and anything over 25 sp in cost in halved Low availability. All residents are of Kalamaran stock unless otherwise noted. Any lock encountered in Hanidu is of Good quality unless stated otherwise.

Village of Hanidu

1. Abandoned Wheat Farm

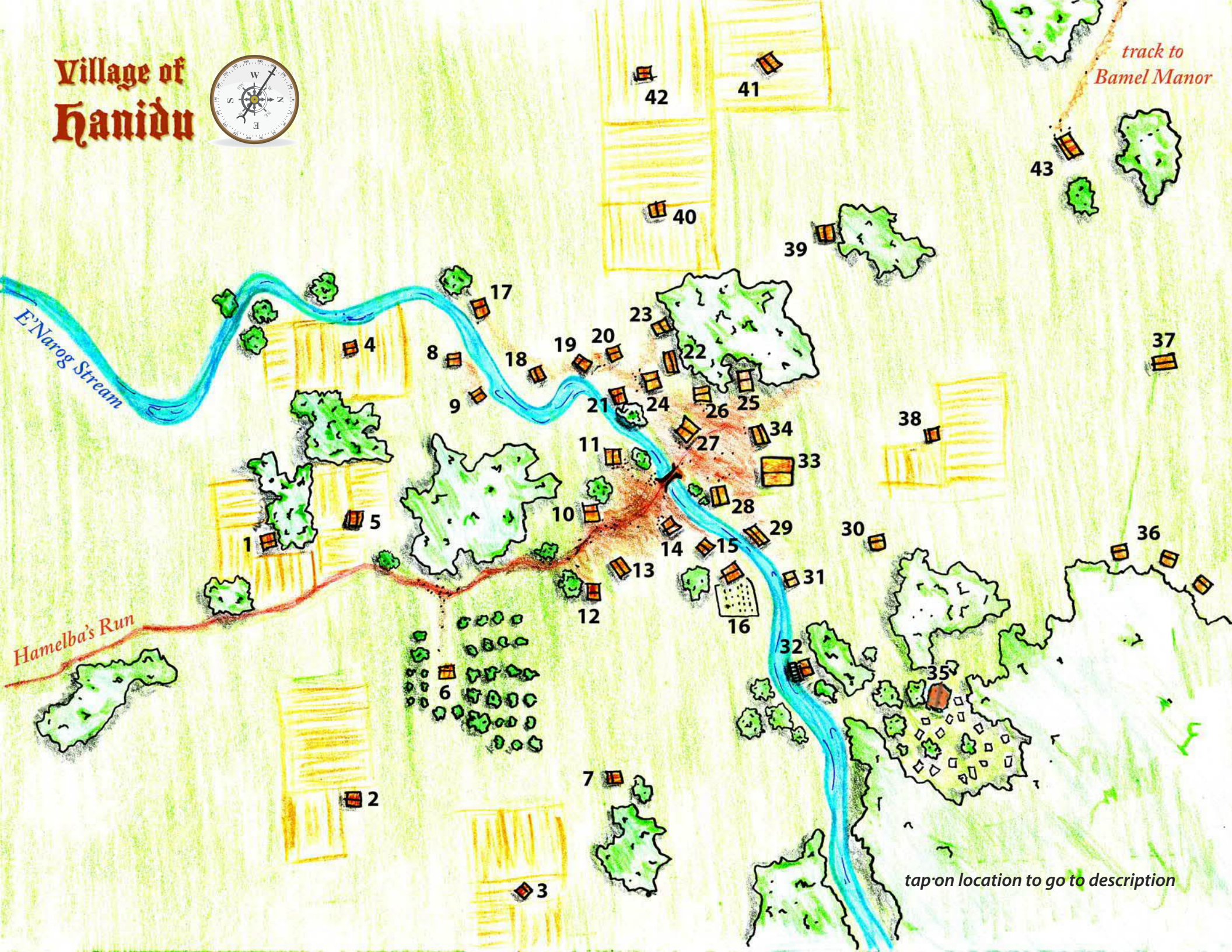
The wheat in the fields around this farm appears to grow unchecked. Vegetation grows in abundance on the roofs of the buildings on the property. The walls of the structures are all but covered completely by vines.

This farm has been abandoned for over a decade. The neighboring farmer (see area 4) has convinced the town elders to allow him to tend these fields every other year in order to keep nature in check. The farmer hopes to allow his own fields to lie fallow for a season or two to rejuvenate the soil. A farmhouse, barn, and a collapsed granary occupy this farmstead.

2. Active Farm

The fields around this farm host a variety of crops. The soil appears well-tilled, but patches of weeds are holding their own against the intended harvest. Farmhands work among the acreage, plucking away the ground.

Village of Hanidu



*track to
Bamel Manor*

E'Narog Stream

Hamelba's Run

tap on location to go to description

This farm has a variety of crops (beans, barley, potatoes, etc.), but too few hands to do the necessary work. The elderly farmer, his wife, two adult children (including spouses), and five grandchildren all put in a valiant effort, but the weeds are winning. A farmhouse, two cottages, two barns, and several tilted scarecrows occupy this property.

3. Abandoned Farm

Encounter: 9 Giant Rats (108 EP)

The wind bends the tall plant life enough for you to see the rundown buildings that once housed the workers of this patch of land. Nature is reclaiming this demesne with a vengeance.

This farm has been vacant for three years, but bordering the eastern tree-line has hastened the decay. Corn stalks, barley, and another grains grow, wither, and die unattended.

A farmhouse, cottage, two barns, and two granaries are located on this property. One of the granaries has a collapsed wall on the north side and a nest of giant rats is thriving in the structure.

9 Giant Rats (12 EP each): HP 8 each; Init +0; Spd 10; Rch short; Att +0; Dmg 1d4p+1; Def -1; DR 1; ToP 4/10, Jog 5 feet/second; Tenacity: Cowardly

4. Active Wheat Farm

This farm seems better organized than the others surrounding Hanidu; the wheat is flourishing and the fences are well maintained. Tall, broad-shouldered figures holding sickles move to-and-fro in the distance.

The middle-aged couple who runs this farm has been keeping ahead of the daily grind, mostly with the help of four hired hands (all siblings) who pledged their allegiance after the farmer saved their father from a horse-wagon accident eight years ago. The farmer's wife is also the sister of the

millar (see area 32), ensuring a discount on services rendered there. The property has a farmhouse, two cottages, two barns, and two granaries. The farmer just started constructing a third granary in anticipation of handling the extra crops seeded at the neighboring farm (see area 1).

5. Active Livestock Farm

The sounds of chickens, hogs, and sheep can be heard as you approach this large farm. Peeking over one of the stone walls lining the property, you see a collection of livestock eye you from the other side with mild curiosity.

The middle-aged widow running this farm has always been in charge of this strip of land, even when her late husband was still alive. Now she, her adult son, and his pregnant wife attend to chicken, pigs, and sheep that supply meat and eggs to the Steep Cot Inn (see area 11). The widow wants to branch out into cattle, but the farmers at location 38 and 40 are very resistant at selling any of their herd to a potential rival, especially when that rival already has the ear of the inn's owner, one Felorin Darlebak. This property has a farmhouse, cottage, three barns, and several animal pens. The stone walls circling this track of land ensure that the widow's livestock do not wander off into another farmer's yard.

6. Abandoned Fruit Farm

Encounter: 5 Rattlesnakes (420 EP)

The wild plant life and unchecked foliage appears to have claimed this farmstead. Through the weeds you spot a couple of rundown structures that seem to sport doors smaller than normal.

This farm was abandoned prior to the Bamel Manor fire. The original owner, a halfling farmer found farm life difficult and abandoned this property for greener pastures.

Most of the land is covered in chest-high weeds. A few nests of mice live here, which, in turn, has attracted some rattlesnakes. This property has only two buildings - the farmhouse and a barn- with the five serpents living in

the latter. Luckily for the unsuspecting townsfolk, the snakes have a fast-breeding food source on hand. The snakes have no reason to explore beyond the shadow of the barn, unless someone starts poking around.

Rattlesnakes (84 EP each): HP 5 each; Init -2; Spd 10; Rch short; Att +3; Dmg 1 (+ virulence 8 poison); Def -2; DR 1; ToP 2/4; Jog 5 feet/second; Tenacity: Cowardly

7. Abandoned Glassblower Shop

Encounter: Roof Collapse

Potential Yield: 11 sp, 18 cp

This drab building appears to have been a shop at one time, but you not do know what wares were once sold here. The tops of the walls look especially weathered, and the thatched roof is sagging a bit.

This locked, decrepit shop was closed up just after the Bamel Manor fire. The tools, furnace and other implements of the craft have long since been removed, and the roof just needs one more heavy rainstorm to collapse.

▶ If PCs decide to explore this building, an Scrutiny skill check [average] will reveal that one of the planks in the floor is oddly lain.

▶ A Feat of Strength check (versus d20+8) is required to pry the timber up, revealing a large leather pouch with 11 denari and 18 sesateri inside. Employing carpentry tools accomplishes the same goal without a skill check.

Unfortunately, tugging at the floorboards will sufficiently disturb the building that the roof will finally yield and collapse.

▶ A successful Feat of Agility check (versus d20p+2) permits any PC in the shop to avoid being damaged by a falling beam (2d6p points of damage). If a character rolls a natural '1' on his Feat of Agility check, he is pinned in the fallen rubble, and other characters will need to allocate 2d4p minutes to free their trapped comrade. Of course, the noise may draw the interest of a wandering patrol of militia (30% of the time).

8. Chandler's Shop

This large shop seems newer than the others, but closer inspection reveals that the walls were recently whitewashed. A woodcut sign depicting a candle with a bee buzzing around it hangs over the door.

Gali Balama, a thin, straight-backed human woman in her sixties, is Hanidu's candlemaker. In the village's heyday, she would supply beeswax candles to Bamel Manor, but had to switch back to cheaper, yet smoky, tallow candles to service her remaining customers. She still keeps half a dozen beehives in straw skeps in various locations around Hanidu and is the only source of honey in the village. Gali and her three daughters run the business and are the only members skilled enough to approach the beehives without being attacked by the insects. PCs may purchase candles here. A pound of honey (stored in glass jars supplied from Namido) sells for 3 sp.

9. Sarmel's Leathers

The unpleasant smell that permeates the area around this grayish building suggests that this is a leatherworker's shop. The saddle hanging off the roof of the porch with the words 'Sarmel's Leathers' stitched in red cord on the side confirms this.

Sarmel Reketi is one of the village's two leatherworkers (see area 18), but because each artisan specializes in a different area of their field, there is little competition between the two. Sarmel, a stout human male in his early fifties, crafts saddles, harnesses, and the like. He, his wife, and their two adult children (including spouses) are all involved in the business. Their neighbors just wish the family would take a few more dunks in the E'Nerog Stream now and then before hitting the tavern.

10. Punar's Stop

This building appears to be the village's general store. There's steady traffic going in and out the shop's set of worn double doors. A woodcut sign depicting an unrolled scroll with the words 'Punar's Stop' hangs off the sagging porch roof.

Punar Madilo and his wife, Tosipka, inherited the family business from Tosipka's parents six years ago. The middle-aged couple realized that in order to survive the economic downturn, they had to diversify their services. Tosipka became Hanidu's unofficial scribe, and her children (five youths ranging in age from 5 to 17) serve as the village's messengers.

It will not be an uncommon sight to see a Madilo child running around the hamlet half-a-dozen times on any given day. PCs wanting to send messages back to Rogvi will find this location useful. Punar will dispatch his oldest child, Panar, on such an errand. The youth will travel down Hamelba's Run to Namido, where the message will be handed off to another merchant's child, who, in turn, will deliver it to Rogvi in Balelido.

Sending a message to Rogvi costs the PCs 6 denari (or 4 if the characters supply the vellum and scribe the message themselves). Of course, you may decide that Panar is captured on the return trip by the [Balo boys](#), adding another layer of tension to that encounter.

11. The Steep Cot

Perhaps the largest building in the village proper, this shabby, two-story establishment appears to be an inn and tavern. Several improvements, including a new front porch, have been made to the cracked and faded exterior. Wooden scaffolding hugs the entirety of the eastern face of the building, extending around the southeast corner. A pile of fresh cut timbers lies on the ground near the scaffolding. On the front of the inn, hanging from the porch, is a woodcut sign depicting a man falling out of a tall, tilted cot.

The Steep Cot has been a fixture of Hanidu for over a century. The inn and tavern is currently undergoing a much needed renovation, thanks mostly to the village's carpenter, one Korata Favamil, having such a hefty bar tab. When the PCs enter the building, read or paraphrase the following:

The renovations seem to be limited to the outside of the inn as the interior is dusty, the tables could use a wipe, and cobwebs hang from the support beams. About a half-dozen patrons – farmers and other townsfolk from the look of them – are enjoying foam-capped steins of ale and hearty laughs at the bar. Three rather bored-looking serving girls are sitting at a table gossiping. The bartender – a tall, angular man in his late forties with a red mole above his left eyebrow – breaks away from behind the counter and heads in your direction.

"I'm Felorin Darlebak, proprietor of 'The Steep Cot.' What do you require, travelers? A drink to wash away the dust of the trail from your throats? A bed for the night? Both?"

Felorin Darlebak, a bachelor, has been running the Steep Cot since the time of the Bamel Manor fire and has seen his village dwindle away in the years since. The regulars keep him afloat, and the trappers at [area 37](#) have helped boost his evening business, but Felorin plans on selling the business if things do not pick up within a year.

Felorin Darlebak: N Kalamaran human laborer; HP 26; Init +4; Spd 10; Rch 2.5'; Att +0; Dmg d6p+1d4p (club under bar); Def +0; DR 0; ToP 8/7; Jog 10 feet/second

Relevant Skills: Language (Kalamaran 76- literate), Listening 31, Observation 37, Salesmanship 39

Quirks/Flaws: Nosy, Tone Deaf

At any given time, there will be two bouncers at the tavern to keep the peace in the event a patron gets rowdy. These men are local farm-boys looking to earn some extra sesateri. They do not wear armor and are armed with clubs.

Bouncers: N Kalamaran human laborers; HP 27 each; Init +4; Spd 10; Rch 2.5'; Att +0; Dmg d6p+1d4p (club); Def +0; DR 0; ToP 8/7; Move 10 feet/second; EPV 25 each

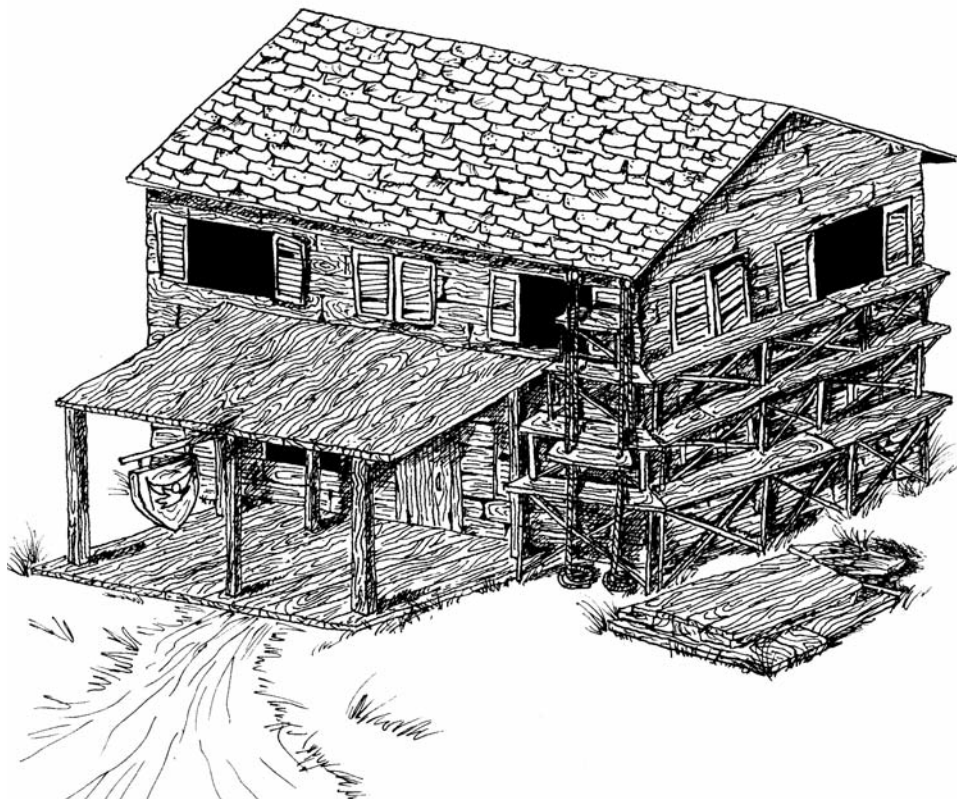
Relevant Skills: Intimidation 30, Language (Kalamaran 68), Listening 10, Observation 10

A private room (comfortable enough for two) costs 1 denarus per night. PCs may also opt for a cot in the common room (4 sesateri a night). Characters will have the common room all to themselves as Hanidu has few visitors requiring accommodations.

Meals run 1 denarus and are usually feature fish, leeks, carrots, and peas boiled into a hearty stew. Ale is available at 3 sesateri a stein or 1 denarus a pitcher (which serves four).

▶ If the PCs ask Felorin, the tavern's staff, or the patrons about any recent events, a successful Glean Information check (Average Difficulty) reveals that some of the residents' pets/livestock have gone missing lately (snatched away in the night by the ghoulish pack).

▶ A successful check at Difficult Difficulty will also reveal that a band of bandits have been plaguing the community, but the harassment has subsided in recent weeks. (Labek Molopi and Halas Pargaki have instilled some much needed discipline in the brigand ranks).



▶ PCs taking the time to listen for rumors may also hear the following tales (each check requires 1d2p hours and a successful Average Glean Information skill check).

Rumors (roll d12)

1) *"Only thing thriving here is 'em trappers. I hear game is running out though. That's why a few livestock and dogs are missing."*

The trappers at area 37 are indeed doing well. However, because of the ghoulish attacks on the local livestock, the huntsmen are under suspicion owing to their Fhokki blood and the amount of furs they turn in to Punar's Stop. The trappers are innocent of killing the livestock.

2) *"I don't care if you believe me or not! I saw one of those sea-maidens bathing upstream, naked on a rock and smiling in the sunlight. She caught sight of me and promptly dove back into the water. I waited for her to resurface, but she never did..."*

A siren does not live upstream. The tale-spinner spotted one of Gali Balama's daughters skinny-dipping along the E'Narog Stream's shoreline. The young woman, Akiri by name, is an excellent swimmer and once she noticed she was being watched she dove into the stream and swam underwater with the current until she was dozens of yards away from her original location. Upon breaking the surface, Akiri was away from prying eyes. She eventually made it back home and does not plan to go back to the waterway anytime soon.

3) *"Sinlaeryn must be eating mushrooms again. Claims he saw gray creatures grabbing goats and sheep in the dead of night. That elf should just move back into the forest so we don't have to listen to such foolishness."*

The elf Sinlaeryn is a hermit who lives at area 39. He is the only resident of Hanidu to have seen the ghoulish hunting livestock. The locals consider Sinlaeryn to be a braggart and liar because of a past incident involving the consumption of some of indigenous fungi and several false claims the elf subsequently made.

4) *"The Sheriff is a tough man to get a hold of, I tell you. Some greedy hands were snatching some ears of corn from my west field last week. It took me four days to hunt the Sheriff down to investigate the matter, and by then the rains washed away the tracks. I tell you, and we need a bit more law in this town."*

This patron is referring to Sheriff Fasito Bakima, Hanidu's keeper of the peace. Bakima is an extremely tough man to find because he is also a habitual womanizer (see area 22). The corn theft was perpetrated by the bandits living at Bamel Manor. The rainstorm that occurred after the theft was powerful enough to erase any evidence from the scene.

5) *"Where could have Nolan and Dilma gone to? I can see Dilma getting butterflies but not both of 'em... not with their wedding just days away. I hope they turn up soon."*

Nolan Bafasar (originally from area 38) and Dilma Sewaki (area 34) are the couple that Labek Molopi kidnapped in order to appease his orc shamanally Poku. The whole village is in an uproar with their disappearance, and the local militia has taken it among themselves to try to uncover the whereabouts of the duo. The townsfolk do not know that the couple is the victim of foul play. No one has yet suggested looking in the Bamel Manor area.

6) *"Looks like some wild pigs have been getting into old Largelri's place. The menu here could use some variety. I have half the mind to go out there and hunt 'em down just so Felorin will have some decent meat on dinner plates for once."*

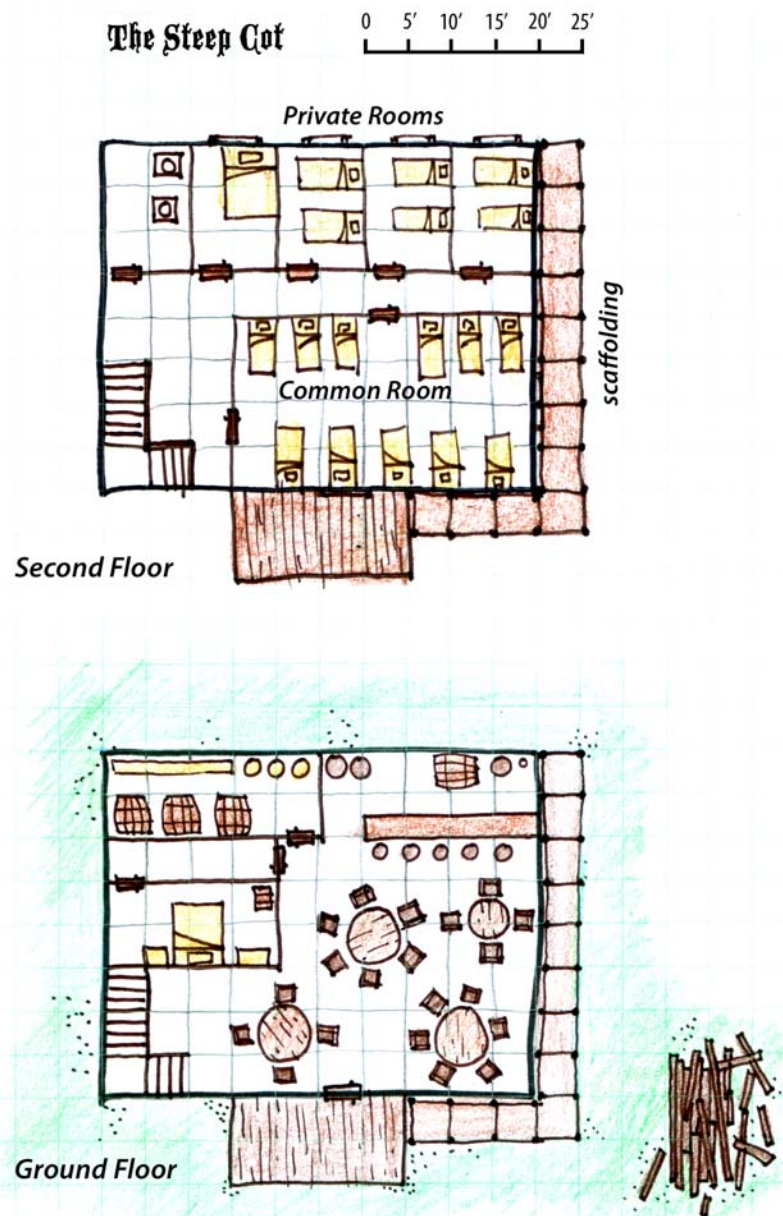
A pack of orkin wardawgs, accompanied by a pair of orcs from Bamel Manor, were scouting at the edge of the village. The villagers who spotted this activity were so far away from the group that they misidentified the animals and never saw their handlers.

7) *"Bamel Manor? Just a pile of timbers and stones, really. I went hunting with my father years back near there. You can see where they started building a wall around the keep's grounds. Even one of the towers was completed. One section of the old manor still stands along with what I think is a stable, but my father and I did not bother getting any closer. Even though everyone says that no one died in the great fire, the site had a haunted look."*

Because the inferno essentially dealt a mortal blow to Hanidu's existence, the noble estate is looked upon as cursed. If the PCs ask, the patron cannot sketch out a map of the grounds as he is illiterate.

8) *"That Gilima is a witch, I say. Claiming to be a Merciful Fate? Bah. She be keeping the men sick. They keep wandering to her every day with pains anew."*

Gilima, Hanidu's healer (area 15) is not a witch. She just happens to be quite beautiful and most of the village's male population who become ill (real



or imagined) have no problem being attended to by the priestess. Gilima is wise enough to know that some of her patients' ailments are illusionary, but she provides aid anyway, usually prescribing a bowl of The Steep Cot's infamous stew to this brand of 'sufferers.'

9) *"The porch is looking good. Felorin is certainly making out like a bandit, getting Korata to work off her bar tab by renovating the place. If she keeps drinking like she has been though, she'll be owing him a new house... or better yet, a mansion to rival ol' Bamels'."*

Korata Favamil, the village's carpenter (see area 30) does, indeed, drink like a fish. Felorin came to an agreement with Korata concerning her colossal bar tab; she refurbishes the inn and tavern and he will forgive her debt. She has just finished the porch and is working on the west side of the structure. Progress on the building is going slowly, for she only allows herself two-to-three hours a day on this project while still maintaining other paying jobs around the village. Every day, however, ends with a pitcher of ale close to her calloused hands.

10) *"Velano must consider himself royalty, I guess. Has everything delivered to him, from gossip to meals. Been sitting at the head of our village for fourteen years. He's no Bamel though."*

Velano Sarbamo (area 29) was once the liaison between the Bamel family and Hanidu before the great fire. When no member of the noble clan showed any interest in lingering in the area, Velano quickly established himself as the village elder and magistrate. His aloof attitude has soiled his reputation as of late, and with Hanidu slowly dying, the villagers want to place the blame at Velano's feet.

11) *"Lonar just needs to close up shop and sing full time here. No one has needed his wares for quite awhile. Would hate to see him leave Hanidu. His voice at the end of a long day is one of the few things to look forward to around here."*

Lonar is the village locksmith, and business has been terrible as of late. He supplements his income by singing at The Steep Cot and helping out at local farms. He is likely (75%) to be performing at the tavern in the evenings. If the PCs use the premises as their base of operations and relate their exploits to the patrons, Lonar will approach them during their third night in search of employment (see area 12).

12) *"I would stay away from Bamel Manor if I were you. Something unnatural is up there, turning things that were once flesh into stone. On the grounds you will find the broken petrified heads, limbs, and torsos of the victims of whatever is lurking up there."*

The Bamels were collectors of works of art, statuary being among them. On the night of the fire, the ceiling of the northern gallery collapsed upon the carved throng, smashing the statues to bits. The curious residents of Hanidu who have visited the site since did not know exactly what to make of the gray, humanoid-shaped rocks poking through the debris and, thus, came up with their own theories on what may be lurking up there.

During the day, 1d4p+4 patrons frequent The Steep Cot drinking their sorrows away. At night, things are more lively with 4d6p+6 customers enjoying a bit of relaxation after a long, hot day. If Lonar is performing, add another 1d6p customers. The part-time troubadour has acquired a few fans over the past several months. The tavern opens at daybreak and closes at midnight.

PCs using the establishment as their base of operations between forays to the Bamel Estate will receive some unwelcome guests after their first foray. The bandits are aware of their presence and will attempt to strike when the PCs have let their guard down presuming they are safe.

GameMaster's Note: The following encounter will NOT occur if all three leaders of the bandit-humanoid coalition (Labek Molopi, Halas Pargaki, and Poku) have been slain.

Night Ambush

Encounter: 3 bandits (102 EP)

Potential Yield: 3 knives

Potential Story Awards:

- Deducing that the bandits have infiltrated Hanidu (50 EPs)

Three bandits have been sent to murder the marauders of Bamel Manor. Some time ago, a few of the human bandits integrated themselves into

Hanidu by finding work as farmhands. Noting the new faces at the tavern and passing a bit of coin to some of the serving wenches these men quickly discovered where the PCs are staying. Using Favamil's scaffolding to gain access into their targets' chambers, these men hope to sneak in and kill the PCs in their sleep. This task will be made far simpler if the characters have foolishly let their guard down presuming they are safe in this village so close to the inhabitants of the manor.

The carpenter's framework is sturdy, but will creak when climbed. PCs may attempt an opposed Listening skill check (versus the bandit's Sneaking skill) as the killers scale the scaffolding an hour or so after midnight. Sleeping PCs should apply a -40% modifier to their skill checks. Each upstairs room is accessible from the outside via a shuttered window (no locks). Each PC is allowed a second opposed Listening skill check as the bandits pass through the window into the room.

The bandits are under orders to kill any spell casters (if known) in preference of all others first; otherwise the trio will target those PCs that opted to get private rooms first - leaving those staying in the common room for last. The sounds of combat will allow each PC to attempt another Average Listening skill check to hear the fighting from another room. Said checks are Very Difficult for sleeping PCs.

The three attackers never separate. If an alarm is raised, the bandits will attempt to flee, heading south for a day before circling back towards Bamel Manor. If captured, and their Resist Persuasion scores are overcome, the bandits will reveal as much as their comrades from the [Real Bravado](#) encounter. These brigands do not know who is responsible for the kidnapping of Nolan Bafasar and Dilma Sewaki.

Bandits (34 EP each): NE Kalamaran human brigands; HP 25 each; Init +1; Spd 7; Rch 1'; Att +2; Dmg d6p (knife); Def +3; DR 0; ToP 9/ 5; Jog 10 feet/second; Tenacity: Nervous

Relevant Skills: Hiding 12, Language (Kalamaran 68), Listening 11, Observation 11, Resist Persuasion 11, Sneaking 13.

It will take Felorin d12+60 seconds to respond to any ruckus within the building. Since the bouncers and waitresses are not quartered in the building,

he will personally investigate. Should he witness an armed fight, he runs to the Guardhouse ([area 24](#)) and summons the constables there. Four militiamen will return with him but only after 5 minutes have elapsed. Until then, the PCs are on their own.

Incidentally, Felorin will insist on charging the PCs double the room rate per night after the altercation, unless they can talk him down (by overcoming his Resist Persuasion Score).

12. Lonar's Locks

This small shop seems better maintained compared to others within Hanidu, complete with a new porch and tight-fitting door. A wind chime hangs from the porch, but in place of the metal tubes are disproportioned, hollow keys of various sizes that strike each other in the gentle breeze. On the largest key, you spy the words 'Lonar's Locks.'

Lonar is the local locksmith. Business has been abysmal as of late, so Lonar has been making ends meet by assisting at a local farm, or by singing at [The Steep Cot](#). Lonar was the one-time apprentice of the blacksmith Sadil Kutisar (found at [area 21](#)), but left after Sadil's wife Felena made advances towards him. While capable of crafting an Excellent quality lock, Lonar only has Very Good and Good locks available for sale. Lonar will only be found here 50% of the time during the day.

A Valuable Ally?

Encounter: Lonar the locksmith

When the party encounters Lonar, read or paraphrase the following:

This bald, young human male, while not the tallest specimen you have encountered, is broad-shouldered and exudes a confident, yet humble air. His drab raiment shows deep earthen stains of typical of laborers, but the dirtiness of his attire does not seem to dampen his quick smile and bright-blue eyes.

Lonar is native to Hanidu and he's tried to carve out a career in the dying village. He has too much respect for his former master, Sadil, to try to estab-

lish his own smithy, so Lonar has tried to provide other services for the hamlet. Unfortunately, Hanidu does not have the population to support Lomar's new locksmithing business. To supplement his income, Lonar has fallen back on his vocal talents, which earns him free food and a few coppers at The Steep Cot.

New faces in town (namely the PCs) will interest Lonar, and he will monitor new arrivals closely. Before too long, Lonar will approach the PCs in hopes of joining their ranks. Lonar learned rudimentary fighting skills while repelling a band of hobgoblins encroaching on the village's northern borders three years ago, and he will relay those events if the PCs inquire about his experience. Though competent enough to avoid being killed immediately, his greatest asset is his lockpicking skill. This alone may be worth hiring him for.

Lonar will ask for a full share of the party's haul during their adventures, but can be negotiated down to one-half a share (or less...) because he's desperate to leave town. Lonar will readily admit to his sleepwalking condition (if asked), but he will keep his fear of undead to himself until he encounters such creatures while in the company of the party. As long as he is not insulted or mistreated by the PCs, Lonar will be a loyal companion. Once the group reaches a major population center (i.e. Balelido) Lonar will seek to make his own way in the world.

Lonar: NG Kalamaran human man-at-arms; HP 30; Init +4; Spd 8 (short sword); Rch 3'; Att +1; Dmg 2d6p+1; Def +4; DR 3 (shield DR 6); ToP 10/ 7; Jog 10 feet/second

Possessions: Leather boots, studded leather armor, medium shield, cotton trousers and linen undershirt, leather belt, two small leather belt pouches, combat knife, short sword, personal wealth of 4 sp, 17 cp, and 23 tc.

Proficiencies: Laborer, Maintenance/Upkeep, Knife, Short Sword

Skills: Blacksmithing/Metalworking 53, Language (Kalamaran 73), Listening 11, Lock Picking 78, Observation 11, Resist Persuasion 11, Salesmanship 14

Quirks/Flaws: Superstitious (dead/undead), Sleepwalker

13. Cooper

This large shop sports metal trim on the wooden doors and windows. Hanging from the porch by a chain is a small barrel, no bigger than a ham hock. Hammering can be heard from somewhere around the back of the building.

Gismaba, the village cooper, has been crafting barrels for over thirty years. His business is surviving because the miller/brewer ([area 32](#)) and steady demand from Namido and Pihidu. Gismaba and his wife, along with their two daughters and their son-in-laws, work furiously to keep ahead of the demand for their barrels.

14. Baker

The smell wafting from this unremarkable building instantly makes your mouth water. The aroma of freshly baked bread is a welcome scent considering some of the farms you passed on the way in. A loaf of bread carved from a block of wood hangs from the porch.

Ara, the village baker, is a relative newcomer to Hanidu. The plump, middle-aged woman, originally from Polido, inherited the business from her eccentric, departed aunt two years ago and decided to take a chance on the little community. The price for a loaf of bread cost 5 tc. The waitresses from The Steep Cot frequently stop here, purchasing bread for Felorin.

15. Healer

This cottage is immaculate, with its vine-free walls and whitewashed fence. A path leading away from the house ends in a nearby field where you spy a collection of stone benches lined up so that the sitters would face the river.

This is the home of Gilima, the village healer and midwife. She is a red-haired woman in her early twenties. Her charms are unparalleled in Hanidu (possessing 17 in both Charisma and Looks), which in turn has led to a eager steady stream of both ailing and hypochondriac patients.

Gilima aspires to be a Merciful Fate and she conducts services as an anointed lay member of the faith in the nearby field where the benches are arranged. On the rare day when Gilima does not have to nurse the village's afflicted, she can be found working with Ara at the bakery (area 14). As with most priests of the Caregiver, Gilima will assist the PCs with their injuries if asked, possibly acting as a nurse. Under no circumstances will she accompany the PCs to Bamel Manor.

Gilima: NG Kalamaran sedentary human; HP 20; Init +3; Spd 13; Rch 8'; Att -1; Dmg 2d4p-4 (staff); Def -2; DR 0; ToP 6/4

Relevant Skills: First Aid 52, Cooking/Baking 39, Language (Kalamaran 74 - literate), Listening 13, Observation 13, Religion (The Caregiver 27)

Quirks/Flaws: Colorblind

16. Hanidu Cemetery

You are more than a bit surprised by the size of the large graveyard, considering the village itself is so small. The tombstones, old and new, are arranged in orderly rows. There do not appear to be any crypts within the cemetery. A quaint house with a connecting woodshed stands at the west rim of the burial grounds.

The population of Hanidu has steadily shrunk year by year since the fall of Balemel Manor. Hagak, a surprisingly jovial man in his mid-fifties, along with his wife, Kamala, and their four grown children, tend to the needs of the dearly departed by carving the tombstones, digging the graves, and tending the burial grounds.

Hagak used to have a good business relationship with Korata Favamil, the village's carpenter (area 30), because she was able to supply coffins for his clientele. However, Korata's recent work (paying off her debts through labor) has forced Hagak to hire sub-par carpenters for the task (the foresters at area 36).

Hagak has sent his youngest son, Hira, to assist Korata, hoping that some of her carpentry skills will rub off on the lad. Hagak does not know that despite a decade age difference, the two have developed a romantic relationship.

17. Kulatar's Canoes

This shop borders the northwestern side of the E'Narog Stream. A small dock hugs the waterway. A canoe is mounted over the front door with the name 'Kulatar' painted in red along the side. A large, fenced-in area lies west of the shop.

Kulatar, maker and seller of watercraft, is a crusty, thin man just on the south side of sixty. A widower for three years, Kulatar has almost single-handedly kept his business alive through repair-work of existing watercraft. His arthritis has been getting progressively worse and Kulatar is considering dressing up in his best clothes, getting in his favorite canoe, and taking one final ride on E'Narog before he feels completely useless. Two passenger canoes, including paddles, sell for 30 sp each. The large, fenced-in area next to the shop is where Kulatar constructs his vessels.

18. Parlino's Leathers

This smelly shop is a squat, wide affair, with some wild vines allowed to grow up the porch's support beams. A leather cuirass hangs from the porch roof with the words 'Parlino's Leathers' stitched across the chest in blue cord.

Parlino, a short, robust man in his late twenties, is one of Hanidu's two leatherworkers. Because he specializes in armor and the like, Parlino never finds himself in competition with Sarmel. Parlino is assisted by his two younger brothers and his older sister. The shop has been busy of late because the trappers (see area 37) have placed several orders for leather armor. Parlino will attempt to sell his wares to PCs if he discerns that they are the danger-seeking type.

19. Abandoned Library

Encounter: 7 big spiders (350 EP)

Potential Story Awards:

- ❑ Locating and destroying the spider egg sac (150 EP)

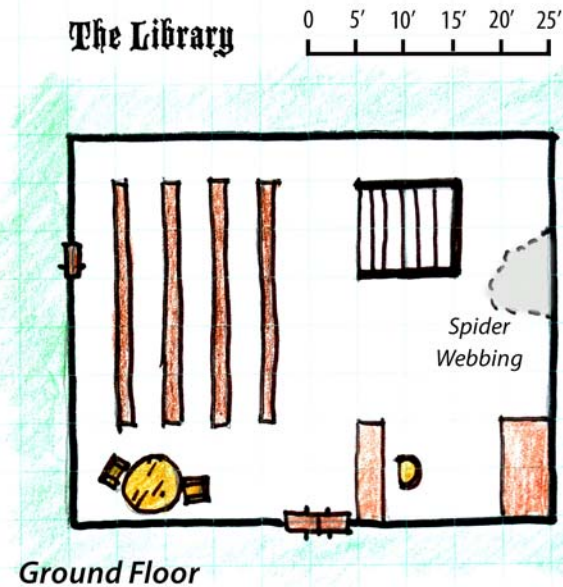
This windows and doors of this stone structure are boarded up. Etched into the front double-doors is an effigy of an open book.

This building was once the town library. The institution was established forty-six years ago by the Bamels in hope of educating the local populace. After the manor fire, the funding for the library halted and the athenaeum was soon closed. All of the books the library once housed were liquidated to help the displaced Bamels move to greener pastures, so the interior of the building is nothing more than a husk filled with bare desks and empty book-cases.

The building has two entrances; double-doors at the front and a single side door on the western wall. Both entrances are outfitted with an Excellent quality lock. Sarbamo has the only keys for the building.

Bashing in either door requires a Feat of Strength (vs. d20+14). Such physical action will likely attract some unwanted attention since the library resides near the center of the village. The library has two floors; the ground level and a sizeable basement. Note that the building is damp and dark and a PC possessing the Allergies: Mold flaw will suffer as a result.

The library might be abandoned, but it is not free of occupants. There are a total of seven big spiders lurking in the drafty, dark building. Three of the arachnids live on the ground floor while the other four lair in the basement. The spiders have subsisted on the occasional rodent or cat wandering in through a hole in the building's roof, but game has been scarce of late. Within a week of the PCs' arrival, 1d3 spiders will venture forth in search of prey, either harassing the residences of Parlimo [area 18] (50%) or Kutisar [area 21] (50%). Eliminating the invading pests for either merchant will earn the PCs a 20% discount on goods purchased from that tradesman for the remainder of the party's stay in Hanidu.



▶ A successful Difficult Scrutiny skill check while searching the basement reveals a spider egg sac that will be ready to hatch within 1d3p weeks.

If missed, 2d10p crawlers will hatch and create a small epidemic of vermin which must later be dealt with.

7 Big Spiders (25 EP each): HP 5 each; Init -4; Spd 10; Rch short; Att -2; Dmg 0 (+ virulence 5 poison); Def +4; DR 2; ToP n/a, Move 5 feet/second; EPV 50 each; Tenacity: Nervous

20. Unfinished Garrison

This stone building appears unfinished. What looks to be the beginnings of a second story remains incomplete, with only the west and south walls finished on that level. The first floor is closed off with a wooden door reinforced with iron. Despite its large size, this building does not appear to be occupied.

Another of the Bamel projects that remains incomplete due the manor fire, this building was intended to house the noble family's men-at-arms. The presence of the soldiers would provided increased protection for the village. Now, this building serves as a storehouse for the town elder and sheriff.

Both the reinforced door on the ground level and the trapdoor set in the floor of the incomplete second story, are outfitted with Good quality locks that Sheriff Bakima has the keys for.

▶ Clambering up to the second level only requires a successful Climbing/Rappelling skill check (Easy Difficulty).

Inside, the PCs will find half a dozen pavilion tents and other gear used by the village during various holidays. The garrison is also used to store arms. Stored on shelves and in weapon racks the PCs will find two shortbows, two quivers with a dozen arrows each, seven spears, four medium shields and four suits of studded leather armor.

GameMaster's Note: Attempting to sell any of the armaments inside Hanidu is simply idiotic as the items will be recognized and word will quickly spread about the theft. The thieves will be confronted by a sizeable group of constables shortly thereafter...

21. Blacksmith

By the sounds of ringing metal, and a column of smoke coming from this building you can ascertain that this establishment belongs to the village blacksmith. On top of a small pile of stones near the front door sits a rusted anvil with a hammer half-melted into the iron block.

Sadil Kutisar has served as the village blacksmith for just over a decade. He can resize armor, and will state as such if asked. The only type of weapons Sadil crafts are arrowheads for Faralas, Hanidu's unofficial bowyer/fletcher (see [area 36](#)).

Despite being the village's auxiliary militia-sergeant, Sadil is also not interested in adventuring. The hulking, middle-aged man enjoys nothing more than working the forge day-in and day-out, much to the dismay of his neglected wife, Felena. If the party is accompanied by Lonar, they might notice that the locksmith goes out of his way to avoid the blacksmith (see below).

Caught in the Middle

Encounter: Felena and Sadil (259 EP)

Potential Story Awards:

- Resisting Felena's advances (50 EP) *or*
- Avoiding combat with Sadil if caught philandering (25 EP)

Felena spends her days running errands, managing her home, and caring for the couple's two children. If she spots the party (15% per day in Hanidu, 60% if the PCs visit the shop), and one of the male PCs possesses a Looks score over 14, Felena will try to find out if the newcomer is staying at The Steep Cot. If this is the case, Felena will leave a note (unsigned) for that particular PC that a good time is to be had if he rendezvous with her at the abandoned stonemason shop ([area 35](#)), which she has the key for (since swiping it from Sheriff Bakima).

Felena will pursue an extended affair with her new lover after the initial encounter, wanting to see him every evening he is in town. If the affair persists, the GM should conduct a secret Glean Information skill check for Sadil (21) to learn about the affair. The level of difficulty is determined on how covert (or overt) the PC and Felena have conducted themselves. Has the pair kept their meetings strictly at night? Have the two walked down the main lane, holding hands? Sadil frequents The Steep Cot for a nightly drink and he's in good standing with the community, so if the villagers spot something amiss, the blacksmith will eventually find out about it.

Once Sadil learns about the affair he will go home and fetch his halberd, then seek out the offending PC. Sadil will only challenge the PC if and when that particular party member is within Hanidi. The target PC (or one of his companions) may attempt to overcome Sadil's Resist Persuasion score (11%) to end hostilities (should they try to talk their way out the situation).

Felena will keep quiet during the exchange, but she will try to deflect any blame onto the PC if she is referred to negatively by her lover. A public confrontation draws the attention of the village militia (who arrive in 5 minutes via a warning from a concerned citizen).

With Sadil's standing in the militia any soldiers arriving on the scene will likely favor his side. If violence breaks out between Sadil and the PC(s), whoever struck the first blow will be jailed by the sheriff once he arrives (if neutral witnesses are found). Killing Sadil is the worst possible outcome for the PCs. Felena will immediately turn on her lover and the town will rally to the martyred blacksmith, ensuring a quick trial, and a likely hanging.

Sadil Kutisar is a six-foot tall (usually) jovial mass of hairy muscle. He possesses a lion's mane of black hair which emphasizes his cinnamon eyes. He usually leaves his tools strewn about his shop while working the forge and only just picks up the right implement in time to save whatever project he is currently working on.

GameMaster's Note: Lonar will try to warn the target of Felena's affections (assuming he is with the party) ahead of time. He will claim that nothing good will come from her advances. Regardless of the outcome, if Sadil is beaten or killed, all Hanidu residents will shun the characters.

Sadil Kutisar: N Kalamaran human fighter lvl 1; HP 33; Init +6; Spd 12 (halberd); Rch 7'; Att +1; Dmg 2d10p+8; Def -3; DR 2 (smith's apron and thick clothes – treat as padded armor); ToP 11/8; Jog 10 feet/second

Possessions: Leather boots, smith's apron and thick clothes, cotton trousers and linen undershirt, leather belt, leather belt pouch, halberd, personal wealth of 9 sp, 14 cp, and 19 tc.

Proficiencies: Halberd (w/ specialization), Laborer, Maintenance/Upkeep, Phalanx Fighting

Talents: Swiftblade (halberd)

Relevant Skills: Blacksmithing/Metalworking 61, Glean Information 21, Intimidation 19, Language (Kalamaran 66), Listening 11, Observation 21, Resist Persuasion 11

Quirks/Flaws: Absent-Minded, Hairy

Felena Kutisar is a tall, comely woman in her mid-thirties, having short-cropped reddish-brown hair and wide, brown eyes. She misses the first years of her marriage to Sadil and has tried to make up the lack of his affection by running into the arms of other men. Despite this, Sadil still loves her husband and strives to be the best mother she can be to their two children.

Felena Kutisar: CN Kalamaran sedentary human; HP 19; Init +3; Spd n/a; Rch n/a; Att 0; Dmg n/a; Def -2; ToP 6/4

Relevant Skills: Art of Seduction 27, Language (Kalamaran 74), Listening 9, Observation 9, Resist Persuasion 9

Possessions: key to abandoned stonemason shop (area 35), personal wealth of 3 sp, 16 cp, and 11 tc.

Quirks/Flaws: Needy

22. Sheriff's Office

A pillory on a raised platform stands before this sturdy, stone building. The windows on the west side of the building have imposing horizontal bars of iron set in the masonry. Unlike most of the buildings in town, this one does not have a porch. A reinforced door appears to be this structure's only entrance.

This building was built during the height of the Bamel Family reign. The interior holds a check-in point, two desks, a lavatory, and three holding cells large enough to hold up to six prisoners each. Prisoners must subsist on moldy bread and thin stew, served twice a day. A bit of bribery offered towards the village's presiding sheriff, might buy a prisoner a better meal - assuming that Fasito hasn't confiscated the prisoner's money already.

Sheriff's Whereabouts Table (d8)

- 1) At the abandoned clothier shop (area 26) with one of the candle maker's daughters (Akiri).
- 2) At The Steep Cot (area 11) enjoying a meal.
- 3) At the Town Hall on the second floor (area 33), setting up a cot for future endeavors.
- 4) At the healer's cottage (area 15), trying to chat up Gilima... and failing.
- 5) At one abandoned farm (area 41) will a lass from the forester camp (area 36).
- 6) At the jail, enjoying a nap from a long day of womanizing.
- 7) In the woods north of Hanidu, enjoying some deer hunting.
- 8) At one abandoned farm (area 1) with one of the serving wenches from The Steep Cot.

Bakima is rarely, if ever found at this locale, even though one of the holding cells has been converted into a personal living quarters for the apathetic constable. The GM should use the following table to determine where the Sheriff is on any given day (starting on the day of the PCs arrival to Hanidu):

PCs running afoul with the law will find escape a daunting task. Both the front door and the cell doors have Excellent quality locks on them. The iron bars of the cells can also be bypassed with a Feat of Strength check (vs. d20+20). Fasito sleeps elsewhere if any of the cells are occupied.

Reporting to the Sheriff that humanoids/bandits are camped at Bamel Manor (with appropriate proof) will be ineffective in motivating him into action. Fasito will state that he does not have the manpower to assist with such endeavors because most of the standing village militia are searching for the missing couple. Only if the party can prove that the missing couple is somewhere at the Bamel estate (such as bringing him Dilma Sewaki's bonnet) will Fasito assist the PCs, bringing with him 1d3+1 militiamen from the guardhouse (area 24).

Once the fate of the couple has been secured (alive or dead), the Sheriff and the guards will return to Hanidu for a celebration or burial. After the couple has been brought returned to Hanidu, the Sheriff will begrudgingly allow a group of four militiamen to accompany the PCs to help clear the Bamel premises because he can see the value of demolishing a potential epicenter of banditry.

Fasito Bakima is a lean, handsome man of average height in his late forties. His black hair only has a touch of gray, and his bright blue eyes have caused more than a few female hearts to flutter. He is not above using his position to fall in bed with his next conquest. He just got out of a torrid affair with Felena Kutisar (area 21) and still has not realized that she took his key to the abandoned stonemason shop at area 35. A female PC possessing a Looks score of at least 14 will become a target for Bakima.

Fasito Bakima: N Kalamaran human fighter lvl 3; HP 37; Init +5; RoF 20 (light crossbow); Spd 9 (jab 7) longsword; Rch 3.5'; Att +3; Dmg 2d8p+3 (longsword) or 2d6p (light crossbow); Def +2; DR 3 (shield DR 4); ToP 14/ 7; Jog 10 feet/second

Possessions: Leather boots, studded leather armor, wool tunic, cotton trousers and linen undershirt, silver badge (2 sp) leather belt, leather belt pouch, longsword, crossbow with 12 bolts, small shield, keys (to area 20, 22, 23, 26, and 33), personal wealth of 12 sp, 9 cp, and 13 tc.

Proficiencies: longsword, crossbow

Talents: Damage Bonus and Parry Bonus (longsword)

Skills: Art of Seduction 37, Current Affairs 34, Diplomacy 37, Intimidation 41, Language (Kalamaran 72 - literate), Listening 10, Observation 10, Resist Persuasion 28, Sneaking 26

Quirks/Flaws: Lazy, Lusty, Sterile

23. Abandoned Jeweler's Shop

This building appears to have been abandoned for quite some time. Dust and cobwebs cover the front porch. No sign is visible to help you identify what purpose this building was used for.

This business shut down before the last embers of the mansion fire cooled. This locale was raided many times by would-be thieves since then, in case a hidden cache of precious stones was tucked away. Unfortunately, no such stash exists. Inside the building is a single cot, and little else of interest. Sheriff Bakima just brought the cot in here under the cover of darkness. He intends to use the shop as a future rendezvous point for the next lass who catches his eye.

24. Guardhouse

This large residence seems to be older than its neighbors, with its walls and thatched roof showing damage from the weather. The building also has no porch, but a nearby pile of cracked, rotten wood indicates that the structure sported a patio at one time. You hear a few male voices inside.

This is the village's barracks. Originally, this building was going to be retired for the newer garrison, but due to the Bamel fire, the construction of that locale was placed on permanent hold.

At all times there are 1d6p+2 militia men eating, sleeping, or playing cards inside this structure. The guardhouse is capable of holding thirty sentinels comfortably, but because of Hanidu's dwindling population and the disappearance of the missing couple, Nolan Bafasar and Dilma Sewaki, the num-

ber of on-hand custodians has been greatly reduced.

The militia usually takes orders from Sheriff Bakima, but because of the sheriff's near-constant absenteeism, they have been under the command of Elder Sarbamo (see [area 29](#)). The guardsmen do not tolerate any visitors inside the barracks unless they have received orders otherwise. Also note: these sentries will be the turnkeys for anyone imprisoned in [area 22](#), with the on-hand sergeants possessing the keys to the front door and cells for mealtimes. Acting turnkeys will not mistreat any jailbirds unless a particular inmate(s) has been rowdy.

On top of the personal armaments carried by the militia men there are four locked (Good quality) footlockers containing three suits of leather armor, four small shields, five maces, and one hundred arrows. Also, set aside in one corner are half-a-dozen extra spears. Again, as with the items from the garrison, if the party attempts to sell any of these armaments inside Hanidu the items will be recognized as originating from the village. If the PCs come here to report what is happening at Bamel Manor, one of the constables will direct the group to see [Sheriff Bakima](#) or [Elder Sarbamo](#).

Hanidu Militiaman: LN Kalamaran human man-at-arms; HP 28 each; Init +3; Spd 10; Rch 2½'; Att +1; Dmg d6p+d4p+1; Def +3; DR 2; ToP 9/7, Jog 10 feet/second; Tenacity: Steady

Equipment: leather armor, small shield, club, whistle

Relevant Skills: Listening 11, Observation 11

It may come to pass that some of the village militia could accompany the PCs to Bamel Manor. In such a case, the men will equip themselves for war rather than constabulary duties by pulling gear from the unfinished garrison (area 20). Their revised stats appear below.

Hanidu Militiaman (uparmored): LN Kalamaran human man-at-arms; HP 28 each; Init +4; Spd 11; Rch 2'; Att +1; Dmg d8p+d6p+1; Def +4; DR 3; ToP 9/7, Jog 10 feet/second; Tenacity: Steady

Equipment: studded leather armor, medium shield, mace

Relevant Skills: Listening 6, Observation 11

25. Abandoned Dyer's Shop

The woodcut hanging from this building was once bright, with an array of colors arranged in the form of vertical stripes. Now, just the faded flecks of purple, red, blue, and white remain on the sign. The building appears to be abandoned.

The elven dyer who once operated this shop was quite reputable, but like other businessmen who relied on the presence of the Bamel, he had to pack up for greener pastures. Unlike other deserted buildings in this village, the door to this location is unlocked.

- ▶ Anyone trespassing on the premises who takes the time to search (Average Observation skill check) will discover three straw mats and some moth-eaten blankets in one room.

This was once the bolt-hole for the three would-be bandit assassins encountered at The Steep Cot. Once these thugs were able to integrate themselves into the workforce at nearby farms they would meet here every few days to discuss their plans.

26. Abandoned Clothier's Shop

Some type of fabric once flew from a post set next to the front door of this abandoned building, but whatever was the original article cannot be determined from the few remaining muslin threads.

Like the jeweler shop, this establishment closed up immediately after the Bamel fire, its proprietor moving back to the capital of the Empire where the nobles were a little less rare.

- ▶ An Average Scrutiny skill check in the main room will locate a small cast full of ale (two gallons – worth 2 sp) and two wooden mugs under one of the working tables.

Sheriff Bakima keeps a stash of alcohol here to make his companions a little more sociable.

27. Gelire's Weave

You can barely see the storefront of this building as it's hidden behind a collection of items hanging from the porch's roof, posts, and latticework. Baskets, napkins, small mats, and the like – all gray and worn from sunlight and the elements – are displayed in a haphazard fashion. Peering past the arrangement on the porch, you see letters composed of string affixed to the door somehow, displaying the store's name – 'Gelire's Weave.'

The matronly Gelire has been Hanidu's sole weaver for nearly half a century. This straight-backed, iron-haired woman of over seventy summers has seen quite a few sights in her time and she will not be impressed by armed and armored newcomers strutting around her shop. Gelire, her three children, and five grandchildren work from this space providing services to the village.

Despite a steady stream of work, her business barely survives. Gerile has two other grandchildren (Viklar and Hopar) who have joined the Fhokki trappers at [area 37](#) with hopes of providing extra meat for the family. So far, Gerile's Kalamaran neighbors have not let their negative opinions of the foreign hunters color the esteemed view they have of Gelire's family. If the disappearance of livestock continues, and the true reason is not revealed, her business could go under as orders dry up.

28. Potter

This quaint shop, with its back to the E'Narog Stream, features a large clay plate hanging just outside the door. Painted on the plate in big black letters are the words "Nirelba – Potter."

Nirelba, a thin, balding man in his twenties, has not fired up his kiln for a week, but he is not fretting over the lack of business. He is an accomplished fisherman and has been providing enough food for himself, his wife, and three children every night for years.

Nirelba considers his original craft as just a hobby now. Whenever winter draws near though, he usually makes a point of buying some drinks for off-

duty guards at The Steep Cot, then once the men-at-arms are properly inebriated, he begins to provoke the sentries into fighting one another through false rumors and the like. Nirelba's ploy usually succeeds with a destructive brawl that leaves many plates and mugs broken.

Tavern owner Felorin Darlebak, oblivious to the potter's nefarious meddling, will order Nirelba to make some replacements. This underhanded tactic usually keeps Nirelba and his family well financed for months at a time. Incidentally, if the PCs are involved with any conflict at the tavern which results in a sizeable amount of collateral damage, Nirelba may just buy them a round of ale for the extra business they threw his way.

29. Elder Velano Sarbamo's House

This two-story house is distinct from its neighbors because its roof is timber, not thatched. A small path of cobblestone leads to the front door and statuettes of toads, bobcats, and foxes border the walkway.

Velano Sarbamo, the town elder, had already served as the Bamels' liaison to Hanidu for over a decade when the fiery struck fourteen years ago. Sarbamo, with the help of Sheriff Bakima, was able to assume power within the village before any potential rival could think of stepping forward. Representatives of the Empire were bribed and the proper paperwork was drawn up. Sarbamo, who saw his actions at the time as a well-played power-grab, now feels more like a prisoner than a leader these days. The village's population is shrinking and with it, the ability to sustain itself. Sarbamo is beside himself trying to keep Hanidu alive.

Velano will exchange pleasantries with any visitors and ask for the reason for their arrival at his doorstep. PCs soliciting aid (and possessing proof that the missing couple is on the manor grounds) will find Velano sympathetic. He will offer the same assistance the Sheriff would provide, but with Sadil Kutisar ([area 21](#)) in charge of the attending guards instead of Bakima (see [area 22](#) for details). If the party presents itself as a capable group, Velano will ask them if they would like to undertake some tasks for him.

Men About Town

Potential Yield: 20 sp each for the first two jobs; 5 sp for the delivery job

Potential Story Awards:

- Killing at least six of the big spiders in the Abandoned Library at the behest of Elder Sarbamo (300 EP)
- Locating and destroying the spider egg sac in the Abandoned Library (150 EP)
- Catching Sheriff Bakima in a compromising position (250 EP)
- Delivering a letter to Rogvi Bamel (20 EP)

With the militia searching for the missing couple (Nolan Bafasar and Dilma Sewaki) and Sheriff Bakima not taking his job seriously, Sarbamo is in need of some additional help. Characters conducting themselves in a civil manner while in Hanidu might attract Sarbamo's attention. Under no circumstances will Velano offer more coin than listed for these simple tasks. In Sarbamo's mind, he is offering a fair sum, and sooner or later, someone desperate for work will be available for these tasks.

The first job Velano needs assistance with is the removal of the spiders from the library at [area 19](#). Just last week, he was investigating the abandoned building in hopes of converting it into a home for himself. When Velano spotted three large arachnids scurrying towards him, he promptly slammed the door and ran home. Sarbamo is convinced that at least half-a-dozen of the creatures live in the building and will accept no less than six spider corpses as proof that the PCs have cleansed the property. Velano will give them a key and instruct the PCs to search the property thoroughly for all threats. He will not reward the PCs more coin if they locate and destroy the spider egg sac, but he will thank them. If the PCs slay the appropriate number of spiders but do not find/destroy the egg sac, in about a week Sarbamo will send 2d4p+2 militia-men after the party to take back the reward, by force if necessary.

GameMaster's Note: PCs claiming to have already eliminated the arachnids at the library will be thanked (and not offered a reward).

The second task concerns Sarbamo's one-time close friend, Sheriff Bakima. The village elder is increasingly aware that Bakima is shirking his duties, but Sarbamo has no idea what is keeping the Sheriff so occupied. Sarbamo wants

to be in the know, especially if the information can be used as leverage to force Bakima back into his job as a visible presence of order.

Once the PCs agree to the task the GM should roll the Sheriff's location every day using the Whereabouts Table at [area 22](#). If the PCs come back to the elder and report to him that the Sheriff is drinking at the inn or hunting deer, Sarbamo will not be satisfied; he will instruct the PCs to be more vigilant.

Bakima setting up a cot at the Town Hall will be curious to Sarbamo, but that alone will not sate the elder's curiosity. Only when the PCs have relayed the Sheriff's dalliances to Sarbamo will the elder be appeased. PCs can follow the Sheriff's trail if the pathfinder succeeds at an Average Tracking skill check.

Bakima has an Observation skill of 10%. Should Bakima become aware he is being spied upon, he will retaliate by trying to find out who is following him, and for whom. Bakima will threaten the party with trumped-up charges at first ("You are interfering with an investigation!"), but if this tactic does not succeed, he will try to bribe the PCs to keep quiet (with up to 40 sp which he keeps at a undisclosed location in a hollowed-out stump southeast of Hanidu). Taking Bakima's bribe and STILL selling him out to Sarbamo will create a longstanding enemy (and a possible hit to the PCs honor - depending on their class and alignment).

Bakima has a brother named Sarkima. Sarkima is a captain in the city watch back in Balelido. The Sheriff will send a letter to his sibling to be on the lookout for the PCs with their names (if possible) and descriptions. The PCs may have a squad of watchmen waiting on them after dealing with Rogvi Bamel, depending on how high or low a profile they have been keeping during the adventure.

The third task is only available if the PCs have informed Sarbamo that they are representing Rogvi Bamel. Should Rogvi's name come up, Sarbamo will ask for the PCs to deliver a letter to Bamel for him. It will take Sarbamo a day to transcribe the letter. The elder does not want to possibly anger Rogvi in any way, so he will insist that the PCs complete the nobleman's orders first before delivering the message.

The elder's letter, sealed with wax, will ask Bamel to visit Hanidu, detailing possible business opportunities in Hanidu, available commodities to purchase,

and such. Rogvi is set to re-establish his noble family elsewhere while Sarbamo wants to revitalize the village while remaining in power. The PCs could possibly swing things in favor of one man or the other, depending on where the GM ultimately wants his or her campaign to fall in regards to the region.

Rogvi will express disinterest in the dying village. Only after the new Bamel Manor is established will the merchant gaze upon Hanidu again, not to walk among his family's old subjects, but to strip the village of what remaining talent it has left. Tampering with the letter will result in distrust on Rogvi's part, making him less inclined to hire the party for further jobs. Furthermore, Rogvi will not invite the PCs to the Bamel reunion.

Ransacking or stealing from Velano's residence (it being the wealthiest estate in town) is fruitless, as Velano keeps little wealth on the premises. Only on the threat of torture would Velano reveal that he has a chest buried at the abandoned farm at [area 41](#). Threatening or endangering Velano will attract the militia's attention. From that point on two militia men will be stationed with Velano for protection at all times. Killing Velano will force the Sheriff and the militia into action. A posse composed of 2d4p+2 guards, two sergeants (from area 24), the Sheriff, and two hunter/trackers from area 37 will form up and come after the PCs. It takes 1d3p+1 hours for the posse to organize. If the PCs are confronted/captured, justice will be swift... and likely without a trial.

Velano Sarbamo is a short, slightly stooped man in his early sixties who likes to collect paintings of woodland creatures. His well-lined, pocked face and bland, hazel eyes have been known to stop more conversations than start them, and his aloof attitude has earned him few friends in the community. Before being employed by the Bamels, Sarbamo was a minor political operative in Rogido, the city of his youth. That skill set, coupled with his position, have kept him in power since the Bamel fire... and he's not above using those abilities to remain in charge.

Velano Sarbamo: LN Kalamaran human rogue lvl 2; HP 26; Init -2; Spd 7; Rch 1'; Att +4; Dmg d6p-1 (knife); Def +4; DR 0; ToP 9/ 6

Luck Points: 21

Possessions: Leather boots, wool tunic, cotton trousers and linen undershirt, wool cloak, leather belt, leather belt pouch, combat knife,

keys (to areas 19, 29, 33, and the hidden chest at 42), personal wealth of 21 sp, 18 cp, and 13 tc (plus the PC reward money if applicable).

Proficiencies: crossbow, knife, short sword

Skills: Acting 35, Appraisal: all types 26, Art of Seduction 34, Current Affairs 41, Diplomacy 27, Disguise 22, Fast Talking 21, Forgery 30, Glean Information 39, Language (Kalamaran 81- literate, Reanaarian 29), Listening 36, Observation 13, Salesmanship 20

Quirks/Flaws: Close Talker

30. Carpenter

This house appears sturdier than most. A wooden workshop stands near the primary structure, and a perfect miniature replica of the main dwelling hangs from the roof of the shed.

Korata Favamil set up shop in Hanidu six years ago and can't remember her last day off. She is very busy constructing and repairing furniture, buildings, and paying off her bar tab at [The Steep Cot](#). The black-haired, stern woman is usually (80%) accompanied by Hira, son of the graveyard caretaker, Hagak.

Hira, a strapping young lad in his early twenties, has been serving as an apprentice carpenter for the benefit of his father. Hira and Korata have also fallen in love, but they want to keep the union a secret for awhile longer while she works off her debt to Felorin. Hira has been able to convince Korata to curb her drinking somewhat, and he hopes they can be married before next year. The older Korata is not so eager for marriage, but she deeply loves Hira and will see no insults hurled his way, even if he can't beat her arm-wrestling.

31. Marparin's Residence

This riverside house features a small dock extending into the E'Narog Stream. Three, two-person canoes are hanging on a large rack near the dock, right next to some fishing poles, nets, and paddles.

Marparin, his wife Ivika, and her younger brother Piluno are all accomplished fishermen. The trio usually hauls enough trout, salmon, and other

fish daily out of the E'Narog to ensure Felorin of The Steep Cot keeps fillets on the menu. They also sell their catch directly to the public, usually from 2 tc to 1 cp, depending on the type of fish.

The couple's two adolescent children are in charge of cleaning and smoking the fish.

32. Water mill/Brewer

This large building is obviously the village's water mill. You see several entrances to the building, and along the north wall, you note a pile of barrels.

The middle-aged owner of the mill, his wife, and five children all help to maintain this gristmill for what farms that are still operating in and around Hanidu. The miller is also the brother of the farmer's wife at area 4, and he makes sure his sibling's husband receives a discount for services rendered when the crops are brought in for processing.

The miller also brews ale for The Steep Cot, making him one of the more popular citizens in the village. Gismaba, the cooper, keeps a steady supply of barrels coming here and hopes to convince the miller to up the production of his ale so the excess can be sold to Namido and Pihidu. A painting of this water mill hangs in one part of Bamel Manor (The East Wing – [EW26](#)). The family currently in residence does not know the existence of such a painting.

33. Town Hall

This immense building of primarily timber construction sports a set of double doors at the front. Carved into the doors appears to be a crest of an enflamed boar charging out of the wall of a waterfall.

This building, erected by the Bamels fifty-six years ago, serves as Hanidu's town hall. Hearings, weddings, and other meetings of import are held behind these locked doors. PCs knowledgeable in Kalamaran history of the two last hundred years need to pass an Ancient History skill check of Average Difficulty to discern that the crest depicted on the door is that of the Bamel Family.

The interior of the building features a low-hanging second floor balcony. On the upper story where some benches have been cleared away is a cot, sans a mattress. Sheriff Bakima, knowing that the second story of the hall has not been used for many a year, brought the cot up here so this locale would serve as yet another discrete love nest. Should any PC break the law (and be foolish enough to get caught), this is the building where he or she will be tried.

34. Herbalist

The roof and walls of this house are comprised of sod, and a variety of herbs and grasses grow from the top of the building. The door to the dwelling is sunk below ground, but a small set of downward steps indicates that much of this residence is below ground level. A woodcut depicting a hand crushing a leaf hangs near the door.

Mili Sewaki, mother of the missing bride-to-be, Dilma, has been Hanidu's herbalist for over twenty years. A widow, Mili has been beside herself with grief since the disappearance of her only child. She has tried to cope by throwing herself into her work. Assisting many of the other local merchants and farmers for extra coin gives Mili the opportunity to work herself to exhaustion. It is her hope to wake up sometime soon and find her daughter at her doorstep once again.

Mili is a brown-haired, attractive woman of average height in her late forties. Before the current crisis, Mili was getting rather bitter over the amount of business she was losing to the healer Gilima and feared that her daughter would have nothing to inherit. When working at her own shop Mili is found either inside mixing potions and powders, or outside tending the plants and herbs she has growing off her domicile. Mili's remedies are aimed for colds and allergies and are, thus, unlikely to be of use to the PCs. Mili will plead with any strangers (such as the PCs) visiting her shop to be on the lookout for Dilma and Nolan.

35. Abandoned Stonemason House

At first glance this building seems to have been carved from a single block of stone, but upon closer inspection you can spot the mortar joints in the plain, yet solid, architecture. A wooden iron-bound door, only five feet in height, is set into the wall. A bas-relief sculpture of a chisel with a lightning bolt running the length of the carving tool is set above the door.

Before the Battle of Kadir Ridge, the Bamel family kept a dwarf stonemason, Lomkor Turor, in their employment. Part of the agreement was that Turor be allowed to set up a house in Hanidu because he liked having fresh eggs in the morning (from [area 38](#)). Turor did some masonry work for the Bamels, including the first of four planned round towers for the proposed curtain wall of the estate.

When Emperor Kabori attacked the dwarven kingdom of Karasta, Turor promptly packed up his belongings and returned home, never to be heard from again. PCs familiar with Karasta history of the last three hundred years will be able to identify (Average Difficulty) the design above the door as the insignia of the Nookore Clan, a small, prominent dwarven guild of stonemasons. The Bamels tried to hire other dwarven artisans to continue the project, to no avail. Finally, a talented human mason from Nevamido was hired, but the fateful fire occurred two weeks before he arrived.

The villagers avoid this house like the plague, due to the racist views festering from the conflict to the east. Some even believe the location is haunted, but it is not. Those rumors were started by Sheriff Bakima in order to keep the village folk away so he could enjoy some privacy with Felena, the blacksmith's wife. Without the key for the lock (Excellent quality), PCs will have to try to break down the door with a Feat of Strength check (versus d20+14) in order to gain access to the building. The interior of the single-story, four-room home is nearly bare except for a large straw mattress and a miner's lantern full of oil.

36. Forester Camp

You see a small collection of shanties at the northern edge of the village hugging the treeline. Quite a few people occupy the area doing various chores. Wood is stacked on the west side of the little community where you see a number of men and women cutting the wood into serviceable pieces. Two round-shouldered men are clearly making a coffin. The biggest shanty closest to the village proper has an arrowhead painted on its front door.

The poorest of Hanidu's poor usually end up here, working at the forester camp for just a few trade coins a day and living off the charity of the Fhokki trappers. As many as six families live in these hovels, huddling together in support because of the situation they are in. The two coffin-makers, Narilvan and Mitak, are finishing up another box for Hagak. Faralas, head of the forester camp and Hanidu's bower/fletcher, lives in the shack marked by the arrowhead. A pot-bellied man in his late thirties, Faralas, is a no-nonsense leader with a soft heart. He sees everyone in this camp as family and is trying to help the group as a whole out of poverty.

Feralas has the raw materials and the know-how to manufacture arrows, bolts, and shortbows, though he hasn't mastered the crafting of the longbow yet. He currently has four shortbows, three dozen arrows, and two dozen bolts to sell PCs. Faralas can be commissioned to manufacture more ammunition for the PCs, but with managing the camp taking precedence, he can only make about a dozen bolts or arrows a day. He gets beeswax to seal his shortbows from Gali Balama, the candle-maker, and arrowheads from Sadil Kutsar, the blacksmith.

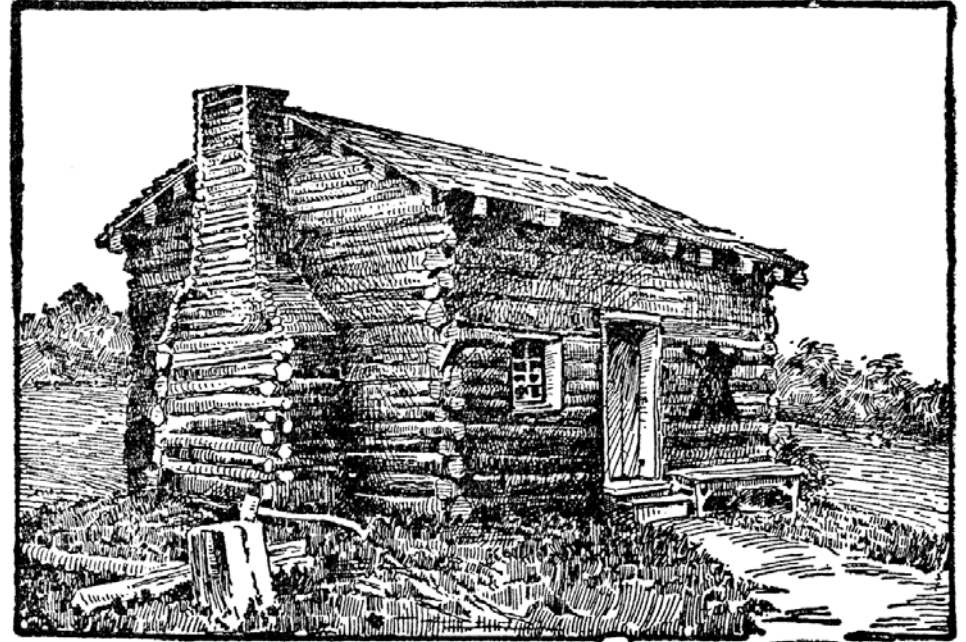
37. Gorhok's Log Cabin

This long log cabin is a sharp contrast to the cruck houses in Hanidu proper. Many skins, predominantly elk, hang from the sides of the cabin. The stuffed head of a boar hangs on the door, staring at you.

Only half-a-year ago, the Fhokki huntsman, Gorhok, and his band of five men came here and set themselves up as hunters, finding plenty of game in the woodlands surrounding the village. The Fhokki were once a part of a

raider group that operated near Trarr in the Lands of Drhokker but soon ran afoul of the local town leaders and decided to try their hand at hunting.

Gorhok and his men took to the new profession well enough, but there still was a price on their heads. The band migrated from region to region until they found themselves in Kalamar. Gorhok discovered this community by accident, and while most people would consider Hanidu to be dying, he sees nature simply flooding back upon the locals, bringing the animals with it. If approached, the Fhokki will greet outsiders with big smiles and hearty laughs.



Fhokki Falsehoods

Potential Yield: 20 sp and the friendship of Gorhok and his men

Potential Story Awards:

- Proving to the citizens of Hanidu that the Fhokki hunters are not behind the animal disappearances/slayings (150 EP)

Gorhok is fairly certain he's outrun any would-be bounty hunters, but the growing accusations from the local farmers have him worried. Domesticated animals/livestock have been disappearing from Hanidu for months now, and most of the villagers have been quite vocal as to who they think is responsi-

ble. Gorhok had thought donating meat and hides to the forester camp (area 36) would turn his neighbors' viewpoint around, but the accusations still linger. Some of his men have been courting a few of the local maidens, and Gorhok himself has had a few pleasant conversations with Gilima, the healer. He can see his group setting down roots in the community, but not if the false rumors persist.

If the conversation with the PCs remains friendly, Gorhok will ask if the party would like to undertake a task. The Fhokki leader recognizes that the PCs are not from around here, and hopes that by being outsiders, they could empathize with his dilemma. He wants the PCs to find evidence that the animal disappearances have nothing to do with him and his men.

Such evidence can be found in the cellar of Bamel Manor in Room (Basement – B4). Gorhok would undertake the task himself, but he feels that any evidence he provides to the village authorities would be misconstrued. Gorhok also feels responsible for feeding the families at area 36, which is a full-time job. He will offer the PCs 20 sp if they look into the matter.

Once the PCs agree to the task, Gorhok will explain that he and his men have, indeed, examined one site (at area 38) where one cow was taken by the ghouls. The Fhokki did not examine the scene for too long, not wanting to invoke the ire of the farmer and his family. From what Gorhok could gather, the cow was torn apart relatively quickly then dragged away. Due to the recent rash of rainstorms Gorhok and his men could not employ their tracking prowess in following signs of the trespasser's passage.

Gorhok is a broad but very spry 6' 3" blond man of forty-one years. He is quick to smile and loves his ale. He is ashamed of his nefarious past and hopes to atone for it. He will gravitate to any fighter in a PC party, finding a kindred spirit.

Gorhok: N Fhokki human barbarian lvl 2; HP 37; Init -2; RoF 7 (throwing axe); Spd 10 (broadsword); Rch 3¼'; Att +3; Dmg d6p+d4p+3 (throwing axe) or 2d6p+d3p+5 (broad sword); Def +9; DR 2 (shield DR 6); ToP 13/ 6; Jog 10 feet/second

Possessions: Leather boots, leather armor, fur cloak, cotton trousers and wool undershirt, leather belt, leather belt pouch, broad sword, medium shield, shortbow, quiver with 12 arrows, throwing axe, knife,

key (37), personal wealth of 37 sp, 16 cp, and 18 tc.

Proficiencies: hand axe, throwing axe, combat knife, spear, broad sword (w/ specialization), battle axe, short bow, hiking/roadmarching

Talents: Damage Bonus (broadsword), Long Distance Running, One-Upmanship, Physical Conditioning, Stout

Skills: Animal Training (dogs) 20, Climbing/Rappelling 33, Language (Fhokki 55, Kalamaran 28), Listening 13, Observation 22, Resist Persuasion 13, Sneaking 18, Survival 40, Swimming 23, Tracking (local fauna only) 40

3 Hunters (67 EP each): N Fhokki human berserker; HP 31 each; Init +5; RoF 12; Spd 11; Rch 3'; Att +2; Dmg 2d6p (arrows) or 4d3p+2 (battle axe); Def +7; DR 2; ToP 13/ 9; Jog 10 feet/second; Tenacity: Brave

Possessions: Leather boots, leather armor, medium shield, battle axe, short bow, 12 arrows, 6 sp and 9 cp.

Relevant Skills: Hunting 37, Language (Fhokki 64, Kalamaran 22), Listening 16, Observation 21, Survival 30, Tracking 31

An additional 2 hunters may be randomly encountered on the Road to Bamel Manor.

38. Bafasar Farm

This expansive cattle farm appears to have quite a herd. In the distance, you see a couple of chicken coops. Some farmhands are plowing a far-off field.

This farm belongs to the Bafasar family. Ralan Bafasar, a normally pleasant fellow, has been quite distressed this past month. First, some of his cattle vanished (due to the ghouls at Bamel Manor) and then his son Nolan and his bride-to-be, Dilma Sewaki, disappeared. Ralan does not trust the Fhokki (at area 37), half-believing that the hunters may have kidnapped the couple. Ralan also does not have much faith in the local militia in resolving either matter.

Ralan will be suspicious of strangers coming onto his property unless they can convince him that they mean to help. PCs affiliated with the hunters at

area 37 will be asked to leave immediately (should this knowledge come to light). Ralan will also inform the village merchants/leaders of the PCs relationship with the hunters. Because of how well respected Ralan is in the community, all of the merchants (aside from Felorin at area 11 and Faralas at area 36) will mark up their goods and services sold to the PCs up to 150% book rate. Only the presentation of evidence showing that Gorhok and his men are innocent of the purported crimes will make Hanidu's merchants see the error of their ways.

39. Sinlaeryn the Hermit

This cruck house is very well-kept in comparison to the other domiciles of the village; the thatched roof is fresh, the lawn is trim, and the white, wooden fence surrounding the property is newly painted.

Sinlaeryn Isalamisnae, Hanidu's only resident elf, has lived in the village for over fifty years. He loves Hanidu and its people, but an adverse reaction after consuming a cluster of misidentified mushrooms addled his mind for a time. The resulting delusional euphoria caused Sinlaeryn to spin outrageous tales of floating livestock, diving clouds, and talking plants to anyone within earshot. The incident, despite occurring nine years ago, has marked Sinlaeryn as the village liar. Sinlaeryn hoped the other villagers would take him seriously after he witnessed a pack of gangly, gray-colored creatures kill and drag a cow away a couple weeks ago. His story was met with ridicule. The derision has prompted Sinlaeryn to consider moving back to Oloseta.

A Ghoul of A Story

Potential Yield: Information on Dilrin Bamel and the ghoul sightings. A valuable puppet for each PC (see below).

Potential Story Award:

- Proving to the villagers that what Sinlaeryn saw was true (50 EP)

Sinlaeryn is a somewhat renowned marionette maker but his fame is unknown in Hanidu. He usually has twenty or so marionettes on-hand, including one modeled after Elder Velano Sarbamo (not for sale). Some of Sinlaeryn's stringed puppets sell for as much as 50 sp due to the detail he puts into the work.

The elf, while presenting his wares, will boast that a Bamel was one of his best customers. Specifically, Dilrin was one of Sinlaeryn's most loyal customers. At this point, the elf will produce a puppet he made in Dilrin's image – a handsome, sad-faced man in his middle years. When he does read or paraphrase the following:

"Dilrin Bamel used to come here all the time," says the elf as he manipulates the dowels of the marionette, making the wooden figure dance a bit. "He must have bought around a dozen puppets from me. Dilrin was known to knock on many shutters of fair maidens during his youth. He seemed to abruptly stop womanizing and became more of a recluse, even though rumor has it he just decided to entertain the ladies in his chambers at Bamel Castle. I really don't think that my puppets were involved during those times." Sinlaeryn then shifts the marionette's dance into more of a saunter.

"Dilrim seemed to be more of a collector, truth be told. I don't care what my creations are put to use for. Coin is coin, I say."

The puppet maker does not know anything further of the late Dilrin Bamel. PCs offering to purchase the Dilrin marionette can have it for 10 sp as Sinlaeryn is a little low of funds this month. Ancillary marionettes may be purchased for a similar price. As these are fire sale prices, the elf will not negotiate. Incidentally, a specialty trader in a large city (such as Balelido) will pay 30 sp for any of these marionettes in good condition.

The effects the marionettes have on Harnar and Horel Bamel are discussed in Bamel Manor – [Area G5](#).

Questioning Sinlaeryn about his encounter with the ghouls has an interesting effect; he will turn stark white from the memory. PCs at this point must overcome Sinlaeryn's Resist Persuasion score to keep the elf talking. Otherwise, he will order the party off his property, threatening to summon the village militia if need be. Once the party has convinced the elf they are not there to ridicule him, Sinlaeryn will relate his tale:

“Usually the noise of cattle and the like do not bother me, but one night two weeks ago the chorus of moos was too much to ignore. I went outside and followed the sound right up to the fence of the nearby farm. Just at the edge of my vision I saw four gray-colored, naked humanoids attacking one half-grown cow, bringing the beast down with surprising ease.

“They began to tear the beast apart. As I watched, rain came down, obscuring my vision, but something else joined the group and helped pick up the torn-up carcass of the cow. The new arrival was different somehow. Broader and... I don't know... gray like the others though. When one of the humanoids looked in my direction I snuck back home and locked the door.

“When morning rolled around, I braved going back to the fence again. The rains washed away whatever blood was spilt, but you can see where the grass was stomped down. Maybe I should have informed the militia or the Sheriff that night, but I was too scared to think straight. Laughter was the only thing I got for my troubles when I recounted my tale the following day.”

If asked about the laughter, Sinlaeryn will recount his unfortunate accident of eating unfamiliar mushrooms a few years back. This manifested hallucinations, but Sinlaeryn swears on what he saw two weeks ago. The elf will indicate he observed the creatures at the Bafasar Farm (area 38).

If probed for further details, Sinlaeryn will claim they were humanoid-like creatures and he believed one of them was female. Sinlaeryn will ask the PCs to bring proof of the beasts (if they encounter them) so that he can clear his name. In return, he will craft a marionette for each PC in his or her image, free of charge. Such work requires two weeks per puppet (Sinlaeryn must work around his paying clients), but Sinlaeryn will be good to his word. Each PC marionette is worth 50 sp (or 30 sp to a reseller). Selling the marionette is highly insulting to Sinlaeryn (should he find out).

Sinlaeryn Isalamisnae: N elf; HP 32; Init +1; Spd 7; Rch 1'; Att +5; Dmg 2d4p (dagger); Def +5; DR 0; ToP 13/ 4; Jog 10 feet/second

Relevant Skills: Arcane Lore 24, Carpentry/Woodworking 77, Lan-

guage (Low Elven 74- literate, High Elven 75- literate, Kalamaran 59- literate), Listening 27, Observation 38, Resist Persuasion 26, Salesmanship 31, Sneaking 21

Quirks/Flaws: Coward (Craven)}

40. Active Farm

The fenced-in fields around this farm hold a small herd of cattle. Little grass grows amongst the muddy fields. You see some farmhands in the distance mending one fence.

The farmhands are repairing some damage caused by their bull last night. The farmer, his wife, and four children keep the property running, but good grass is even less plentiful on this side of Hanidu. The farmer just constructed a hog pen, hoping that branching out into swine will keep the farm afloat. This property has one house, one cottage, two barns, and the new pigpen.

41. Abandoned Farm

With the fence in disrepair, and a few shutters hanging onto the distant farmhouse by what seems to be just whim alone, you can tell that this property is abandoned. A flock of ravens are roosting on the farm's lone barn.

This farm was abandoned just last year, and Elder Sarbamo is holding onto hope that his nephew in Merido will purchase this property before too long. Until then, Sarbamo is using the location to hide his modest fortune.

Elder Sarbamo buried a wooden chest under the southwest corner of the property's one guest cottage.

▶ A Difficult Scrutiny skill check is needed for someone to notice that the weeds growing around this building are shorter than others in this location. Excavating three feet of dirt will reveal the large chest with an Excellent quality lock.

Inside the chest is 312 tc, 127 cp, 98 sp, six brass candlesticks worth 5 sp each, a pair of loaded dice carved from quartz worth 4 sp each, a small roll of

green silk worth 25 sp, and a four-piece set of ivory-carved turtles no bigger than tea saucers worth 50 sp.

42. Largelri Farm (Abandoned)

Looking at the sparse green on the fields you theorize that this farm was abandoned. In the distance, you can see the frames of buildings; only the skeletons of a life that once was exists here now.

Farmer Largelri and his family moved to greener pastures (literally) four years ago. The farm fell into Elder Sarbamo's hands, so he allowed the farmers at areas 38 and 40 free access to the building materials in hopes those landholders will thrive. The measure has not been too successful. The frames of one barn and two shacks are all that remain here.

- ▶ On the northwestern edge of the property, PCs will notice that some of the earth is upturned if they succeed an Easy Scrutiny skill check.

Two orcs and their orkin wardawgs were exploring the edge of the village in order to ascertain what form of defenses the town has in place. The orcs were not impressed.



- ▶ A successful Tracking skill check (Difficulty) reveals the tracks head past area 42 and proceed to the road leading to Bamel Manor.

43. Abandoned Bamel Guardhouse

The doors to the small stable, the lone building here, hang open, drifting idly in the gentle wind. A woodcut hanging above the door shows a crest of a boar charging out of the wall of a waterfall.

This property originally housed some of the Bamel's own men-at-arms, giving the village an extra level of protection. Whenever something important happened in Hanidu one of the sentries would mount-up and ride towards Bamel Manor to inform the noble family what was going on. This practice ended after the great fire. The guardhouse no longer remains, only a small stable lingers on the property now.

- ▶ A successful Tracking skill check (Average) reveals that something has disturbed the soil in the area.

Nolan Bafasar and Dilma Sewaki were having an intimate moment here three nights prior to the party's arrival when Labek Molopi and his orc entourage stumbled upon the couple. The two villagers struggled against the wizard and his orcs but were quickly knocked unconscious. The couple was then taken to the ruins of Bamel Manor for a future sacrifice to Bolg (the orc name for the 'Creator of Strife'). Labek saw the wisdom in picking up the couple's discarded clothing so not to leave clues, but he could not hide the tracks of himself and his cronies.

- ▶ A second successful Tracking Check (Difficult) will reveal the scouting party's passage, ultimately leading back to Bamel Manor.

The village militia has already checked this area and missed the tracks.

The Road to Bamel Manor

The road from Hanidu to the Bamel Estate is little more than a deer trail these days; saplings and tall grasses obscure the once well-traveled path. The track is still easy to navigate as the party will be able to see the two distinct lines of tall trees hugging the faded road. The distance between the village and the estate is a mere three miles.

After the fire, the Bamel estate, including the road leading to it, gained an ominous reputation. With many Hanidu businesses closing, a majority of villagers felt (rightly so) that the Bamel exodus led to Hanidu's bad luck. Soon the resentment manifested into a rumor that the Bamels must have been cursed somehow, which, in turn, spilled over onto the village. Only the most curious or foolishly brave dare venture up the trail to take a peek at the estate of their former rulers.

GameMaster's Note: Once the party heads out towards the Bamel Estate, the weather will turn overcast and drizzly. The unholy work of the Creator of Strife is best performed in foul weather, so the presiding GM has to set the mood. Incidentally, the poor weather will alleviate some of the penalties orcs suffer from full daylight. Bamel Manor and Hanidu could be subjected to many sunless days depending on how long the PCs take to successfully complete the mission – if at all...

Any orcs encountered outdoors during daylight hours in this scenario suffer a -1 Attack penalty.

None of villagers believe that the missing couple (Nolan Bafasar and Dilma Sewaki) would have dared venture this way. Some of Hanidu's residents have entertained the notion that the couple has been kidnapped somehow, but the residents of Hanidu refuse to believe anyone (bandit or otherwise) would dare live at Bamel Manor.

Each time the PCs travel back and forth along this road, roll a d6. On a roll of a '1,' the party has an encounter. Roll a d10 and consult the table below.

Yield Notes: Although the humanoids are armed and many employ shields, this equipment is of shoddy quality. While they will function as intended for a while, this stuff will soon enough fail. None of it has any resale value and as such the yield notes have not been cluttered up with this junk. If, in extremis, a PC grabs an orkin shield, it will prove serviceable for the duration of the adventure but no longer.

Money-grubbing mercenaries may also remark on the lack of pocket change amongst these creatures. The fact is that coins have little intrinsic value if you can't spend them and the average orc isn't going to go shopping in Hanidu. Why would they hoard coins that are of no use to them?

Road Encounter Table (d10 roll)

1) A pair of lesser orkin wardawgs have escaped their pen (see Stables – S4 and S5) and are following the road to Hanidu in search of game. They will attack the party on sight. *This encounter will happen only once.*

2 Lesser Orkin Wardawgs (122 EP each): HP 40 each; Init +0; Spd 9; Rch short; Att +7; Dmg 4d4p +1; Def +3; DR 4; ToP 16/9, Jog 20 feet/second; Tenacity: Steady

Relevant Skills: Listening 70, Tracking 70

2) A pair of bugbears has heard that some other humanoids are occupying the Bamel estate and have come to investigate. There is a 50% chance that the bugbears will be attempting to hide along the treeline when this encounter is rolled, waiting to ambush the PCs. Both bugbears have a morning star and a medium shield.

2 Bugbears (175 EP each): HP 42 each; Init -1 (1 die lower); Spd 10; Rch 4' (morning star); Att +7; Dmg 2d8p+4 (morning star); Def +6; DR 6 (shield DR 6); ToP 17/8; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Hiding 50, Language (Bugbear 70), Listening 40, Observation 50, Sneaking 50

3) A group of five orcs from Bamel Manor has been dispatched to scout the surrounding territory. This group has two archers in its ranks. Three of the orcs will flat-out charge the PCs, leaving the two archers to snipe at enemies (preferably shieldless ones) not engaged with their peers. Each orc wields a scimitar and (except for the archers) carries a medium shield. The archers are additionally armed with short bows and 12 arrows each.

If captured, the orcs could describe the manor's first level and the stables but they will feed the PCs false information if they can get away with it. These orcs do not know about the kidnapped couple, or of the recently captured pegasus. *This encounter will occur no more than twice.*

5 Orcs (34 EP each): HP 28 each; Init +5; RoF 12 (short bow); Spd 9; Rch 3'(scimitar); Att +3; Dmg 2d8p+2 (scimitar) or 2d6p (arrows); Def -4 (+2 with medium shield); DR 3 (shield DR 6); ToP 12/ 6; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Language (Orc 62), Listening 25, Observation 25

4) Giant ants are foraging for food and stumble upon the PCs. Each group of ants will be comprised of one warrior and 1d3+2 workers.

Giant Ant, Warrior (100 EP): HP 20; Init +0; Spd 8; Rch 0'; Att +5; Dmg 4d8p*; Sp Att poison sting – 3d4p or d4p if save (Virulence Factor 10); Def +0; DR 3; ToP n/a; Size Tiny; Move 5 feet/second; Tenacity: Brave
* - *If the warrior ant scores a direct hit with her mandibles, she receives a free secondary attack with her venomous stinger (Sp Att).*

Giant Ants, Worker (40 EP each): HP 14 each; Init +0; Spd 8; Rch 0'; Att +3; Dmg 2d6p; Def +0; DR 3; ToP n/a, Size Tiny; Move 5 feet/second; Tenacity: Brave

5) A boar has wandered into the region, flushed out by the Fhokki hunters to the east.

Boar (242 EP): HP 38; Init +2; Spd 10; Rch 1'; Att +6; Dmg 4d4p+4; Def +0; DR 4; ToP 16/12, Jog 15 feet/second; Tenacity: Steady

6) This ogre, a brother of Gurt (see Bamel Manor – Stables Room [S12](#)), often cooperated with the orc tribe up until the time they fell in with Labek Molopi. The brute was cast out (forcibly) after eating one of Molopi's pet wolves. Like a lost puppy, he has followed the tribe for weeks, hoping to be accepted back into its ranks.

Killing humans will help with this task, or so the ogre believes. The ogre has a large club, flea-infested bear-hide armor and a medium shield. *This encounter will only occur once.*

Ogre (242 EP): HP 50; Init +4; Spd 8; Rch 4.5 (large club; Att +5; Dmg 2d10p+6 (large club); Def +5; DR 4 (shield DR 6); ToP 20/9; Size Huge; Jog 15 feet/second; Tenacity: Steady

Relevant Skills: Intimidation 40, Language (Ogre 63, Orc 26), Listening 9, Observation 9

7) Three bandits are scouting the terrain, monitoring the road for any traffic from Hanidu when they encounter the PCs. If outnumbered or once one is incapacitated or slain, the others will retreat back the Bamel Manor and warn their comrades and leaders. The bandits originate from Bamel Manor Bandit Camp – Areas [C9](#) and [C11](#). Each bandit has a short sword, a short bow with 12 arrows each, leather armor, 10 cp and 15 tc.

The bandits only know the layout of their own camp. They have not been in the manor's East Wing, stables, or tower. They also do not know of the kidnapped couple or the pegasus. This encounter will only happen twice.

3 Bandits (34 EP each): NE Kalamaran human brigands; HP 23 each; Init +2; Spd 8; Rch 2'; Att +2; Dmg 2d6p (short sword); Def +1; DR 2; ToP 8/ 5; Jog 10 feet/second; Tenacity: Nervous

Relevant Skills: Language (Kalamaran 66), Listening 11, Observation 11

8) This scavenging party of goblins (comprised of seven members) is just traveling through the region, skirting around the village. The goblins, stumbling across the track, have decided to follow it and see where it goes. They are unaware of the orc-bandit infestation at Bamel Manor. Each goblin has

a short sword, 5 javelins and a small shield. Their goblin-made equipment has no resale value.

7 Goblins (22 EP each): HP 19 each; Init +3; RoF 8 (javelin); Spd 8 (jab 7) short sword; Rch 1'; Att +3; Dmg 2d6p-1 (short sword) or 1d12p-1 (javelin); Def +6; DR 2 (shield DR 4); ToP 8/6; Jog 5 feet/second; Tenacity: Nervous

Relevant Skills: Language (Goblin 72), Listening 26, Observation 23

9) A priest was secretly transporting undead in a wagon heading from Nithido to Hahido when brigands attacked it. During the melee the priest perished but the skeletons slew their attackers. Leaderless, the skeletons began to wander aimlessly across the countryside. This encounter will only happen once. They are armed with rusty scimitars and carry shields.

3 Skeletons (67 EP each): HP 30 each; Init +0; Spd 9; Rch 3'; Att +1; Dmg 2d8p-1; Def +7; DR 3 for crushing, 9 for hacking and 13 for piercing (shield DR 6); ToP n/a; Will Factor 1; Jog 10 feet/second; Tenacity: Fearless

10) This pair of hunters is a part of Gorhok's gang (see [Hanidu area 37](#) - Gorhok's Log Cabin). They are currently on the trail of a boar, but have noted the strange tracks left by the orkin wardawgs. Each has a spear, short bow, 12 arrows, leather armor, 2d4p sp and 2d6p cp.

They will greet PCs in a friendly tone, but are not interested in joining forces. The hunters will congratulate the party if they see evidence of a slain boar. This encounter will keep occurring if the hunters are unmolested by the party. If the hunters are killed by the PCs, Gorhok and the other five hunters will come out to investigate what happened... and seek vengeance.

2 Hunters (67 EP each): N Fhokki human berserker; HP 31 each; Init +5; RoF 12; Spd 11 (jab 7); Rch 10'; Att +2; Dmg 2d6p (arrows) or 2d6p+2 (spear); Def +1; DR 2; ToP 13/ 9; Jog 10 feet/second; Tenacity: Brave

Relevant Skills: Hunting 37, Language (Fhokki 70, Kalamaran 28), Listening 16, Observation 21, Survival 30, Tracking 31

Bamel Manor

Read or paraphrase the following once the party reaches the Bamel Estate for the first time.

The faded trail begins to gain definition as the woodlands are left behind. A few hundred yards away you see the unfinished construction of a castle wall. The south side of the site is where the wall is the most finished, even though you can see where some of the merlons on the battlements are missing. The drum tower on the southeast corner is the only complete defensive building that you can see. The other three tower positions only show contain some basic excavation work, most of which show large clumps of grass and weeds growing from them.

The beginnings of a barbican can be seen at the main gate, but all it amounts to is a series of set stones no higher than three to four feet in height. Beyond this to the left appears to be a tall, wooden stable, green with age. Further in, barely peeking above the east side of the south wall is what appears to be the remains of the keep or manor. You don't see any activity at the estate as the drizzle from the overcast sky falls upon you...

The Bamel were just beginning to transform their estate into a full-fledged stronghold when tragedy struck. The noble family sold a good portion of their famed artwork collection to finance the construction. The stone for the castle was mined from a rock quarry a few miles to the west and the timber harvested from the nearby woods. Now the skeleton of the intended castle is a ruin before its time, a weak membrane surrounding the gutted heart of Bamel Manor.

- ▶ Anyone investigating the grounds near the intended gate of the castle wall (with a successful Easy Observation or Tracking skill check) will detect that horse-drawn wagons have been traveling into the castle bailey recently.
- ▶ Another successful Observation or Tracking check (Average difficulty) reveals that the wagon tracks are not as deep leaving the castle as they were entering.

Labek Molopi and Halas Pargaki - realizing they were going to be here for some time and that the drum tower, stables, and the manor's east wing were not going to be large enough to house everyone - had their minions assemble a tent town. Most of their group's supplies are brought in by wagon. The departing wagons were much lighter once unloaded.

- ▶ PCs desiring to follow the wagon trail leaving the castle only need to pass a Tracking check of Average Difficulty. Success leads the PCs along a narrow path towards Hapidu. The roads from there on are better traveled. This makes following the wagons nearly impossible.

Determined PCs could eventually track the wagons back to their base of origin, a hidden compound near the village of Wopidu. This endeavor is beyond the scope of this adventure but is one possibility worth exploring upon concluding this adventure. See the section 'Conclusion' for details. The bandit and humanoid activity at the estate should indicate to the party that their intended mission is not quite so simple (but then again, when is it supposed to be?)

GameMaster's Note: Once the PCs arrive at the castle, you must keep track of the passing time. Refer to [The North Lawn](#) section for more details as to its importance.



Enemy Factions: The monsters (with the exception of the ghouls) occupying Bamel Manor can, at best, be described as co-belligerents. If Halas Pargaki was killed or captured earlier in the adventure, his absence is sorely felt. Without him, the gnoles and bandits will not cooperate or even warn each other of danger.

The orcs dislike and are disliked by both the gnoles and humans. Neither party will come to another's aid unless directly ordered to do so by their leaders.

The upshot of this is that a third party (i.e. the PCs) can reasonably expect to attack one of the factions without having to battle wave after wave of reinforcements from every nook and cranny of the manor. A well-coordinated defense would likely result in a TPK.

If Halas escaped his initial encounter with the party, a subsequent frontal assault on Bamel Manor will prove very challenging. Do not hesitate to pull out all the stops as groups of orcs and bandits come out of the woodwork to challenge the players!

Insightful PCs may piece the situation together after encountering some of the key NPCs. Those desiring to manipulate the situation should be allowed to pursue such goals. Note however that *the presence of any demi-humans* in the party will almost certainly doom such efforts to failure.

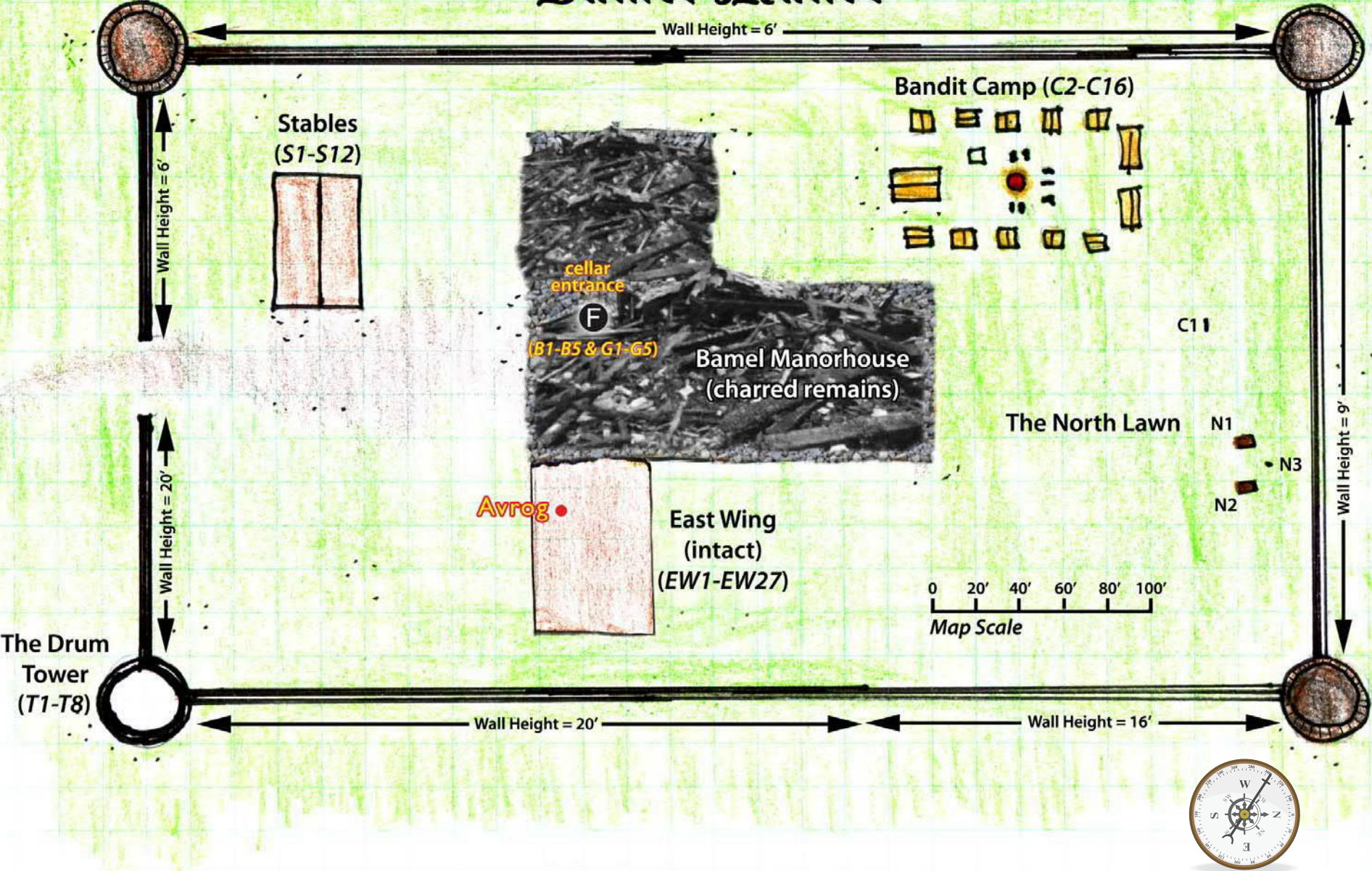
- ▶ Scaling the unfinished curtain wall requires an Easy Climbing/Rappelling skill check.

The east wall is the most complete, reaching at points its intended twenty foot height. The other three sides are uneven. Wall heights are annotated on the map.

- ▶ Traversing these uneven walls at faster than walking speed requires a Feat of Agility check (vs. $d20p+1$ for jog, +6 for run and +16 for sprint) for every 30 feet traveled. A PC failing this check loses his or her balance and falls. Check the height of the wall to determine the distance fallen for damage.

For every fifteen minutes the PCs explore the grounds of the estate, roll a d6. On the result of a '1,' roll another d6 and consult the table below. Excessive noise, bright lights or the sounds of combat are also all likely to draw the attention of the residents living here.

Bamel Manor



tap on location to go to description

Grounds Wandering Encounter Table (d6)

1) **Orcs:** A quartet of orcs are patrolling the grounds and marking their territory. They are from the East Wing (EW1) and know the layout of the first level of the ruin. They only answer to their shaman-leader Poku and have not even bothered learning the names of the human 'leaders.' Each orc carries a scimitar, wears orkin body armor, and uses a medium shield. This encounter will only happen once.

If the PCs have not previously attacked Bamel Manor, the orcs will presume the party to be bandits *unless the group includes demi-humans*. In the former instance, the orcs will simply pass them by paying no heed to their presence!

4 Orcs (34 EP each): HP 28 each; Init +5; Spd 9; Rch 3'; Att +3; Dmg 2d8p +2; Def +2; DR 3 (shield DR 6); ToP 12/ 6; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Language (Orc 61), Listening 25, Observation 25

2) **Ghoul:** This creature is wandering about the Bamel Estate, collecting intelligence for Harnar and Horel. This ghoul, once known as Sarel Bamel, is originally from area G3 of the Grotto. He appears much like a normal ghoul, except his bald head is very narrow and his body is very bloated. If successfully turned, he will run back to seek the reassurance of Harnel & Horel (*add Sarel to area G5 as an additional inhabitant*). *This encounter will only happen once.*

Ghoul (292 EP): HP 33; Init -1; Spd 3; Rch short; Att +6; Dmg 2d4p, 2@ 2d6p each; Sp Att - cause paralysis *; Def +1; SD immune to fear and sleep; DR 3; ToP n/a; Will Factor 6; Jog 15 feet/second; Tenacity: Steady

*A character touched by a ghoul must make an opposed Wisdom check vs. the ghoul's Will Factor (6) or be paralyzed with fear for 2d4p minutes.

Relevant Skills: Hiding 42, Language (Kalamaran 71), Listening 34, Observation 42, Sneaking 43, Tracking 33

3) **Kobolds:** Four kobolds from the cell area are in the drum tower (area T8) are running an errand ('More Meat!') for their gnole keepers when they stumble upon the PCs. In addition to finding food, the kobolds are also smuggling weapons to their brethren for a future escape attempt.

If encountered, they will think that the newcomers are part of the bandit force and try to cautiously keep their distance. However, if the PCs number demi-humans amongst their ranks, they will approach and surrender - provided there are no halflings present (in the latter case they flee as fast as they can). They know humans, elves and dwarves view gnoles as enemies and this group may be their unwitting saviors - provided they can be duped into killing the gnoles.

Communicating with the little rascals may be problematic. However, they will try to pantomime as best they can that large creatures live in the tower and that the PCs should rush in and kill them. They will guide anyone who will follow down to area T7 (scurrying away from any combat) and warn them there of the bells the Turnkey has placed on the trapdoor. If the Turnkey is slain, they will rush to T8 to free their brethren and let Ukli try to negotiate terms.

The kobolds will defend themselves if attacked. They also know the layout of the first level of the east wing. Each kobold carries two daggers but will try to keep them hidden under their threadbare tunics. This encounter will only happen once.

4 Kobold Slaves (17 EP each): HP 14 each; Init +3; Spd 7 (5 jab); Rch 0'; Att +2; Dmg 2d4p-3 (dagger); Def +4; DR 1; ToP 6/4; Jog 5 feet/second; Tenacity: Nervous

Relevant Skills: Language (Gnole 18, Kobold 67), Listening 40

4) **Gnoles:** This pair of furry goons decided to fight their cabin fever and walk the grounds. These gnoles are from the first level of the drum tower (T1), and the only leader they know of is Halas Pargaki. Each gnole has a flail, body armor and medium shield. This encounter will only happen once.

If the PCs have not previously attacked Bamel Manor, the gnoles will presume the party to be bandits *unless the group includes demi-humans*. In the for-

mer instance, the gnoles will simply pass them by paying no heed to their presence! In the latter case, encountering the PCs has just cured their boredom...

2 Gnoles (122 EP each): HP 38 each; Init +4 (-1 die); Spd 11; Rch 5'; Att +5; Dmg 2d8p+3; Def +2; DR 6 (shield 6); ToP 16/ 7; Jog 15 feet/second; Tenacity: Brave

Relevant Skills: Language (Gnole 59), Listening 40

5) Bandits: These two bandits originate from the Bandit Camp. They decided to expand their patrol area and stretch their legs. Each bandit has a short sword, a short bow with 12 arrows each, leather armor, and 2d8p cp and 2d10 tc. The bandits only know the layout of their own camp. They have not been in the manor's east wing, stables, or tower. *This encounter will only happen once.*

2 Bandit Guards (34 EP each): NE Kalamaran brigands; HP 23 each; Init +2; RoF 12 (short bow); Spd 8; Rch 2'; Att +2; Dmg 2d6p (arrows) or 2d6p (short sword); Def +1; DR 2 (leather armor); ToP 8/ 5; Move 10 feet/second; Tenacity: Nervous

Relevant Skills: Language (Kalamaran 66), Listening 11, Observation 11

6) Orc Trainers: This pair of orcs is patrolling with an orkin wardawg when they encounter the PCs. The orcs each have a club, body armor and a medium shield. The orc trainers know the layout of the stables and the first level of the east wing. The orkin wardawg knows the PCs smell delicious.

2 Orc Trainers (34 EP each): HP 27 each; Init +5; Spd 10; Rch 2.5'; Att +3; Dmg (d6p+d4p) +2; Def +2; DR 3 (shield DR 6); ToP 11/ 6; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Animal Empathy 43 (orkin wardawg), Animal Husbandry 41 (orkin wardawg), Animal Training 48 (orkin wardawg), Language (Orc 71), Listening 25, Observation 25

Lesser Orkin Wardawg (122 EP): HP 38; Init +0; Spd 9; Rch short; Att +7; Dmg 4d4p +1; Def +3; DR 4; ToP 16/9, Move 20 feet/second; Tenacity: Steady

Relevant Skills: Listening 41, Observation 46.

Avrog

Encounter: Avrog the orc archer (50 EP)

Potential Yield: Longbow, two quivers, 40 arrows, tent, bed roll, two 50' coils of hemp rope, sounding horn, two weeks trail rations

Another obstacle the PCs will likely encounter is the orc sentry Avrog. This humanoid is camped on top of the flat roof of the East Wing of Bamel Manor.

▶ Anyone looking upon the East Wing from an elevated location (i.e. the top of the finished drum tower) will spot Avrog's black tent with a successful Observation skill check (Easy difficulty). Attempts to spot the tent from the ground level require a successful Very Difficult Observation skill check.

Avrog is loosely related to Poku, the orc tribe's shaman leader. Avrog is the tribe's best archer and has provided food (both the two-legged and four-legged variety) for his brethren on many occasions. He is also a loner by nature, preferring to be away from the tribe whenever possible. Mindful of his preferences and debilitating conditions (see below), Poku usually gives her relative a lone sentry post.

Avrog will not be a problem on the PCs' first foray onto the Bamel estate. He suffers from acute narcolepsy and he sleeps during this first encounter. During any subsequent raid by the party Avrog will be awake 50% of the time. When conscious, it's up to the GM to determine whether or not Avrog notices the PCs. Is there fighting in the bailey or are the PCs sneaking from building to building? Even if Avrog has been warned that trespassers have been about, Avrog's condition has a habit of incapacitating him at the worst of times.

Avrog is a pretty effective sniper and has no hesitancy firing into melee even if he risks hitting an ally. His preference though is to shoot at unshielded opponents backing up their frontline combatants. His contribution to a ground level fracas could well prove troublesome...

If the PCs manage to sneak up to the east wing structure without being observed, they can attempt to scale the walls (35 feet) to reach Avrog's position. This requires a Climbing/Rappelling skill check. If asleep, Avrog cannot be woken unless kicked no matter what else is going on!

The ground on the north, east, and south sides of the East Wing is considered a dirt landing; should the PCs fall. Those falling from the west side will take standard falling damage because of the uneven rubble on the ground there. Avrog will fire arrows until a PC is within five feet of the top, at which point he will abandon his bow in favor of his scimitar. In addition, at the first sight of intruders Avrog will sound his horn. Orcs from The East Wing locations **EW1** and **EW9** will investigate the alarm.

Avrog is a hulking orc with broad shoulders, a stooped gait, and shaggy black hair. He has jade green eyes, a chipped left tusk, and a huge scar on the left side of his face from a close encounter with a bear. He is prone to laughing at enemies writhing in agony. For purposes of scrambling off the western ledges of the East Wing, Avrog has a Dexterity of 14 and a Climbing/Rappelling skill of 35. Although Avrog's size and experience provides him with the stats of a warband leader, he has no inclination to fill that role in the tribe.

Avrog (50 EP): CE orc warband leader; HP 35; Init +4; RoF 11 (longbow); Spd 9; Rch 3'; Att +4 (+5 with longbow); Dmg 2d8p+3 (scimitar) or 2d8p (longbow); Def -3 (+3 with medium shield); DR 5 (shield DR 6); ToP 14/ 7; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Climbing/Rappelling 35, Hiding 29, Intimidation 43, Language (Orc 73), Listening 32, Observation 38, Sneaking 24.

Relevant Talents: Advanced Sighting, Crack Shot, Greased Lightning (longbow)

Quirks/Flaws: Allergies (animal dander – orkin wardawgs), Narcolepsy, Superstitious (color blue)

The Drum Tower

Outside

Read or paraphrase the following when the PCs first approach the tower:

This cylinder structure is the only complete tower of the intended curtain wall. Standing at thirty-five feet high and stretching forty feet in diameter, the drum tower looks imposing with its solid construction and cobweb-covered arrow slits. The area smells foul, as if some wet, mangy animals have made a home here.

The main door to the tower proper is located in the northwest corner. Two other doors leading from the third floor (**T5**) out to the walls are located twenty feet off the ground. One door is on the north side of the tower while the other faces the west.

▶ PCs interested in climbing up to these portals can scale the unfinished curtain walls with [easy] Climbing/Rappelling skill checks.

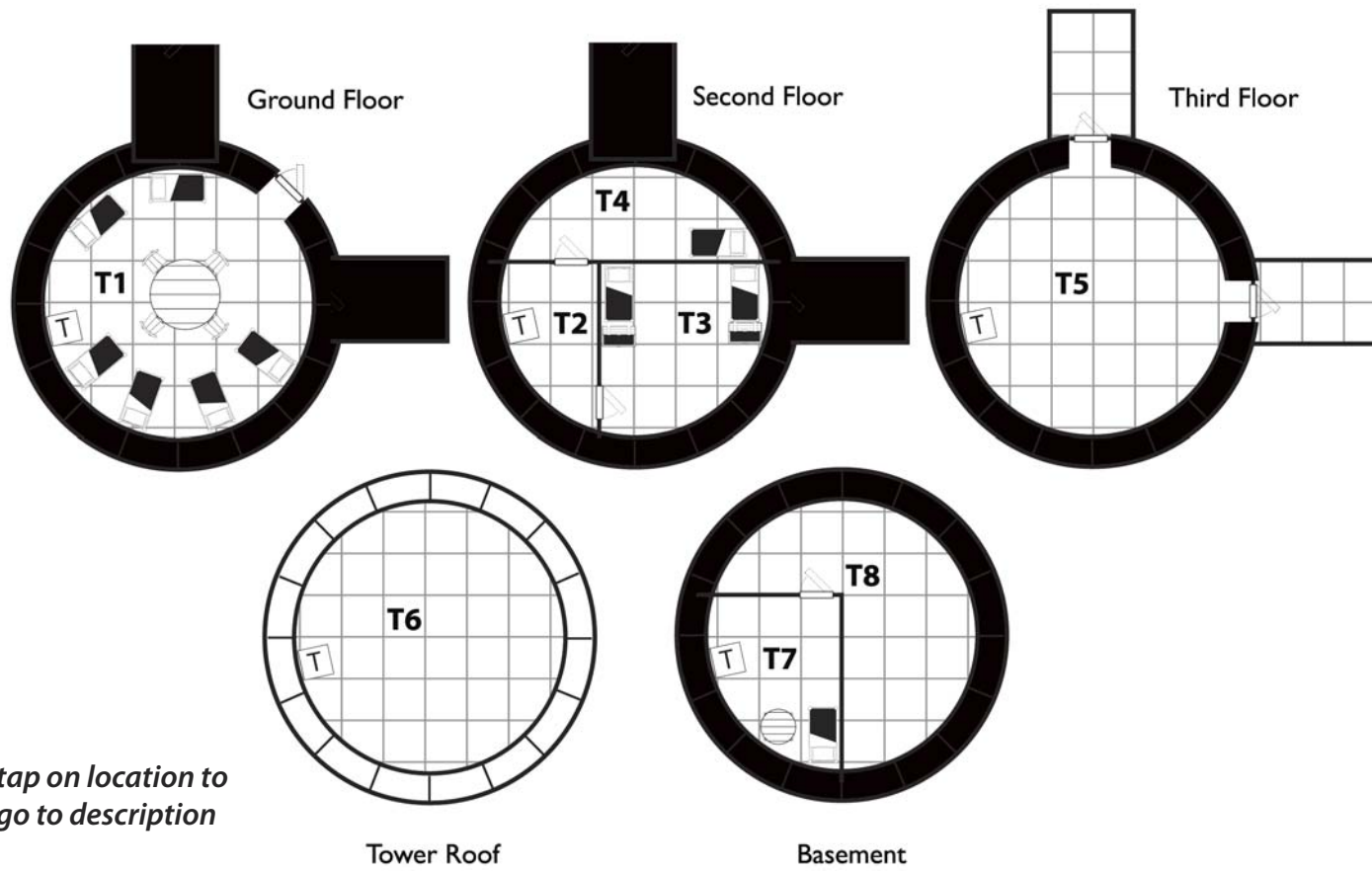
Be mindful that due to the arrow slits ringing the tower, the inhabitants from the ground floor up might detect the PCs. There is enough of a ledge in front of both third floor doors that a stealthy character could attempt to open the locked portals. Each of these upper doors is fitted with a lock of Good quality.

▶ These doors may be forced open with a successful Feat of Strength (vs. d20+14).

The trapdoors separating the tower levels are not outfitted with locks; the architects of the building's construction were about to take care of that little detail just before abandoning the project after the manor fire. The trapdoors are connected by a series of iron rungs running the full vertical length of the fortification, located on the east side of the structure. The arrow slits on the first floor are stuffed with wet, moldy rags and hides because the gnoles in **T1** dislike the light of the sun shining in.

If detected outside the tower, the gnoles from **T1** and **T6** will investigate. Despite the advantage an elevated position (**T6**) offers the humanoids, the gnoles do not own missile weapons and are much too eager to engage in melee combat. Gnoles from **T1** take 1d20p+10 seconds arrive outside, while

The Drum Tower Map



tap on location to go to description

their fellows from T6 arrive in $1d20p+50$ seconds. The gnoles are too arrogant to yelp for help from the other factions on the estate. If the orcs and/or bandits hear of the roar of combat from the direction of the tower they will assume the gnoles are simply fighting among themselves. Only an ostentatious display of magic outside the tower, or a horn blast from Avrog, the orc sentry, will provoke the estate's other groups to investigate.

T1

Encounter: Three gnoles (366 EP)

Potential Yield: two iron braziers (2 sp each), small barrel full of coal (fifty pounds worth 3 sp total)

The oak entry door leading to this room is unlocked. The mechanism was destroyed by one of the ghouls months ago. The gnoles keep it closed by wedging an old boot under it (requiring a Feat of Strength vs. $d20p-2$ to force open). When the PCs gain access to the room, read or paraphrase the following:

The first floor of the tower is one uninterrupted, circular chamber. Two standing metal braziers, one to the north and the other to the south, provide ample illumination. Half-a-dozen cots have been placed haphazardly about the room. There is a set of iron rungs running vertically up the east wall, both ends leading in a trap door. In the center of the room is a heavily mistreated, wooden table with four battered stools. Seated around this table are three, large, canine-headed humanoids with flails hanging from their belts. On the table are the remains of a small humanoid corpse.

If warned, the gnoles will be picking up their nearby shields (near their feet), otherwise, the gnoles will just hoist their flails and come out swinging, strategies be damned.

There is a barrel full of coal (fuel for the braziers) in the southeastern side of the room. The corpse on the table is one of the kobold slaves from area T8. The two extra cots belong to the gnoles on the Bamel Estate's Wandering Encounter Table.

3 Gnole (122 EP each): HP 38 each; Init +4(-1 die); Spd 11; Rch 5'; Att +5; Dmg 2d8p+3; Def -4 (+2 with medium shield); DR 6 (shield DR 6); ToP 16/ 7; Jog 15 feet/second; Tenacity: Brave

Relevant Skills: Language (Gnole 59), Listening 40

T2

Read or paraphrase the following:

This empty little room has a fine layer of dust covering the floor. Footsteps can be seen traversing between the iron rungs set in the east wall and the door to the west. Another door lies to the south.

This level of the tower is set aside for use by Halas Pargaki and his assistant, Helori (area T3).

▶ A successful Tracking skill check (Average) determines the footprints to the east belong to a human-sized individual. Skilled trackers can discern that a human-sized individual (Helori) was at this portal and had spun on his heel, running back to the door to T3.

Helori spotted the huge spider trapped in T4 and luckily evaded it running back to his quarters. Another Tracking check (Very Difficult) reveals odd, somewhat circular depressions in the dust. The depressions (marks of the spider's passing) are roughly six inches in diameter.

▶ A successful Monster Lore skill check will identify the tracks as those of a huge spider.

T3

Encounter: Helori (167 EP)

Potential Yield: Helori: longsword, heavy crossbow with 12 bolts, leather armor, leather backpack (50' rope inside), wineskin (empty), and one belt pouch with 10 sp, 15 cp, and a brass key (to his footlocker) inside

Helori's footlocker: two linen undershirts, two wool trousers, fine wool cloak (1 sp), fine wool trousers and tunic (1 sp total), blanket, four days of iron rations, one belt pouch with 16 cp inside

Halas Pargaki's footlocker: four silver plated tankards (worth 12 sp as a set, 2 sp individually), three linen undershirts, two wool trousers and one belt pouch with 9 sp and 16 cp

Potential Story Award:

☐ "Rescuing" Helori (150 EP) – *grant award only if his presence later results in internecine hostilities amongst the bandits*

Potential EP Award:

☐ Locating and Disarming Pargaki's footlocker trap (133 EP)

The solid oak door to this room is locked.

▶ A Feat of Strength (vs. d20p+14) is required to bash it open.

Helori engaged the locking mechanism in the door once he encountered the spider in T4.

Helore remains on his cot (along the north wall) armed with a loaded heavy crossbow if he hears noise outside his door. He has tried to call for his erstwhile gnole cohorts for the last few hours, but the large humanoids have ignored him. His voice has grown so hoarse from yelling that he can barely be heard yelling anymore. Only if the PCs can convince him that they mean him no harm will Helori unlock the door. Otherwise, he will shoot at the first person entering the room. After one volley, Helori will drop the crossbow and draw his sword for close-quarter combat.

Once the party enters the room, read or paraphrase the following:

This room has two cots, one in the southwest corner and another along the north wall. Both have footlockers. Near the north cot is a rotund, red-haired man in leather armor. Freckles dominate his skin.

If confronted peacefully, Helori will lie stating that he is a merchant from Hahido that got in over his head trading with this group of bandits. He is awaiting long overdue payment for his last delivery of food and supplies and can't leave without suffering irreparable financial harm. Helori has a skill set that should allow him to easily play this role. If worse comes to worse, his ace in the hole is his *Aura of Innocence* spell.

He will not admit to being an integral member of the gang of bandits and

certainly will make no mention that he (along with many others at the estate) worships the Creator of Strife. Helori can describe the first level of the manor's East Wing and the number of tents at the [bandit camp](#) should he feel the need to do so in order to placate a suspicious group by feigning cooperation. If offered the opportunity of escorted safe passage out of Bamel Manor, he will accept and play it by ear from then on. He is ultimately interested returning to the bandits and asserting his control. If freed, he will sneak back to Bamel Manor on his own to stage a coup against Inarba. If in the protective custody of the PCs when the bandits are encountered, he will finger Inarba as the murderous leader of the bandits and urge them to kill her immediately then try to rally the bandits around him (probably urging retreat if things are going badly). Bandits amenable to his leadership are noted as such and they will fight against those allied to Inarba (possibly as co-belligerents of the PCs).

Helori is Halas Pargaki's special assistant and, as far as he is concerned, Halas' second-in-command. Helori was taking some initiative and attempting to enlist the gnoles in his coup when he encountered the spider and locked himself inside this room. The overweight man possesses some fighting skill but is a coward. Helori tries to stay out of the way of the gnoles, despising the two-legged curs for not joining with his coup but fearing angering them further. He is thankful the gnoles have the kobolds to snack on, but he does not want to contemplate what will happen when that particular food source runs out.

Helori will try to sneak a look into area T4 and see if the party has slain the arachnid. If he can't spot evidence of such, he will truthfully admit that there's a huge spider in the room and he fled to this room in fear of the creature. He has not left this room since. If the party has clearly slain the spider, Helori will state he encountered the beast and simply ran here to escape.

If the spider is still a threat, Helori hopes that the PC's bloodlust will give him an opportunity to escape. Once the party investigates T4 he will bolt for the trapdoor and make a run for the bandit camp, screaming at the top of his lungs (which will also alert the orcs in the stable as well as Avrog if he's not sleeping – 50% chance). If circumstances do not permit this, Helori will bide his time, waiting for an opportunity to bolt. If Helori just bolts, allow him to act on second 1 and make the PCs roll a d4 for initiative to determine how quickly they can react and take countermeasures.

Bandit Leadership: Halas Paragaki is the undisputed leader of the bandits and has the unquestioned support of the men and gnoles. He has two direct reports, Inarba and Helori. Each brings valuable skills to the table – Inarba being an excellent scout and lieutenant while Helori is a skilled confidence artist, salesman and spy.

Foolishly Halas has made no succession plan should he be killed (see [Real Bravado](#) encounter). Both Inarba and Helori believe they are heir apparent while the gnoles answer only to Halas personally.

In the event of Halas' death, the bandits' operations will become haphazard and uncoordinated. The loyalty of the men is split evenly while the gnoles will not acknowledge the authority of either of the rivals. The orc faction faces a similar problem, as they do not know which individual is the new leader. Their reaction is just to ignore the bandits until they settle their internal leadership issues.

The current situation as written is premised on the death of Halas. Helori has attempted to enlist the gnoles as muscle to eliminate Inarba but discovered that they despise him. With Helori's sequestration in the tower, Inarba is the defacto leader of the bandits but that could change if Helori is permitted to escape.

The room has two chests with Good quality locks on them (Helori has no knowledge of what Halas' footlocker contains and would be astonished that his boss trusts him so little as to trap it!) Halas' footlocker is trapped with three spring-loaded knives set to fire at anyone who lifts the lid. A successful Average Identify Trap skill check will locate the device; the left panel (facing the south wall) is actually a pressure plate that needs to be touched while the lid is being opened. A successful Difficult Disarm Trap skill check is needed to ascertain that the side panel needs to be pushed slightly upwards in order to deactivate the launch mechanism. If not disarmed, the knives shoot out as the lid is opened (d20+3 to hit), each inflicting 1d6p damage.

If inspected, the PCs will be dismayed to notice a dried, black substance on the tips of the blade. The substance is merely ink but calling for a d20p+Con check versus the 'poison' is great fun as GM. Halas believes in intimidation, even if he is not there to personally enforce it. The tankards inside the chest are from Oloseta (a metropolitan port city down river from the city of

Balelido). Each tankard has a killer whale leaping out of the ocean engraved on the right side of the handle. The vessels are here to throw off the PCs (*did the PCs even bother to take notes on the quest-item's design when they were talking to Rogvi Bamel?*).

The fine clothes in Helori's chest appear to be the dress of a merchant. He uses the raiment when executing scams in more civilized communities. Ironically, this will lend greater credence to his claims of being a merchant.

Helori (167 EP): CN Kalamaran human rogue lvl 3; HP 27; Init +1 (-1 die); RoF 12 (shortbow); Spd 10 (8 jab) longsword; Rch 3.5'; Att +4; Dmg 2d6p (arrows) or 2d8p+1 (longsword); Def +1; DR 2; ToP 9/ 4; Jog 10 feet/second; Tenacity: Steady

Talent: No Accent

Spell: Aura of Innocence

Luck Points: 15

Relevant Skills: Acting 37, Appraisal (all types) 23, Diplomacy 22, Disguise 26, Fast Talking 27, Forgery 21, Glean Information 28, Language (Gnole 31, Kalamaran 72), Listening 31, Literacy (Kalamaran) 22, Observation 29, Salesmanship 32, Religion (The Creator of Strife 15), Seduction 25, Skilled Liar 39, Sneaking 36

Quirks/Flaws: Coward (craven), Glutton, Hairy

T4

Encounter: Huge spider (200 EP)

Potential Yield: 1 cp (see below), iron key to flagstone hollow in T5

When the PCs open the door and enter the room, read or paraphrase the following:

This narrow room is heavily shadowed, despite the numerous arrow slits along the curved south wall. A solitary cot hugs the north wall. Something the size of a wolfhound climbs over the head of the cot and looks like it is preparing to leap towards you!

This huge spider has been trapped in this room for nearly a week and is half-starved. One of the ghouls left the door open and the arachnid wandered in. Being of the trapdoor-variety, the spider pushed itself up into the second level of the tower and scurried into this room. Not long after, Halas and his gnole minions moved in. No one entered or paused inside this room long enough for the spider to attack, and the door was soon closed, trapping the horror inside. It has tried time and again to fit through the arrow slits to the outside, to no avail. The beast will fight until killed. PCs succeeding at an Average Scrutiny skill check will notice a copper piece under one of legs of the cot, appearing to even out the wooden frame. Closer inspection of said leg reveals that it is hollow, and inside is an iron key. This key is to the flagstone cover lock located in area T5.

Spider, Huge (200 EP): HP 30 each; Init -4; Spd 9; Rch short; Att +4; Dmg 2d4p (+ virulence 10 poison: -3 to Attack, Defense & Damage for 2d12 hours if failed, only -1 to all if save made); Def +2; DR 2; ToP n/a, Jog 10 feet/second

T5

Potential Yield: 500 silver pieces

Read or paraphrase the following:

This chamber encompasses this entire level of the tower. One bench, two stools, and a single small table are the only pieces of furniture in this large space. A closed wooden door lies to the north, and another lies to the west.

The chamber is nearly bare, but it does have one secret.

▶ A successful Difficult Scrutiny skill check reveals the presence of a tarnished metal lock in the edge of a narrow flagstone in the southeastern section of the room.

The iron key from area T4 opens the hidden space. The lock is of Very

Good quality. Inside the hidden space is a wooden box filled with 500 silver pieces.

Concerned that the construction efforts were bankrupting the family, Dil-rin Bamel embezzled this money from the building fund and secreted it here to ensure that he had access to an emergency fund should it prove necessary. The secret died with him.

T6

Encounter: Two gnoles (244 EP)

Potential Yield: two large wedge tents, two-pound bag of high-grade tobacco (2 sp), long-stemmed pipe made from red oak (5 sp)

The top of the tower has two, large wedge tents set up in the middle, the material made from the hides of various game animals. A large, canine-headed humanoid is standing next to the lighter-colored tent, smoking a pipe, while you can see the gnarled feet of another beast sticking out from underneath the darker tent.

This pair of gnoles alternates their naptimes while on guard duty. They are not really concerned about intruders and dislike being sentries for the tower, especially when the sun is out. One gnole has developed a smoking habit after procuring the pipe and tobacco from a caravan raid two months back. If the opportunity presents itself, the smoker will either kick the napper awake or bark out loud. The napper, while dressed in his armor, will need d12+4 seconds to rouse himself, 1 second to grab his flail and another d4p+1 seconds to snatch his shield. If he is attacked before then, he will forego his shield and engage in combat.

Once combat becomes hopeless for the gnoles, one humanoid (with the most hit points) will jump over the tower's edge to warn his fellows below (sustaining 3d6p damage from the expected fall onto the dirt surface). The thought of tossing a PC over the side will never occur to these dolts. A gnole screeching in pain or suffering through a death wail will likely alert the guards in T1, provided that those guards are still alive. Also be aware that Avrog, if awake (50%), will spot combat on the tower from his perch.

2 Gnoles (122 EP each): HP 39 each; Init +4 (-1 die); Spd 11; Rch 5'; Att +5; Dmg 2d8p+3; Def -4 (+2 with medium shield); DR 6 (shield DR 6); ToP 16/ 7; Jog 15 feet/second; Tenacity: Brave

Relevant Skills: Language (Gnole 59), Listening 40

T7

Encounter: Gnole Turnkey (160 EP)

Potential Yield: pair of silver bells connected by twine (4 sp), Alquerque game set (2 sp), iron lock and key set to T8, ten candles (1 tc each)

Potential EP Award:

Disabling the alarm trap (45 EP)

On the underside of this trapdoor hangs a pair of silver bells that alerts the gnole turnkey here that someone is opening the portal. Peeking into the chamber will not set off the bells (allowing the PCs to spot the makeshift alarm system), but yanking open the trapdoor will.

- ▶ A successful Sneaking skill check (Difficult) will allow a PC to pass through the trapdoor without setting off the bell, should they notice it.
- ▶ A successful Disarm Trap check of Average difficulty will disable the bells. Failing the skill check by 20 or more rings the alarm.

The turnkey is next to his cot, playing Alquerque (an early form of checkers) against himself... and losing. If the bells go off, he will grab the flail hanging on his belt and attack the intruders or flip over his cot for cover (the thin mattress adding an extra +2 to his DR) if the PCs are trying to pin him down with missile weapons.

Read or paraphrase the following as the PCs look into the room:

This curved, L-shaped room in the tower's basement is lit by a candle sitting on the ground near the west wall just a few feet from the trapdoor. In the southern portion of the chamber you see a massive, hunched figure moving round stones over a white board. To the north near your location is a heavy door with an intimidating iron lock.

The turnkey, a scarred gnole with half of his right ear missing, will fight to the death. If somehow captured, he will yell obscenities at the PCs, calling them cowards and worse (*of course, this will be in the gnole language so it may not carry the same sting...*) The key to the lock (Very Good quality) on the door to the north is on a cord hanging on the turnkey's neck.

The Alquerque game – with its slate board and twenty-four polished stones (twelve white and twelve black) – has seen some abuse but is still quite serviceable for resale. The turnkey picked up the game from the same caravan raid that the smoker from T6 picked up his pipe and tobacco. The turnkey likes to light a candle while he plays because it helps him keep track of the colored stones.

Gnole Turnkey (gnole leader) (160 EP): HP 46; Init +2; Spd 10; Rch 5'; Att +6; Dmg 2d8p+4; Def +3; DR 6 (shield DR 6); ToP 19/ 8; Jog 15 feet/second; Tenacity: Fearless

Relevant Skills: Intimidation 29, Language (Gnole 63, Kobold 20), Listening 40

T8

Encounter: Kobold Leader Ukli (34 EP), ten kobold prisoners (170 EP)

Potential Story Awards:

- Allying with Ukli and his brethren (100 EP) – *grant award only if the kobolds are used to provide a tangible benefit to the party*

The room is intentionally kept dark. Once the door to this room is opened, read or paraphrase the following:

In the gloom of this irregular chamber you see, perhaps, a dozen small, bipedal creatures with the features of curs, much like their hulking turnkey but a third the size, not as fearsome. The creatures lack hair and don't appear to be armed. They are dressed in rags and hold up their hands to guard their eyes from the light.

Attacking the kobolds will compel the creatures to fight to the death. However, if the PCs attempt to parley with the kobolds, one slightly taller specimen separates himself from the crowd and strides forward. This individual, Ukli by name, has some knowledge of the Kalamaran language (PCs attempting to communicate with him must speak slowly and employ simple words). He will attempt to pantomime his desire for his people to leave this place. However he communicates with the PCs, he will express no hostilities to his potential saviors. Ukli's tribe was subjugated by the gnoles and bandits months ago near Wopidu. Because of the gnoles' voracious nature, the bandits let the burly humanoids have sole ownership of the kobolds. The captured kobold tribe was at one time nearly fifty strong; now only fifteen remain (the other four are on the Bamel Manor's [Grounds Wandering Encounter Table](#), running an errand).

Ukli wants his people to leave the estate, with weapons if possible. However, an ember of vengeance does burn in his heart.

- ▶ If a PC can overcome Ukli's Resist Persuasion score, the kobold leader could be convinced to aid the party as long as it does not place his people at great risk.

Examples of such aid include sneaking around to gather information, starting fires or creating other distraction. Ukli will, however, not have his people used as cannon fodder for the party. He will also intentionally not listen to any halflings in the party. It takes all of Ukli's limited willpower to suppress his and his people's natural tendency to attack the jolly nuisances on sight, so any half-pint among the PCs should count his or her blessings.

Ukli (50 EP): LE Kobold Alpha Male; HP 25; Init +3; Spd 6 (4 jab); Rch 0'; Att +4; Dmg 2d4p; Def +5; DR 1; ToP 10/6; Jog 5 feet/second

Relevant Skills: Language (Gnole 21, Kalamaran 27, Kobold 73), Listening 40, Resist Persuasion 21

Kobold Slaves (17 EP each): HP 15 each; Init +3; Spd 10 (fists); Rch 0'; Att +2; Dmg (d4p-2)+(d4p-2)-3; Def +5; DR 1; ToP 6/4; Jog 5 feet/second

Stables

Note: The stables are completely tangential to the PCs' mission and unimportant to dispersing the nefarious gang occupying Bamel Manor.

When the party approaches this structure read or paraphrase the following:

This large wooden building has a woodcut hanging on the east side, a horseshoe etched within the sign. The timbers of the building are cracked with age, and they look thoroughly damp. The main entrance is located on the building's east side. Above this is a pitching door for hay.

This old stable had been in service for over fifty years before the manor inferno. Despite the years of neglect since the noble family's tragedy, the building is still sound and will likely last through a couple more decades of rot and weather before finally collapsing.

The structure is 55' x 40' and stands 25' high. It is comprised of two levels. The first level consists of a tack room and eight box stalls. The second level is the hayloft. A ladder in the tack room connects the two levels. The box stalls are equipped with an overhead trapdoor (3'x3') used to provide hay to the mounts. There are no locks within the stable, only simple wooden latches are used to secure the stall doors and exits to the outside. Any meathead of a PC who wants to show off his or her muscles may smash in any door with a fairly easy Feat of Strength (vs. d20) inside the stable. The stables are unlit but sufficient light enters through the walls to permit normal sight during daylight. The stall doors are the two-piece kind, with either half able to be opened independent of the other. You should take note of the Listening skills of the other denizens inside the building. All of the wardawgs and the ogre are napping when the PCs first arrive.

Once cleared, PCs may believe that this location will remain unoccupied. Unfortunately for them, the stables are home to several creatures currently elsewhere. The two orc trainers and wardawg from the Bamel Manor's Wandering Encounter Table return in 1d6p+2 hours. If they are killed, the orcs from **EW1** will show up in about 2d4p hours to see why their brethren have not been over to visit. Even if this orc band is slain (no survivors to run back to the East Wing), Labek Molopi will realize that something is amiss and will organize what forces he can from both the manor and the bandit camp to investigate.

Should he have evidence the PCs are inside, Labek will instruct his minions to torch the place and kill whomever wanders out. Should they discover the orc trainers and wardawgs are dead or are missing, the bandit-orc coalition inhabiting the estate will be on alert. This means increased patrols and guards operating with an improved initiative die (d10 or better) for the rest of the adventure. This will also mean Molopi will be prepared for the PCs in **EW26**.

S1

The stable doors are not locked or barred, but they are closed. When the PCs open the doors and peer inside read or paraphrase the following:

The floor of this old stable is covered with a thin layer of hay. You can see some bales of hay to your left and right and a series of stalls further in. A few hearty snores can be heard from the direction of the stalls, but you can't tell from which particular stall the sounds emanate.

The snores that the PCs hear are from the wardawgs of stalls **S7** and **S10**. The orc trainers at **S2** will hope any intruders are focused on the wardawgs and they will try to ambush the PCs and scream at the top of their lungs to rouse the sleepers. Only the stall door to **S10** is closed.

S2

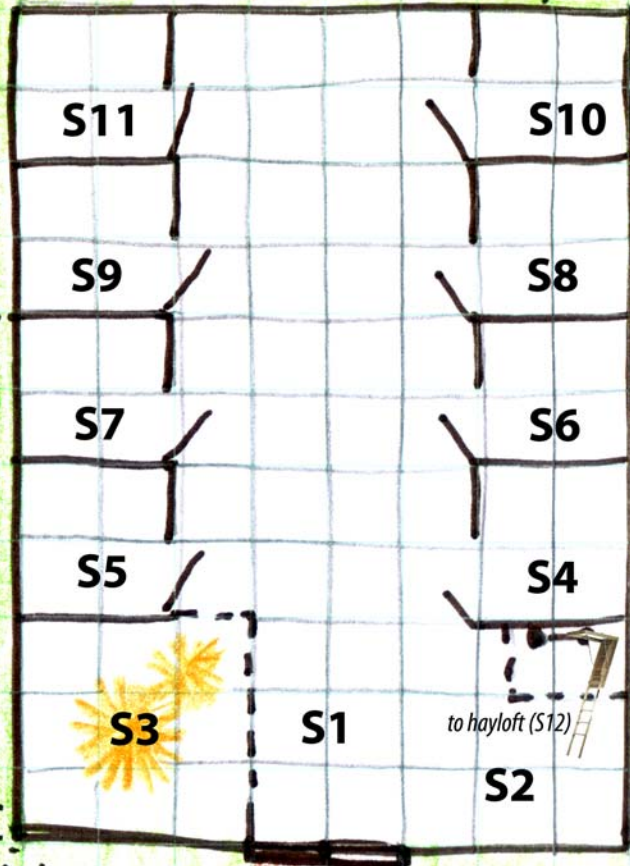
Encounter: Two orc trainers (68 EP)

Potential Yield: none

Unless the orcs have been alerted, read or paraphrase the following:

This corner of the stables is nearly obscured by the wall of hay bales stacked to the ceiling. Peering past the pile you spot two blankets laid out on the ground. Two pig-faced, brown-skinned humanoids are sitting across from each other; one is pouring some powder into a cup of water while the other is testing the straps to his shield. Two deer, hacked into various pieces, hang on the wall. A ladder in the northwest corner leads up to the hayloft.

Stable Map



tap on location to go to description

These orcs are relaxing from an exhausting day chasing the escaped wardawgs (see entry '1' of the Road Encounter Table for details). The orc with the powder (ground-up herbs provided by shaman-leader Poku) and water is mixing a remedy for the greater orkin wardawg's ear infection. A successful Botany check of Average Difficulty will identify the purpose of the herbs.

On their initial count, the orcs will yell for aid. Immediately roll initiative for Gurt (S12) and the two lesser Orkin Wardawgs (S7), apply a 10 second arousal penalty and begin moving them to battle when their count comes up. Thirty seconds of commotion will awaken the Greater Orkin Wardawg (S10) so roll initiative for it once the Count Up hits 30.

If captured, they can describe the first level of Bamel Manor's East Wing. If questioned about the orc numbers, they will state 'lots.' They will describe their leaders (Poku and Labek Molopi). Under no circumstances will these orcs command the orkin wardawgs to work to the benefit of the PCs. The dead bucks hanging on the northern wall provide sustenance for the trainers, their charges, and Gurt.

2 Orc Trainers (34 EP each): HP 27 each; Init +5; Spd 10; Rch 2.5'(club); Att +3; Dmg (d6p+d4p) +2; Def +2; DR 3 (shield DR 6); ToP 11/6; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Animal Empathy 43 (orkin wardawg), Animal Husbandry 41 (orkin wardawg), Animal Training 48 (orkin wardawg), Language (Orc 71), Listening 25, Observation 25

S3

Read or paraphrase the following:

This corner of the stables has a five-foot high stack of hay bales that appear to have been arranged as a barrier of sorts. Beyond the stacks are two blankets. This section of the stables is open all the way to the ceiling.

This area is where the pair of orc trainers from the Bamel Manor's Wandering Encounter Table sleeps. Not trusting their fellows at S2, they keep what valuables they have on them. The ogre Gurt (S12), once alerted of trou-

ble on the first floor, will use this hay pile as a landing point (taking no falling damage) to join his allies below in driving off intruders.

S4 & S5

This open stall has some old hay scattered on the ground. The hay is pushed up along the edges.

This stall used to be home to a pair of lesser orkin wardawgs who escaped. The trainers have not informed Poku of the escapees yet, hoping to rectify the problem before too long. It's easy to ascertain that some large animals recently used this stall to sleep in (clues such as fur, droppings, etc.).

S6

This open stall has some old hay scattered on the ground. The hay is pushed up along the edges.

This stall is almost identical to S4. The two trainers from S3 decided to take this beast and introduce her to the rest of the warband in the manor's East Wing in order for her to be familiar with everyone's scent.

S7

Encounter: Two lesser orkin wardawgs (244 EP)

If the wardawgs here have not been awakened by the PCs, read or paraphrase the following:

This open stall has two large, canine-shaped creatures with the heads of wild boars. They appear to be sleeping on a thin layer of hay. They have light brown fur with dark stripes that run the length of their bodies.

Having just finished a heavy, greasy meal of raccoon, this sated pair of beasts is blissfully sleeping. They will attack any non-orc. Unless the PCs have taken care in their approach to this stall, they may wake the dawgs. Be sure to make the appropriate Listening checks for this duo.

2 Lesser Orkin Wardawgs (122 EP each): HP 39 each; Init +0; Spd 9; Rch short; Att +7; Dmg 4d4p +1; Def +3; DR 4; ToP 16/9, Jog 20 feet/second; Tenacity: Steady

Relevant Skills: Listening 70, Tracking 70

S8

This stall is empty aside from a dirt floor. There is nothing of value here.

S9

Potential Yield: 46 sp and one blue beryl pendant (50 sp)

This stall is appears empty at first glance.

► Inspecting the northeast square of the room (with a successful Difficult Scrutiny skill check) reveals that the dirt appears disturbed, as if the soil had been patted down recently. Digging here reveals a buried belt pouch (only a foot down) filled with silver coins and a silver-chained, blue beryl pendant.

The chipped beryl stone on the necklace is cut in the form of a trapezoid and is set in a silver frame connected to the chain. The hidden treasure is an emergency cache for the orc shaman-leader Poku (currently at B3). She doesn't believe in keeping all of her valuables in one place. If she somehow escapes the events of the Bamel Manor basement and is intent on leaving the estate she will stop here first to get some money for on-the-road expenses. Only Poku knows about the hidden belt pouch.

S10

Encounter: Greater orkin wardawg (350 EP)

This is the one stall that is closed (though the wardawg can easily burst through it if need be). If the wardawg within has somehow stayed asleep up to this point of the party's intrusion into the stables, the PCs will be able to clearly hear its blustering snores. Curious PCs intent on learning what is pro-

ducing said noise may peek inside. Read or paraphrase the following:

Inside this stall in the far right corner is an immense beast with thick, brown fur and a boar's head. Its claws remind you of that of a bobcat, but on a much larger scale. The beast appears to be sleeping.

The greater orkin wardawg is the pack's leader and the treasured mount of Poku. The wardawg is suffering from an advanced ear infection (mites) that has affected his ability to hear. The orc trainers recognize the beast's condition as highly contagious, so they have made sure to feed him well and keep him separated from the other members of the pack.

Greater Orkin Wardawg (350 EP): HP 55; Init +1; Spd 7; Rch short; Att +9; Dmg 4d4p +5; Def +5; DR 5; ToP 22/ 9, Move 20 feet/second; Size Large; Tenacity: Steady

Relevant Skills: Listening 15, Tracking 60

S11

This stall is empty aside from a dirt floor. There is nothing of value here.

S12

Encounter: Gurt the Ogre (242 EP)

Potential Yield: Two-handed sword, large shield, 5 yards of green silk (30 sp value, see below), one large canvas sack containing 25 sp, 60 cp, and 200 tc.

When the PCs reach this area, read or paraphrase the following:

The stables' hayloft appears to have not been used for quite some time. The pitching door is closed, covered in cobwebs. You can see a series of small trapdoors, one for each stall below, forming two rows of four before you. Far off in the northwest corner of the loft is a notable pile of dingy rags.

The pile of rags is Gurt's bed. It's possible to sneak up on Gurt, but with combat likely to occur below the odds of the ogre being awake are greatly increased. Any combat awakens Gurt, so unless the PCs take magical means to silence the fighting Gurt will be ready for them. More than likely the ogre will drop down into area S3 at the first sign of trouble.

Whether Gurt is encountered read or paraphrase the following:

This bald creature must be just under the ten-foot mark. His olive-green skin and dour face give him the countenance of a slow-witted bully, but his corded frame and bucket-sized fists tell you he is a terror. The fact he is outfitted in the tattered remains of brown bear hide is silent testimony to his prowess.

Gurt was found to be a bit too large and clumsy to keep around Bamel Manor's East Wing, at least by Labek Molopi's assessment. The wizard was already upset with Gurt's brother and was not going to suffer having a towering brute around such a sensitive area. Poku remedied the situation and ordered the giant to hole up with the orc trainers in the stables. Gurt is actually quite fond of the animals and their handlers. If he hears combat below, he will arm himself and join the fray. If somehow captured and questioned, he can describe the first floor of Bamel Manor's East Wing but only in the simplest of terms, regardless of the language used to communicate with the brute.

- ▶ A successful Average Scrutiny skill check reveals Gurt's a large canvas sack containing various coins in Gurt's bed.
- ▶ Another positive Scrutiny skill check (Easy) reveals that the ogre was using a loose roll of green silk as a pillow, the material is yellow in spots from the creature's sweat.
- ▶ A successful Appraisal (Textiles) check of (Average difficulty) will reveal the roll could fetch 30 sp even in its soiled condition.

Gurt the Ogre (242 EP): HP 52; Init +4; Spd 8; Rch 8'; Att +5; Dmg 2d12p+6; Def +5; DR 4 (large shield DR 6); ToP 21/9; Jog 10 feet/second; Tenacity: Steady

Bandit Camp

When the PCs first look towards this area, read or paraphrase the following:

Through the drizzle you can see an array of large, drab looking tents have been erected just northwest of the remains of the manor. The cluster looks comprised mostly of wedge tents, but the east side of the camp has two walk-in shelters while the west side has an small pavilion tent.

- ▶ A successful Observation skill check (Easy difficulty) reveals a pair of bandits walking around the camp.
- ▶ Another successful Observation check (Easy) will detect another pair following the same path as the first.

The bandit sentries keep within fifty to eighty feet of the camp at any given time. Each pair is equidistant from one another as they circle around the collection of tents, but these bandits by no means hurry about. Between expressing opinions on their leader Inarba's new haircut, theorizing just how orcs can stand upright, and complaining about the incessant rain, it takes one patrol ten minutes to complete a circuit.

A patrolling pair of bandits switches out with another duo at [C14](#) every two hours. Each of the patrolling bandits has a short sword, leather armor, a medium shield and a small belt pouch containing 10 cp and 20 tc. GMs are encouraged to make allowances to the PCs if they make an effort to stealthily approach the camp under the cover of darkness rather than making a frontal assault.

4 Bandit Sentries (34 EP ea): NE Kalamaran human brigands; HP 23 each; Init +2; Spd 8; Rch 2'; Att +2; Dmg 2d6p (short sword); Def +7; DR 2 (shield DR 6); ToP 8/ 5; Jog 10 feet/second

Relevant Skills: Language (Kalamaran 66), Listening 11, Observation 11

Labek Molopi and Halas Pargaki intended to house their bandit minions inside the stables and Bamel Manor's East Wing, but their ally, Poku, was adamant the Creator of Strife was better served if her forces occupied those locations. Molopi and Pargaki have had a long-standing partnership with the

orc shaman-leader and respected her magical abilities as well as her proactive recruitment of humanoids to their cause, so they reluctantly acquiesced to Poku's demands.

The tents were acquired from a caravan raid months past and were brought up to the castle and set up. The brigands were not happy about their leaders' decision, seeing the orcs as inferior with no rights to the sheltered areas of the castle grounds. The bandits were further incensed when Pargaki housed his gnole flunkies in the castle's one complete drum tower. The bandits know their leaders' religious affiliation with Ill-Luck and that those who worship the dark deity welcome foul weather, but the bandits, as a whole, do not have a deferential attitude towards the Discordant One, especially since the precipitation is increasing in frequency and duration. Despite the bandits' annoyance at the situation, they have had a good streak of luck with theft and pillaging, so it will be very unlikely for a PC to talk a brigand out of his or her chosen occupation (GM's option if this situation arises).

The tents are made from thick, waxed canvas, some of which are sewn together from previous damage (typically sword and spear thrusts from when the bandits first acquired the tents). Two of the tents (C2 and C3) are used for storing the camp's supplies. Most of the bandits and their sergeants are housed in wedge tents (C4 to C13) while a marquee tent is reserved for Halas Pargaki's true second-in-command, [Inarba](#) (C16).

Charging headlong into the bandit camp may very well be suicide for the PCs. Brute force can come into play here, but to leave stealth on the sidelines while approaching this nest of foes is just asking for fresh character sheets. If the PCs come up with a plan to draw the ruffians out of the camp, remember that the bandits at C14 and the sergeant at C13 will stay behind to guard Nolan. This band of brigands is more concerned with the orcs and gnoles than intruders, but will defend themselves from attacks of any kind. Indeed, if the bandits see they are being attacked by a marauding band of PCs, they will do their best to kill off the newcomers just so word does not spread of Bamel Estates' current occupants.

In addition, the bandits attempt to warn Molopi (at [EW26](#)) if its obvious the fight is going poorly for them. Molopi, Inarba, or even Poku will try to organize a posse to chase down the PCs, only stopping short of invading Hanidu outright if alerted.

Preparing for this encounter: Atypical PCs may have the patience and skills to take out the bandits individually and in complete silence. You as GM are best placed to make this call. However, events at the table rarely happen like they do in a spy flick so you are encouraged to prepare for the probable outcome of all of the bandits joining a huge melee. Face it, it's a small campsite...

This needn't be a complete disaster because the bandits aren't really that tough compared to the suggested party strength and, well, they're opportunist thugs not hardened infantrymen. Pay heed to their Nervous Tenacity!

In a FUBAR scenario, the 4 sentries may roll d8 for Initiative while the 4 bandits by the fire (C14), the 2 sergeants (C12-13) and Inarba (C16) roll d12. The sleeping bandits (C4, C7) should roll d12+20 to determine when they may begin taking action (sans armor). The bandits camped on the **North Lawn** are a mere 140' away and will certainly react to a commotion at the camp. Blurk and the 2 conscious bandits will jog over in d12+10 seconds, the 2 sleeping bandits in d12+30 seconds and the reluctant orcs in d12+50 seconds. *If this is too complicated, just use the simplified chart below:*

Count	Creatures reaching battle (if not already present)
5	4 sentries
10	4 bandits (C14), 2 sergeants, Inarba
20	Blurk and 2 bandits (N1)
30	4 unarmored bandits (C4, C7)
50	2 armored bandits (N1)
70	4 armored orcs (N2)

If the bandits fail morale, Inarba will try to rally them (roll another morale check with a +2 bonus). Fleeing bandits will seek Labek Molopi's protection in the **East Wing** and reinforce the orcs there. **Avrog**, if awake, will provide covering fire against any pursuers.

► The posse will consist of any remaining bandits and their leaders, the orcs from N2 and the two orcs trainers from the stables (S2) accompanied by two Lesser Orkin Wardawgs (S7) as trackers. The posse will take 15 minutes to form up before pursuing the PCs.

The bandit-orc leaders will not fret too much if the PCs retreat to the village though. There is a back-up plan already in place for incidents such as this (see Hanidu, **Area 11**).

Killing the bandits within the camp without alerting the rest of the estates' denizens is difficult. Roll a d4p+2 for each of the following tents: C5, C9, C10, and C11. The result rolled is the number of hours it will take the particular group of bandits associated with that tent to return to the camp.

Captured bandits only know the layout of their own camp and the first level of the East Wing. Prisoners also know of the kidnapped couple from Hanidu, with **Nolan Bafasar** (C15) being held within their own camp and Dilma Sewaki last seen being hauled into Bamel Manor's East Wing. All bandits know of the captured pegasus being held at the North Lawn.

G1

When the PCs approach this area, read or paraphrase the following:

A 10' by 5' ditch has been dug here, and from a near-involuntary whiff of the air you can tell this a latrine of sorts.

The bandits do their business in this area, which is luckily downwind from camp. If the PCs insist on lying in wait near the area to try to thin the numbers of the camp, they will have to wait 1d10p+30 minutes before one of the bandits from C4, C7, C12, C13, and C14 hear nature's call (Inarba from C16 has a chamber pot, so she will never be encountered here). Note that if two bandits do not come back from this location, half of the in-camp rogues will investigate. Also note there is really no place to hide here... except in the ditch.

G2

Potential Yield: 7 man-weeks of standard rations, 30 man-weeks of trail rations, 50 lbs. of salt (10 sp), 6 twenty-gallon barrels full of water, 2 twenty-gallon barrels full of low-quality ale (10 sp each), 5 mess kits, 17 wooden mugs (4 tc each), and 12 wooden trencher sets.

Read or paraphrase the following:

This 10'x 15' walk-in tent contains crates and barrels of various sizes. In some of the crates you spy a few sausages and cheese wheels. One of the barrels is empty, but you detect the distinct aroma of ale coming from it.

This tent contains the camp's larder. Inarba insists that the bandits eat their way through the standard rations first so that food doesn't spoil. PCs attempting to take all the goods here will have about 500-800 pounds of containers to contend with. A bandit is going to wander in here every 1d10p+30 minutes for a snack. (Inarba from C16 has food within her tent, so she will never be encountered here.)

G3

Potential Yield: 7 short swords, 4 spears, 3 quivers full of arrows (12 arrows each), 2 suits of leather armor, 2 whetstones, two ax-hammers, 2 50' hemp rope coils, 2 tinderboxes, 2 flint and steel sets, 6 torches, 4 large canvas sacks, 12 tent poles of various sizes, one miner's lantern (empty), and 2 flasks of lamp oil.

Potential EP Award:

"Disarming" the Stack Trap (20 EP)

This 10'x 15' walk-in tent contains various gear – tent poles, spears, quivers full of arrows, torches, and other assorted items.

The bandits use this tent to store all of their extra gear. Mindful that the orcs in the East Wing have been eyeballing their extra armaments, the bandits have taken measures to make sure the south entrance to the tent had an alarm system of sorts. The spears, swords, lantern, tentpoles, and the two ax-hammers have been stacked in such a way that any disturbance will cause the precarious pile to noisily clatter to the ground.

▶ PCs need to succeed at an Average Identify Trap or Scrutiny skill check to notice that something is amiss.

Failing such seems to indicate that whoever stacked this stuff up was just disorganized.

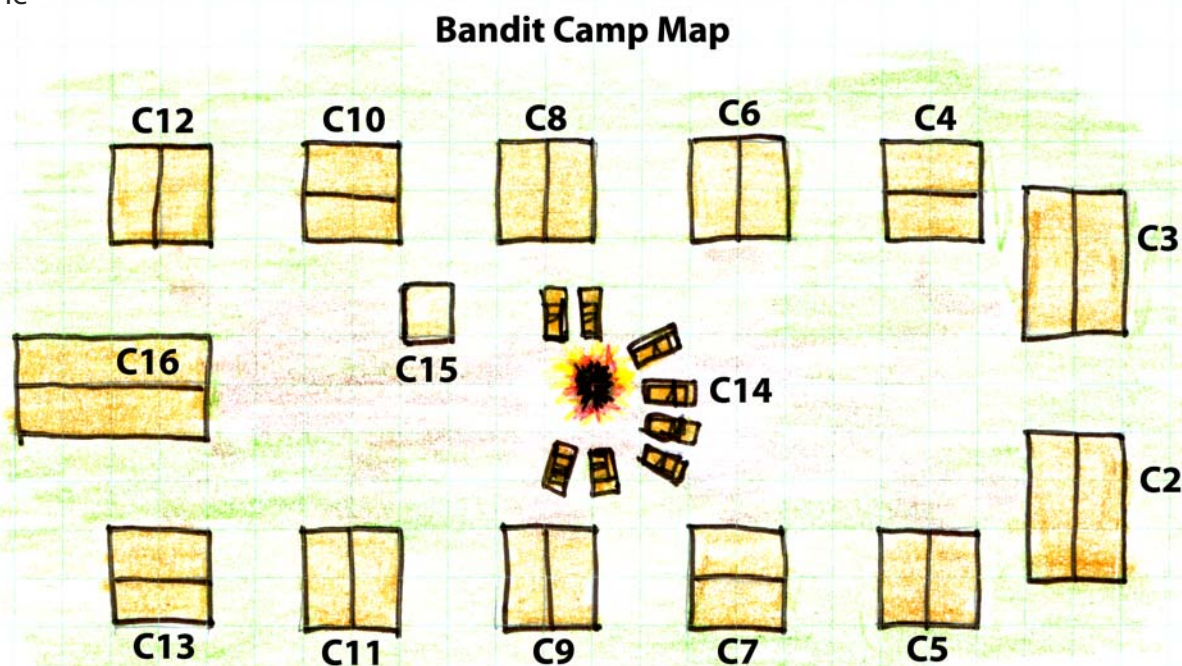
▶ "Disarming" the trap necessitates a skill check if performed alone. However, with the aid of another person to brace the pile, it requires no check.

G4

Encounter: Two sleeping bandits (68 EP)

Potential Yield: Two spears, two suits of leather armor, four woolen blankets, two small belt pouches containing 10 cp and 20 tc each

If these bandits have not been disturbed, read or paraphrase the text on the following page:



tap on location to go to description

Inside this wedge tent are two sleeping humans. Their hair looks like it could use a good combing.

These bandits just came in from wandering the road to Hanidu and are dead tired. If they hear a commotion outside, it will take each bandit 1d12+20 seconds to wipe the sleep from his or her eyes, grab a spear, and investigate. If a threat seems less imminent (i.e. the PCs have been spotted wandering about), it will take these bandits 2d8p seconds to get their armor on.

2 Bandits (34 EP each): NE Kalamaran human brigands; HP 23 each; Init +2 (armored) or +1 (unarmored); Spd 8; Rch 2'; Att +2; Dmg 2d6p; Def +1 (armored) or +3 (unarmored); DR 2 (leather armor) or 0 (unarmored); ToP 8/ 5; Jog 10 feet/second; Tenacity: Nervous

Relevant Skills: Language (Kalamaran 66), Listening 11, Observation 11

C5

This tent appears to be empty. Originally this tent belonged to the three bandits traveling with Halas Pargaki (see [Real Bravado](#)). If, somehow, these bandits survived their first encounter with the PCs, the trio would be found here napping.

C6

This tent also appears empty. It belongs (or belonged) to the three bandit assassins from [The Steep Cot](#) in Hanidu. If the trio was able to escape the PCs, they will be found here, having nightmares about creaking scaffolding and snarling tenants.

C7

Encounter: Two sleeping bandits (68 EP)

Potential Yield: Two spears, two suits of leather armor, three woolen blankets, two small belt pouches containing 10 cp and 20 tc each

If these bandits have not been disturbed, read or paraphrase the following:

Inside this wedge tent are two men sleeping away. Their red, unkempt beards look like they could support a sizable nest of hummingbirds.

These bandits, like their comrades in C4, just came in from exploring the area to the north and are, evidently, exhausted. If they hear a commotion outside, it will take each bandit 1d12+20 seconds to wipe the sleep from his eyes, grab a sword, and investigate. If a threat seems less imminent (ex. the PCs have been spotted wandering about), it will take these bandits 2d8p seconds to slip their armor on.

2 Bandits (34 EP each): NE Kalamaran human brigands; HP 23 each; Init +2 (armored) or +1 (unarmored); Spd 8; Rch 2'; Att +2; Dmg 2d6p (short sword); Def +1 (armored) or +3 (unarmored); DR 2 (leather armor) or 0 (unarmored); ToP 8/ 5; Jog 10 feet/second; Tenacity: Nervous

Relevant Skills: Language (Kalamaran 66), Listening 11, Observation 11

C8

Encounter: Pavik (34 EP), two giant ticks (134 EP)

Potential Yield: Two spears, two suits of leather armor, three woolen blankets, two small belt pouches containing 10 cp and 20 tc each

Potential Story Awards:

- Saving Pavik from a life of crime (50 EP) – *grant award only if such action is in accord with the ethics of the PCs*

As the PCs approach this tent read or paraphrase the following;

The dirt along the east flank of the wedge tent seems disturbed, as if something dug its way inside. The gap seems big enough for a dog to slip through.

When the PCs look inside the tent read or paraphrase the text on the following page:

The inside of this tent is occupied. Two men are lying down, partially covered with blankets. The one on the left is still while the other on the right is grasping at some large disc-like object on his chest. Something is emerging from underneath the covers near the left man's shoulder.

The two bandits were sleeping when two giant ticks crawled into their tent unobserved by the sentries and attached themselves to the occupants. One of the men has been drained dry and is now dead while the other, Pavik by name, is in dire straits. It's obvious after a few seconds that Pavik is struggling for life against the bug.

The tick on the dead man has just detached itself from its victim and will attack the party (still 2 hit points away from being completely sated). At the 10-second mark of the combat count, Pavik will be drained another 1d4p hit points of blood. Every 10-second increment after that, the bandit will be drained for another 1d4p hit points until Pavik is freed or he dies. If the tick kills Pavik, the insect (also 2 hit points away from being fully sated) will attack the party.

If saved, Pavik will thank his rescuers profusely. He will see the act as a sign to swear off banditry. Pavik will be more than happy to give the PCs details of the first level of the East Wing as well as the three leaders of the bandit-orc coalition – Labek Molopi, Halas Pargaki, and Poku. A PC with the Recruiting skill could attempt to enlist him. If inducted into the party, Pavik will prove loyal but is still subject to possibly fleeing an encounter should the situation meet the criteria of his Nervous Tenacity. He will be eager to please but will not allow himself to be treated like a pack animal. Most importantly, Pavik will wish to distance himself from his former bandit cohorts - as he fears their reprisals.

Ticks, Giant (67 EP each): HP 25 each; Init +3; Spd 16; Rch short; Att +5; Dmg 2d4p+ subsequent 1d4p/10 second blood drain *; Def +0; DR 4; ToP n/a, Jog 5 feet/second; Tenacity: Nervous

Pavik is a reddish-brown haired man in his mid-twenties. He is of average height and has an unremarkable build. He tries to hide the pockmarks on his

countenance with a poorly groomed beard. Pavik is a native of Kuvido and fell in with this band of bandits two months ago when he could not find work. He yearns to learn the written word, but so far, he has not found anyone with the patience to teach him.

Pavik the Bandit (34 EP): N Kalamaran brigand; HP 13 currently (23 total); Init +2 (armored) or +1 (unarmored); Spd 8; Rch 2'; Att +1; Dmg 2d6p (short sword); Def +1 (armored) or +3 (unarmored); DR 2 (leather armor) or 0 (unarmored); ToP 8/ 5; Move 10 feet/second; Tenacity: Nervous

Relevant Skills: Language (Kalamaran 66), Listening 11, Observation 11

Quirks/Flaws: Miserly, Pocking

G9

This tent belongs to one of the groups of bandits the PCs might encounter on the road between Hanidu and the Bamel Estate ([entry '7' of the Road Encounter Table](#)). It is empty.

G10

Potential Yield: Three woolen blankets, 7 sp and 19 cp (see below)

This tent appears to be empty. The bandit guards who are on a wide patrol of the Bamel Estate ([entry '5' of the Grounds Wandering Encounter Table](#)) lodge here when they are at the camp. One of these bandits experienced a bit of luck recently while gaming with his brethren. Not wanting to draw attention of the ardent followers of the Creator of Strife, he hid his winnings.

Any PC examining the outside of this wedge tent and succeeding at a Difficult Scrutiny skill check will notice that the spike on the northeast corner of the shelter has been nailed down a little further than the other three. If the PCs examine this area and pull the spike out of the ground, they will find a belt pouch connected to the stake by a leather cord. Inside the pouch are the bandit's winnings.

G11

This tent belongs to the other group of bandits the PCs might encounter on the road between Hanidu and the Bamel Estate ([entry '7' of the Road to Bamel Manor Encounter Table](#)). It is empty when they are on patrol.

G12

Encounter: Bandit Sergeant (67 EP)

Potential Yield: Longsword, short bow, quiver containing 12 arrows, suit of leather armor, two woolen blankets, eleven incense sticks (worth 5 tc each), horse-statuettes incense stick holder (5 sp), tinderbox, flint and steel, 12 sp and 29 cp.

Anyone approaching this tent will be detect the scent of incense coming from the shelter. Approaching quietly and peaking in the PCs will see the following:

Inside is a woman in leather armor sitting down with her eyes closed and her arms outstretched. The smell of incense permeates the tent.

This bandit sergeant likes to meditate before going on patrol. If alerted to the PCs presence, she will join her comrades by providing missile fire, targeting unshielded types with her short bow. If caught alone, she will call out for aid if able.

The horse-statuettes incense stick holder is expertly carved. The bandit sergeant picked this trinket out of the booty of a successful caravan raid from a few months back.

Bandit Sergeant #1 (67 EP): CE Kalamaran human thief lvl 1; HP 19; Init +1; RoF 12 (short bow); Spd 10 (jab 8) longsword; Rch 3.5'; Att +4; Dmg 2d6p (arrows) or 2d6p+1 (longsword); Def +1; DR 2; ToP 6/ 3; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Hiding 34, Language (Kalamaran 70), Listening 24, Observation 27, Sneaking 27

Luck Points: 21

G13

Encounter: Bandit Sergeant (67 EP)

Potential Yield: Longsword, small shield, 3 javelins, suit of leather armor, two woolen blankets, one rose carved from wood (5 sp), carving knife (1sp), 8 sp and 14 cp

Read or paraphrase the following to anyone looking inside this tent:

Caught in mid-yawn, a scruffy man in leather armor is inside the tent.

This bandit is just getting off from patrol and is preparing to turn in. He will join his comrades by providing missile fire if alerted to the PCs presence. If caught alone, he will call out for aid, if able.

This bandit has a crush on his fellow sergeant at C12 and has been carving a rose out of wood for her. He missed his calling because the rose he crafted is exquisite in detail and worth 5 sp even though it's not finished.

Bandit Sergeant #2 (67 EP): NE Kalamaran human fighter lvl 1; HP 31; Init +2; RoF 7; Spd 8 (jab 6) longsword; Rch 3.5'; Att +2; Dmg d12p+1 (javelin) or 2d8p+3 (longsword); Def +8; DR 2 (shield DR 4); ToP 10/ 7; Jog 10 feet/second; Tenacity: Nervous

Relevant Skills: Language (Kalamaran 70), Listening 10, Observation 10

G14

Encounter: Four bandits (136 EP)

Potential Yield: Four short swords, four suits of leather armor, eight bedrolls (2 sp each), 10 cp and 20 tc each

You see a decent-sized campfire blazing away despite the constant drizzle in the middle of the camp. On the east side of the flame are eight bedrolls drenched from the precipitation. Two men and two women, all looking wet and miserable, hover about the campfire, feeding it sticks.

Because there were a limited amount of tents available, some of the bandits had to sleep under the stars. It was okay at first, but the recent increase in storm activity led to a sharp decline in morale. This quartet of brigands (along with the other four patrolling the perimeter) are not happy they drew the short straws when it came to sleeping assignments. They are even less thrilled when Inarba would not allow them inside her tent or the tents of their absent compatriots. Some creative cursing at the weather can be heard if the PCs pause long enough to listen, but no names will be mentioned. These bandits are wise enough not to invoke the wrath of their leaders or the Creator of Strife. During combat, three of the bandits will engage the PCs, while the remainder attempt to summon help from the other tents by yelling their heads off. Inarba and the bandit sergeants arrive with missile support (at first) before moving to engage in melee.

Note: These bandits and those patrolling the perimeter will readily join in a coup if Helori returns.

4 Bandits (34 EP each): NE Kalamaran human brigands; HP 23 each; Init +2; Spd 8; Rch 2'; Att +2; Dmg 2d6p (short sword); Def +1; DR 2; ToP 8/ 5; Jog 10 feet/second; Tenacity: Nervous

Relevant Skills: Language (Kalamaran 66), Listening 11, Observation 11

G15

Encounter: Nolan Bafasar (34 EP)

Potential Story Awards:

- Rescuing Nolan Bafasar (300 EP) – *grant award only when returned (alive) to Hanidu*

A 5' x 5' x 5' iron cage is set fifteen feet northwest of the camp's lone fire. Inside you spy a thin, young man with red hair and sunken eyes sitting in the middle of the small enclosure. Despite the fact he has wrapped himself in a blanket, the man shivers from the weather. Another blanket has been spread along the top of the cage, giving its occupant a little respite from the rain.

The cage, supplied to the bandits by Labek Molopi, is outfitted with a Very Good quality lock. Labek Molopi (EW26) has the key. The blanket covering the top of the cage was placed there by Inarba.

- ▶ As PCs are unlikely to possess the cage's key at this point, freeing Nolan presents a problem. Simply leaving him in the cage ensures that any surviving bandit will kill him out of sheer malice if left unguarded. Physically tearing the cage apart requires a Feat of Strength check vs. d20+16 to bend the bars sufficiently to permit him to squirm through (a *Feat of Strength* spell would certainly come in handy!) Picking the lock requires a successful (average difficulty) Lock Picking skill check.

Nolan Bafasar is the cell's occupant and has been here since his capture. He is desperate for escape, but is even more frantic to find out where his bride-to-be, Dilma Sawaki, is located. The bandits feed him twice a day and leave a wooden bucket for his needs but, otherwise, don't talk to him. Nolan has seen a few orkin wardawgs wandering around, but he has no idea what type of animals they are. Nolan knows of the mage (Molopi), but not his name, and has not seen him since his capture, and he's tried to talk with Inarba, but she has ignored him. He knows something is happening at the North Lawn from the murmurings of the bandits, but he has no idea what.

Nolan has a sneaking suspicion that Dilma may be at the ruined manor, but he is not certain since he was knocked out during his initial encounter with Molopi and his orcs. He will try to aid the PCs, but he's wise enough to know that he is not the most able combatant. Once he does spot his bride-to-be, Nolan will do his best to rescue her no matter the danger. Convincing Nolan to return to Hanidu without Dilma (The East Wing – EW 26) is nearly impossible. Only if Nolan is given the assurance that his betrothed will be rescued will the PCs be allowed to roll versus his Resist Persuasion score to convince Nolan to retreat. If Dilma is with the party, both villagers will ask to be taken back to Hanidu as soon as possible.

Nolan Bafasar is a green-eyed man of average build standing a couple inches above the six-foot mark. His brown hair turns almost auburn when in direct sunlight. Nolan is deeply in love with Dilma and will not tolerate any flirtations or advances towards her, even if it is from the rescuing PCs.

Nolan Bafasar (25 EP): N Kalamaran human laborer; HP 26; Init +4; Spd 10; Rch 1'; Att +0; Dmg (d4p-2)+(d4p-2) fists; Def 0; ToP 8/ 7; Jog 10 feet/second; Tenacity: Steady (or Fearless if Dilma is spotted)

Proficiencies: spear, knife, laborer

Relevant Skills: Language (Kalamaran 73- literate), Listening 12, Observation 12, Resist Persuasion 12

Quirks/Flaws: Colorblind

G16

Encounter: Inarba (242 EP)

Potential Yield: longsword, short bow, quiver with 12 arrows, studded leather armor, medium shield, warg pelt (15 sp), whetstone, bedroll and one brass key (to chest).

Chest: Three pairs of wool trousers, two wool skirts, four wool tunics, two bottles of Kalamaran wine (5 sp each), four pints of lamp oil in a large waterskin, one week's worth of trail rations, and one small, leather belt pouch containing 35 sp, 72 cp and 59 tc.

If a PC is able to approach this location quietly and peer inside, read or paraphrase the following:

A lantern hanging from the center pole lights the interior of this large, oval tent. A young, broad-shouldered woman stands near the back end of the pavilion, sharpening her longsword. She appears to be wearing a large, brown pelt of some kind.

The woman inside the oval marquee tent is Inarba, Halas Pargaki's scout leader. She is a fierce warrior who has no tolerance for laziness. Inarba is content to serve Pargaki for now, but she has plans to visit Bet Kalamar someday and integrate herself with one of the main thieves' guilds there. If some accident should befall Pargaki though, Inarba will press Molopi for a full partnership (which he will agree to since he does not trust Helori).

Despite her skill, Inarba knows she can't handle a party of adventurers on her own. She will flee the tent (by cutting a hole in it) or call-out for assistance until the odds are more in her favor. Even so, it's unlikely the PCs will encounter her here alone. Under no circumstances will she give up her allies if captured, instead lying through her teeth to save her own skin. Inarba is an opportunist and she is willing to cut a false deal in order to escape later.

Inarba's pelt is, indeed, that of a warg, but she did not slay the former owner. She picked up the pelt at a trader's shop in Wopidu and likes the warmth it provides.

The bandit leader's chest lies next to the southwest corner of the tent next to her bedroll. The chest is secured with a good quality lock, but it can be opened by the brass key in Inarba's coin pouch.

Inarba is a 5'8" Kalamaran woman with short red hair and a shorter fuse. Her green eyes appear to light up in the heat of battle. She is more mercenary than fanatic, but she will fight to the end if backed into a corner.

Inarba (242 EP): CE Kalamaran human fighter/thief lvl 5; HP 33; Init +0; RoF 12; Spd 9 (jab 7); Rch 3.5'; Att +8 (longsword) or +6 (short bow); Dmg 2d8p+2 (longsword) or 2d6p (short bow); Def +9; DR 3 (shield DR 6); ToP 12/ 5; Jog 10 feet/second; Tenacity: Brave

Talents: Illusion Resistant

Relevant Skills as armored: Climbing 17, Current Affairs 29, Glean Information 40, Hiding 29, Language (Kalamaran 71 – literate, Orc 23), Listening 26, Observation 33, Religion (The Creator of Strife 17), Sneaking 22

Quirks/Flaws: Mean Drunk, Selfish

The North Lawn

When the PCs first arrive at the Bamel Estate, the GM needs to keep track of the amount of time which passes. At dusk on the seventh day after the PC's first excursion into the castle's ruins, a captured pegasus will be sacrificed in the name of the Creator of Strife. The weather will be horrid and any of the main three antagonists – Labek Molopi ([EW26](#)), Halas Pargaki ([Real Bravado](#)), and orc shaman Poku ([B3](#)) – still alive will offer the mystical, winged stallion to the Creator of Strife.

The ritual invoked for the beast's sacrifice will take 2d10p+10 minutes to complete, ending with the pegasus' throat being cut. In addition to the leaders and the on-site guards, 4 bandits and 4 orcs will be in attendance. Both of these groups are from the surrounding territory and do not count against

the numbers found within the estate. Each attending bandit will have a short sword, a suit of leather armor, a medium shield and a small coin pouch containing 6 sp and 10 cp. Each attending orc will have a scimitar, body armor and a medium shield. Use the encounter blocks below if the sacrifice is nigh.

4 Bandits (34 EP each): CE Kalamaran human brigands; HP 23 each; Init +2; Spd 8; Rch 2'; Att +2; Dmg 2d6p (short sword); Def +7; DR 2 (shield DR 6); ToP 8/ 5; Jog 10 feet/second; Tenacity: Nervous

Relevant Skills: Language (Kalamaran 66), Listening 11, Observation 11

4 Orcs (34 EP each): HP 28 each; Init +5; Spd 9; Rch 3'(scimitar); Att +3; Dmg 2d8p +2 (scimitar); Def +2; DR 3 (shield DR 6); ToP 12/ 6; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Language (Orc 62), Listening 25, Observation 25

Should all three leaders of the bandit-orc coalition be dead prior to the ordained night, the sub-leaders, **Inarba** (C16) and **Blurk** (N1), will take command of the remaining brigands and head back to Wopidu within 2d4p days, taking the pegasus with them (they hope to sell it for a fortune). If these sub-leaders have been slain as well, the surviving troops will try to hold together some chain of command, but will dissolve into the wilderness in 3d4p days. What fate befalls Nolan Bafasar (C16) and Dilma Sewaki (EW10) if the hierarchy of the bandit-orc coalition has been gutted is entirely up to you. Avrog, the orc archer, will likely sleep through all this.

Rescuing the pegasus during the night of the ceremony is extremely dangerous. The PCs could potentially face an orc shaman, an intelligent fighter, a savvy mage, and a fair host of minions. Should combat occur, Pargaki will lead the charge against PCs, while Poku and Molopi cast their spells from the rear ranks.

If the PCs approach this area prior to the ceremony, read or paraphrase the following:

Two, drab-colored wall tents interrupt the broad, unkempt lawn north of Bamel Manor. A bit further north and between these two shelters is a tall post. A mount of some kind is tied to the tall post.

This area is under the supervision of a half-orc bandit sergeant named **Blurk**. Both **Molopi** and **Poku** believed that the half-breed would be the best candidate to place in charge of the mixed guards stationed near the pegasus. **Blurk** has proven to be a capable leader, but none of the dregs go out of their way to distinguish themselves for the mongrel.

Each group of guards (at N1 and N2) will have a man stationed at the northern side of their tent. The flaps of the canvas are left open so as to keep an eye on the captive. Occasionally, one of the bandits from N1 will go out and gather some grass for **Hoofcrest** to eat, but those trips are becoming less frequent as the days wear on. Two bandits deliver food from C2 from C14 to both groups twice a day, even though the brigands are quite upset to be sharing their provisions with orcs. **Blurk** has tried to organize a patrol composed of one bandit and one orc to walk the perimeter of the north lawn, but both groups refuse to cooperate thus far. It has not occurred to the half-orc to use a pair of humans or humanoids for such duties.

N1

Encounter: **Blurk** (133 EP), four bandits (136 EP)

Potential Yield: **Blurk:** scimitar, leather armor, medium shield, pewter ring (2 sp), 8 sp, 15 cp, and 30 tc.

Bandits: Four short swords, four small shields, four suits of leather armor, 10 cp and 20 tc each.

Tent: Five bedrolls and three 50' coils of hemp rope.

PCs will have better luck approaching this tent from the south side because the occupants very rarely look in that direction. Once spotted, **Blurk** and two of the bandits will rush out to attack the intruders while the other pair of brigands wake up, taking 1d12+20 seconds to join the fray. **Blurk** and his men will also react this way if someone they do not recognize approaches **Hoofcrest** at N3. Any combat near this tent will force **Blurk** to alert the orcs at N2, but due to the tension between the two groups, the humanoids will take d12+40 seconds to arrive.

If the PCs manage to get the drop on the bandits while they are still inside the tent, read or paraphrase the following:

Inside this tent are five men. Two of the men are in their bedrolls, snoozing away. One is looking out of the northern flap of the tent while another is making adjustments to one of his leather greaves. The last man - a brutish individual with odd, russet-colored skin and an upturned nose is inspecting his short bow.

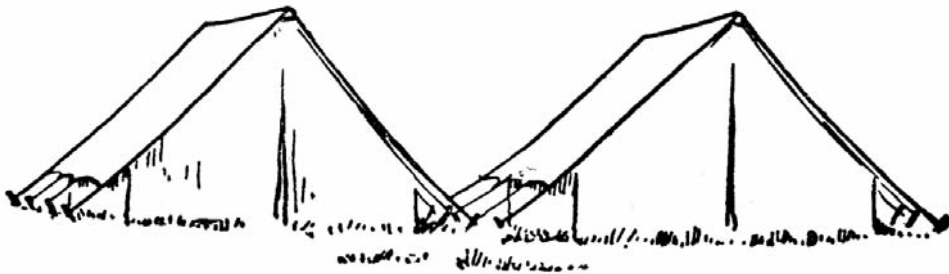
Once aware of the PCs, Blurk will shout a warning and charge the closest opponent. The other men will aid their leader and try to kick awake their prone compatriots in the process.

Blurk (133 EP): NE half-orc fighter lvl 2; HP 34; Init +4; Spd 7; Rch 3'; Att +3; Dmg 2d8p+2; Def +6; DR 3 (shield DR 6); ToP 12/ 7; Jog 10 feet/second; Tenacity: Brave

Skills: Language (Kalamaran 67, Orc 70), Listening 13, Observation 7

Talents: Tough Hide, Tough as Nails, Resolute, Swiftblade, Fast Healer

4 Bandits (34 EP each): NE Kalamaran human brigands; HP 23 each; Init +2 (armored) or +1 (unarmored); Spd 8; Rch 2'; Att +2; Dmg 2d6p (short sword); Def +5 (armored) or +3 (unarmored); DR 2 (shield DR 4) or 0 (unarmored); ToP 8/ 5; Jog 10 feet/second; Tenacity: Nervous



N2

Encounter: Four orcs (136 EP)

Like N1, PCs would have better luck approaching this tent from the south side because the orcs very rarely look out in that direction. These orcs, like their bandit counterparts, do not sleep in their armor. The orcs will attack anyone they do not recognize approaching Hoofcrest at N3. Any type of combat near this tent will cause the orcs to squeal a warning to N1. Blurk has instilled his bandit minions with better discipline; it will take the hybrid and the brigands d12 seconds to respond.

If the PCs manage to get the drop on the orcs while they are still inside the tent, read or paraphrase the following:

Inside this 10'x15' wall tent are four brown-skinned humanoids with black hair and porcine faces. Two of the creatures are snoring away in their bedrolls while another is peering out the northern flap of the tent. The last humanoid is applying a whetstone to his scimitar.

4 Orcs (34 EP each): HP 29 each; Init +5 (armored) or +3 (unarmored); Spd 9; Rch 3' (scimitar); Att +3; Dmg 2d8p+2; Def +2 or -1 (unarmored); DR 3 (shield DR 6) or 0 (unarmored); ToP 12/ 6; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Language (Orc 62), Listening 25, Observation 25

N3

Encounter: Hoofcrest the pegasus (400 EP)

Potential Story Awards:

- Rescuing Hoofcrest & denying the Creator of Strife His sacrifice (400 EP)

As the PCs approach this location, read or paraphrase the following:

As you near the large, upright stake, you see a white horse with bulky blankets tied around its midsection. A chain is locked around the beast's neck and is connected to the stake near the base. You notice that all the wild grass around the stake has been nibbled on down to the root.

Hoofcrest, a pegasus, was captured during a freak stormfront which passed through the region several days ago. Unable to maneuver due to strong winds, the pegasus was about to land when a lightning bolt struck him. Hoofcrest, quivering in shock, struck the ground and broke both wings. When he finally regained consciousness, Hoofcrest found himself chained to a stake, unable to fly, and surrounded by foul orcs. He saw that one of the orcs, a female, was a shaman of some kind and from the way she was looking at him and idly touching the handle of the ornate dagger on her belt, he knew she had ill intentions.

Hoofcrest will try to communicate to the PCs though head-shakes, hoofbeats, and pawing the ground, mindful to not attract the attention of the guards if they are still alive. Due to several nights of sneaking around local farmhouses, overhearing the denizens talk, Hoofcrest has acquired a fair understanding of Kalamaran but is unable to speak it.

The chain around Hoofcrest's neck is comprised of thick iron links and has an Excellent quality iron lock on it. Labek Molopi (EW26) has the key. The chain has fifteen feet of slack between the pegasus and the stake. The chain can be broken with a successful Feat of Strength (vs. d20+25). Other solutions on freeing Hoofcrest (i.e. chopping down the stake to ease the metal band off, digging the stake up from the ground, etc.) exist, but the GM should be mindful on how much noise these efforts might cause.

But wait... Is there someone in the party of Lawful Good alignment who has been playing his character exceptionally well? This encounter could be the setup for the 'preordained' meeting between rider and mount (even though Hoofcrest would see himself as a partner to his rider and not some beast of burden). This is entirely within the GM's bailiwick to permit occurring though it is strongly suggested that the PC have Legendary Honor to qualify.

It's fairly obvious there's something wrong with the pegasus.

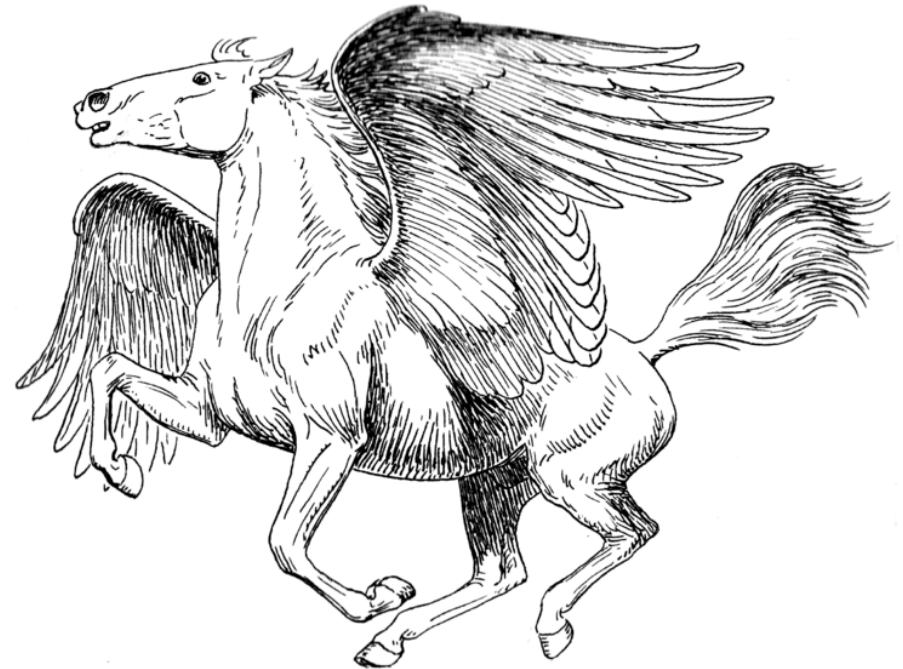
▶ A successful First Aid (Easy) skill check reveals that Hoofcrest's wings are broken.

▶ A character (or two working together) with Expert Mastery level in *both* First Aid and Animal Husbandry - Avian can help with the care and rehabilitation of the pegasus. Successful rolls in each of the aforementioned skills are required to set the wings. Without such care, Hoofcrest will eventually heal but will never fly again.

As always, healing magic can help with Hoofcrest's injuries. Should the PCs be devoid of sufficient skill to heal the creature, this encounter could be the catalyst to a quest in finding one. Note that during such time, Hoofcrest will be too weak to serve as a land-based mount but will appoint himself as guardian to the PC he has bonded with (if appropriate).

If the PCs elect to attack Hoofcrest, the pegasus will fight to the death, having nothing to lose.

Hoofcrest the pegasus (400 EP): HP 35 (out of 52); Init -2; Spd 5; Rch short; Att +11; Dmg 2d4p x2; Def +4; ; DR 6; ToP 21/7, Jog 20 feet/second (can't fly because wings are broken); Tenacity: Steady



The East Wing

When the PCs first approach the site, read or paraphrase the following:

The East Wing is all that remains of the great Bamel Manor. Three stories tall and comprised of charred timber and scorched stone, this structure has had all of its window frames boarded up. The same can't be said of the one set of double doors on the northern end of the east wall. What boards that used to cover this entranceway are now lying off to the side, rotting in the rain. The west side of the mansion remnant is where the main building burned to the ground. If you breathe deeply enough, you can still taste the inferno of yesteryear.

During the great fire thirteen years ago, much of Bamel Manor was consumed. Ironically, the section housing the noble family's servants survived (primarily rooms EW3 through EW10). Two rooms of the wing were somewhat damaged by the inferno (EW18 and EW26), but the rest of the structure is sound. The height of each ceiling is nine feet.

Removal of the boards covering any window frame will take 2d8p minutes (provided the PCs have the proper tools – i.e. an ax-hammer or carpentry tools). This will alert any occupants on the other side. Most of the structure is sparsely lit (aside from rooms EW14 and EW26) since most of the occupants are equipped with low-light vision.

The orcs have adequate vision during the day from the light filtering in through the cracks in the planks covering the window frames. At night, they light tallow candles that are placed in strategic locations.

If the PCs explore the area where the rest of the original manor stood, read or paraphrase the following:

Thick, blackened timbers jut out of the ground like the ribs of a picked-over corpse. Birds, their flight paths seeming on course in traversing over the site, veer off at the last second, cawing at the shift of trajectory. Rogvi mentioned that the inferno occurred over a decade ago. Such a span of time would seem long enough for the surrounding grasses to reclaim this area, but nature appears quite reluctant to envelop this plot of land. The scars runs deep, and healing may take beyond your own years. The north end of the ruin is rather curious though; stone limbs stick out from underneath the rubble.

About sixty feet west of the East Wing is the entrance to the cellar (Basement area B3).

▶ A successful Average Observation skill check reveals some charred flagstones suspiciously stacked over two parallel beams set in the ground. Removing the flagstones exposes a large hole which the ghoulish pack uses as a means of egress.

The drop to the basement floor is eleven feet and the room is occupied by Poku the Orc leader along with four of her bodyguards. Permit these individuals Listening checks to notice the sounds of excavation above. If successful, roll Initiative for them and allow them to take countermeasures when permitted to act. The ghoul will remain in hiding until the unexpected situation works itself out.

The statue parts are all that is left of the great Bamel collection. Not one statue in the rubble is intact, but their presence could lead the PCs to thinking that a medusa or similar nasty beast is about. Note that if the PCs start searching this area, the denizens of the bandit camp may spot them.

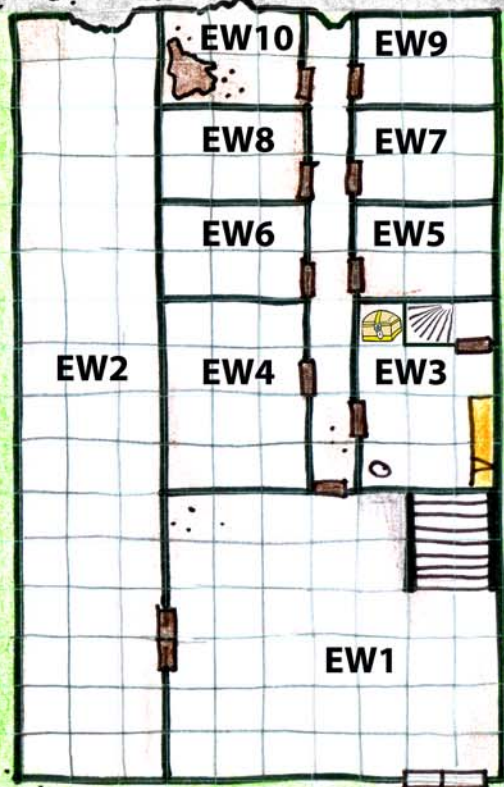
▶ The two sentries (see **Bandit Camp**) on the patrol circuit closest to the ruins should be permitted Observation checks. Apply penalties as appropriate for ambient illumination and PC actions. There is ample debris for the PCs to completely conceal their presence yet continue to search provided they state they are attempting to remain low, crawl around or otherwise do something *other than presenting full upright silhouettes to the guards*.

Bemel Manor: East Wing

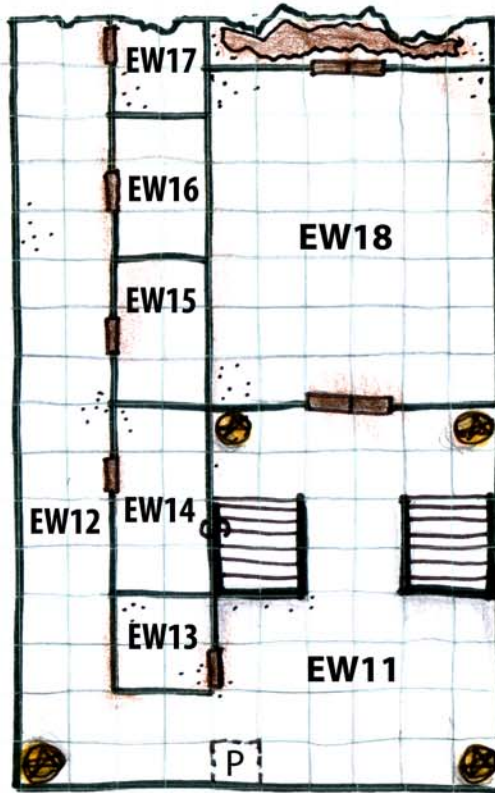
0 5' 10' 15' 20' 25'



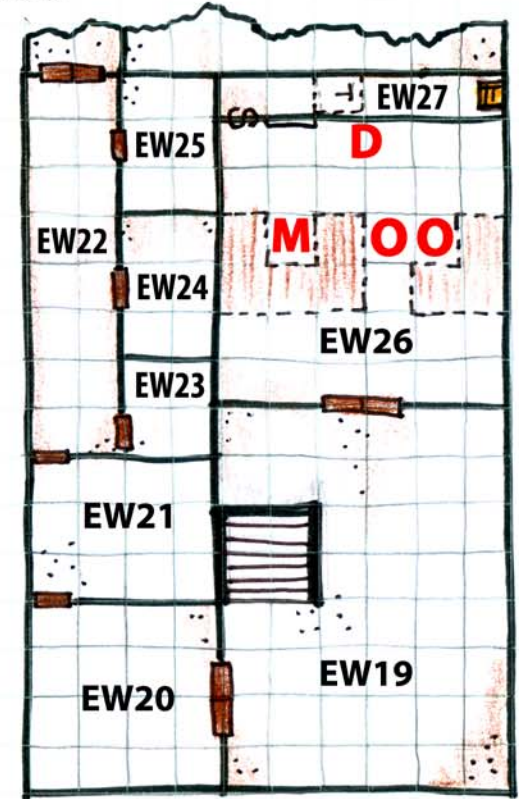
jagged walls indicate room is open to outside (wall is not intact)



Ground Floor



Second Floor



Third Floor

tap on location to go to description

Level One

EW1

Encounter: Six orcs (204 EP)

Potential Yield: seven tallow candles

All four doorways to this room are unlocked. When the PCs enter this room, read or paraphrase the following:

The floor tiles in this 30' x 35' room are heavily scarred. Double entry doors are on the east wall. Another set of doors is set in the middle of the south wall, while the middle of the west wall contains a single door. In the northwest corner of the room is a flight of stairs leading upwards. There is a door set on the underside of the staircase. In this room are half-a-dozen brown-skinned humanoids with black hair and pig-like faces.

Should the party take the time to count, they will notice that there are ten bedrolls in this room. The other four bedrolls belong to the orcs on entry '1' of Bamel Manor's Wandering Encounter Table.

6 Orcs (34 EP each): HP 29 each; Init +5; Spd 9; Rch 3' (scimitar); Atk +3; Dmg 2d8p+2; Def +2; DR 3 (shield DR 6); ToP 12/ 6; Jog 10 feet/second

Relevant Skills: Language (Orc 62), Listening 25, Observation 25

EW2

Encounter: Boa constrictor (100 EP)

This 15' wide hallway appears to run the entire length of what is left of the East Wing. The hall is open to the outside to the west, and there is a set of double doors in the north wall on the east end of the corridor. Hanging at various points on the walls of the hall are stuffed animal heads, molding and covered in cobwebs.

A few of the wall mounts have fallen to the floor. In the middle of the hall along the south wall is a green divan with a matching pair of stools. Partially overturned on the divan is another, albeit quite large, wall mount. A grayish-green snake appears to be that mount's subject, with the tail of the reptile clearly detached from the lacquered wood's surface.

The snake is actually alive. He is a recent arrival to the estate and slithered into the hall just a few hours ago. Just by sheer coincidence, the wall mount lying on the divan used to hold a snake of similar size but was removed by some of the Bamel servants shortly after the fire.

▶ Any PC within ten feet of the serpent who passes an Observation check (Difficult) will notice that the snake's skin is not covered with a layer of dust, unlike the divan, stools, and wall mount. The hungry snake will attack any PC who comes within a foot of it.

The wall mounts in this hall are mostly comprised of lesser predators, such

as foxes, bobcats, and owls. The years and the exposure of the hallway have not been kind to the wall mounts. Mold and cobwebs have wrecked havoc on the taxidermist's work. The wall mounts are worthless.

Boa Constrictor (100 EP): HP 28; Init +3; Spd 10; Rch 1'; Atk +4; Dmg 0; Special constriction* (2d4p+3); Def -4; DR 1; ToP 12/4; Move 5 feet/second

* - *If the snake attacks successfully, it has coiled around its prey, inflicting automatic damage thereafter every 10 seconds. Constriction can be broken with a successful knockback or Feat of Strength (can be attempted every 10 seconds against a value of 18). While trapped, a victim can only attack with a dagger or smaller weapon.*

EW3

Encounter: Giant scorpion (242 EP)

Potential Yield: "The Folio of Fault" (in Orcish, 10 sp), large leather belt pouch under mattress – 15 sp, 30 cp, and 80 tc. Bronzed scimitar sculpture (60 sp), four black, tallow candles

Potential EP Award:

- ❑ Discovering the true nature of the trapped scorpion chest and subsequently leaving it alone (150 EP)

The door to this room is locked. The lock is of Good quality, and Poku in B3 has the key. Once the PCs are past the door, read or paraphrase the following:

This 15' x 15' room has a large wooden chest sitting within a cubby-hole on the north wall. Against the east wall, is a lumpy straw cot with a small brown book lying on top while door is set in the northeast corner. To your right is odd, bladed structure 3' in height. It shines with the color of gold.

This is the orc shaman Poku's quarters. The chest in the corner is false, having no bottom. It does have a Good quality lock, but opening the lid causes all of the chest's sides to fall away, freeing a very hungry, giant scorpion.

▶ A successful Identify Trap (Difficult) skill check will reveal that the sides will fall away. There's no way to disarm the trap.

Aside from some pieces of rat bones and the scorpion, there is nothing inside the counterfeit chest.

The book on the bed is 'The Folio of Fault,' an Orcish tome of worship dedicated to the deity Bolg (the Orcish name of the Creator of Strife). Orcish literacy is required to read the book. The tome could fetch up to 10 sp to the right book collector.

The door is unlocked and leads directly to a descending stairwell. The stairs lead to the basement ([area B1](#)). The orcs there should be permitted a listening check against anyone using the stairs. Success permits them to immediately roll Initiative.

The scimitar-sculpture, comprised of three blades and dipped in bronze, is Poku's portable shrine to her deity. PCs with any mastery in Religion (The Creator of Strife) will identify the sculpture as an Orcish symbol of worship to that deity. Four black candles are placed on various points of the sculpture. There are also bloodstains here and there on the sharp blades. Unless PCs state that they are taking care in moving the portable shrine, they will receive 1d3 hit points of damage every 30 seconds while carrying the burden. Covering the sculpture with blankets and grabbing it by the base (or similar idea) will prevent the damage.

Giant scorpion (242 EP): HP 20; Init +0; Spd 5 (pincer squeeze) or 10 (pincer or stinger attack)*; Rch medium; Atk +5; Dmg 2@ 2d4p+3 (pincers) or 1 (stinger); Special poison (virulence factor); Def +0; DR 2; ToP n/a; Move 5 feet/second

* - If the PC is grasped (indicated by any successful pincer attack), the scorpion continues to inflict damage every 5 seconds and alters its attack routine by attempting to sting the PC.

EW4

Encounter: Two orc cooks (68 EP)

Potential Yield: 30 lbs. of pork (desired by Rive the Warg - [EW10](#))

As the PCs approach this room read or paraphrase the following:

The ripe odor of spoiled meat wafts from outside this room.

When the PCs open the door read or paraphrase the following:

Inside this 20' x 15' chamber are three deer carcasses hanging from the ceiling. The flies are thick in here, buzzing loudly as they traverse past your ears. A small cutting table is set up in the middle of the room. Two brown-skinned, black-haired humanoids are slicing off some slabs of meat from a boar, still quivering from its death throes.

These orcs are the appointed 'chefs' of the warband. Orcs in general do not mind their raw and a little spoiled. The duo will throw their knives first (they each have four blades) before pulling out others to stab with. This pair has quarters in [EW17](#) on the second floor. They do not wear body armor whilst performing their cooking duties

The hanging carcasses are not fit for human/demihuman consumption. The boar on the table is a recent kill, and thirty pounds of good meat can still be cut from the beast with an appropriate Cooking skill check (Easy).

2 Orc Cooks (34 EP each): HP 28 each; Init +3; Rof 6 (throwing knives); Spd 9; Rch 1'; Atk +3; Dmg 1d6p+2 (throwing knives); Def -1; DR 0; ToP 12/ 6; Jog 10 feet/second

Relevant Skills: Cooking/Baking 16, Language (Orc 64), Listening 25, Observation 25

EW5, EW6, EW7, EW8

These rooms are all unlocked. When the PCs have opened the door read or paraphrase the following:

This 10' x 15' room has four rough-looking bedrolls on the north end. Aside from the bedrolls and some candles, the room appears to be empty.

Each of these rooms is used as quarters for a pair of Poku's guards. They are currently with the shaman in the basement.

EW9

Encounter: Four orcs (136 EP)

Potential Yield: 1d4p+4 tallow candles

This room is unlocked. The room is soundproof, but on the off-chance the orcs inside hear something in the hall, they will likely ignore it because of their fear of Rive the Warg in EW10. When the PCs have opened the door, read or paraphrase the following:

Several bedrolls are scattered on the floor on the northern end of this room. Four brown-skinned, black-haired humanoids with upturned noses turn to stare at you.

4 Orcs (34 EP each): HP 28 each; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 3 (shield DR 6); ToP 12/ 6; Jog 10 feet/second

Relevant Skills: Language (Orc 62), Listening 25, Observation 25

EW10

Encounter: Rive the Warg (350 EP)

Potential Story Awards:

- ❑ Allying with Rive and cooperating to kill Inarba (C16) (150 EP) – *grant award when this side mission is accomplished and do not neglect to include Rive in any allocation of experience from the encounter*

- ❑ Allying with Rive and cooperating to kill the Greater Orkin Wardawg (S10) (150 EP) – *grant award when this side mission is accomplished and do not neglect to include Rive in any allocation of experience from the encounter*

The door to this room from the hallway is closed, but it's something of a moot point since Rive uses the gaping hole in the west wall for his comings and goings. Regardless of which entrance the PCs use, once the party looks into the room, read or paraphrase the following:

This room has been exposed to the elements for quite some time. The floor is covered with a generous amount of dirt and in the southern portion of the chamber is a large collection of rags and branches formed to make a cave-mound of sorts. Out of this cave a pair of red eyes, five feet off the ground, stare at you.

This is the guest room of Rive the Warg. He arrived shortly after the main host of bandits and orcs set up camp on the Bamel Estate at the invite of Labek Molopi. If, after 30 seconds, the PCs haven't yet attacked, Rive will let out a guttural chuckle and say the following:

"No fear, two-legs. Ate the fat child of one of the horned ones your kind keeps behind fences earlier. Belly is now full of sweet-meats. I am Rive. It is talk Rive hungers for now. Put the teeth in your hands down. You are up to no good here... and Rive likes that. Maybe we can help each other. Listen to Rive..."

Rive has been aware of the PCs ever since they entered the Bamel Estate. By this point, the PCs have likely dispatched some of the creatures wandering the area. When he has all the ears of the PCs, he speaks again:

"Rive was invited here by robed two-legs. Calls himself Molopi. Likes wolves. Sees Rive. Sees Rive's pack. Wants Rive and Rive's pack to hunt for him. Sounds like good deal. Rive comes here. Many men. No fear. They are stupid. Pig-men are here too. Even more stupid. Rive promises not to harm... if not angered. But things show up. Things Rive hates. Things Rive want to leave on the ground dying."

There are two targets Rive wants to eliminate – the orkin wardawgs at the Stables, and Inarba at C16 of the Bandit Camp. Rive knows a bit about the local residents and is willing to share with the PCs. Read or paraphrase the following.

On the orkin wardawgs at the Stables:

“Pig-men bring their foul pig-pups here. Beasts eat my game. Foul my nose with their stench. Rive want to kill the pack-leader, but Rive knows lesser pups will join in. May kill Rive. Rive want two-legs here to kill lesser pups and pig-men while he takes care of pack-leader. See those scars on my flank? Got those from a big pig-pup while Rive was young. No need for the pig-pups to live here.”

Rive is referring to the greater orkin wardawg located at [S10](#). He wants a crack at killing the rival predator without the hassle of worrying about the other beasts in the stables.

On Inarba at the Bandit Camp:

“Female two-legs dominate many that make home in caves. Female two-legs wears skin of warg. Rive cannot allow this to pass. Rive wants to tear out female two-legs’ throat. Take skin back into forest away from two-legs. Female two-legs has many other two-legs in pack. You take care of weak males that obey bitch.”

Rive wants to kill Inarba, the bandit commander at [C16](#). The woman is wearing a warg pelt and this angers Rive. He wants the PCs to fight the other bandits at the camp while he attacks Inarba.

On Hoofcrest at The North Lawn:

“Winged horse tied up on stake with chains. Rive had horse flesh before. Rive had bird-flesh before. Rive never had winged horse flesh before. You been killing other two-legs and pig-men here. There are two-legs and pig-men near winged horse. You help Rive kill two-legs and pig-men so Rive can eat winged horse.”

Rive is very curious on how a pegasus might taste. This proposition may be the most chilling venture, depending on the alignment of the PCs. If agreed upon, the warg will help the PCs overcome the guards at the North Lawn.

On Hoofcrest, *if the pegasus is in the company of the PCs*:

“Winged horse is broken. Will not fly again. Rive is hungry. Rive is strong. Give Rive winged horse to eat. Rive will help you fight anything here then.”

Should the PCs disagree about handing over Hoofcrest, Rive will attack the party.

On the ghouls:

“Two-legs and pig-men march about and do not see. Think they can survive anything here. Things other than Rive. Foul two-legs prowl around when others are not looking. Get Rive fresh meat, and Rive will tell you more.”

Rive knows about the ghouls wandering about the Bamel Estate. Providing the equivalent of thirty pounds of fresh meat to Rive and the warg will tell the party that ‘dead things that walk’ coming out from a hole just to the west of his lair (the alternate entrance to the Basement). Rive has watched the ghouls take down prey from a distance. The warg will state that he has smelled at least four of the creatures wandering about.

On Hanidu:

“Big lair of two-legs down the road. Rive pack-leader. Many mouths in Rive’s pack. Sometimes pack needs more food. You came from big lair down road. You may know pack-leader of big lair down road. Talk with big lair pack-leader. Tell big lair pack-leader to leave food at edge of big lair every few sunsets. If big lair pack-leader do this, Rive’s pack will not attack big lair.”

Rive’s pack is not that large (comprised of his mate and their two near-grown children), but he will not tell the PCs that. He wants an animal the size of a

cow left at the edge of Hanidu once a week so he and his family can feed. Elder Sarbamo is extremely unlikely to agree with such terms unless convinced of the *very real threat* a pack of wargs could pose for the tiny village.

In general, if Rive allies himself with the party and achieves the agreed-upon objective(s), he will give his thanks to the PCs and plod on back into the surrounding woods. If at any time the PCs attack or betray Rive, the warg will attack the party. Once below half of his hit points, Rive will seek to retreat back to the surrounding woods if he can so he can hide and heal - perhaps tracking down the PCs later simply out of spite...

Rive the Warg (350 EP): Neutral Evil; HP 51; Init -1; Spd 6; Rch 2'; Atk +7; Dmg 4d4p+4; Def +7; DR 4; ToP 21/10, Jog 20 feet/second

Skills: Listening 65, Tracking 65

Level Two

EW11

Potential Yield: Three statues (200 sp each)

Potential EP Award:

- Solving the pressure plate puzzle (50 EP)

This large room contains a flight of stairs to the north descending downward and another flight to the south going up the third floor. A set of double doors lies in the middle of the west wall, while in the southeast corner of the room is a corridor. The other three corners of the room are each occupied by a life-sized statue. The entire room is covered with a thick blanket of dust. Tracks on the stone floor lead up and down the stairs as well as to the southern corridor.

The set of double doors to the west (leading to [EW18](#)) are barred on the other side by a pair of strong timbers, and the doors themselves are made from oak. A PC intent in breaking the doors down needs to succeed at a Feat of Strength check (vs. d20+18) in order to gain access to the room.

Each of the three statues is sculpted from granite and weighs approximately 700 lbs. The southwest statue is that of Sariran Bamel, a renowned shipwright with eyebrows nearly as bushy as his beard. The statue in the northeast corner is Belive Bamel, a powerful female knight who served the House of Bakar nearly two centuries ago. The last statue, in the northeast corner, is that of Lopsir Bamel, a mage specializing in the enchantment of alloys, specifically that of iron. He was also known as a prankster who was thrown out of various courts for ill-timed jokes.

- ▶ Identifying the subject of each of these statues requires a successful Ancient History (Kalamaran) skill check of Average Difficulty.

The statues are worth 200 sp each, but moving them off the Bamel Estate and selling them to markets outside of Bamel influence presents its own set of challenges. First of all, they're freakin' heavy necessitating a four-wheeled wagon and a draft animal simply to transport them. Second, any potential buyer of statuary within 50 miles of Balelido will recognize the statues and correctly peg the sellers as unlawful looters. They will not wish to purchase stolen merchandise and word of the ransacking of Bamel Manor will eventually filter back to Rogvi Bamel souring any relationship the PCs may have developed with him.

There is a pressure plate set into the floor that, with the correct weight applied, triggers the secret door in [EW14](#) to open.

- ▶ Anyone who traverses over this area and passes a Scrutiny skill check (Average) will notice a slight shift under his or her feet.

The exact weight that needs to be applied to the pressure plate is 650 lbs and said weight needs to remain on that plate for at least sixty seconds in order to open the secret door. The statue in [EW12](#), specifically designed as the counterweight, weighs precisely 650 pounds.

- ▶ Any PC taking the time to clear off the dust from the floor in this region (and those to the immediate south) will notice small scratch marks on the floor with a successful Observation Check of Average Difficulty.

These scratches mark earlier journeys of the statue when it was dragged to the pressure plate.

EW12

Potential Yield: Statue (200 sp)

This hallway seems to span the entire length of the East Wing. There are four doors set at various points in the north wall. In the southeast corner of the hall is a statue.

The statue in the corner is that of Gilasu Bamel, a famous painter of magical beasts from four centuries past.

- ▶ An Ancient History (Kalamaran Empire, last 400 years) skill check of Average difficulty will be able to identify the striking young woman.

Like the other three sculptures in [EW11](#), this statue is worth 200 sp. Unless proper precautions are taken, moving this statue to the pressure plate in [EW11](#) will likely alert the occupants of [EW14](#) and [EW16](#) (Easy Listening skill check).

EW13

The door to this room is not locked. Once opened, read or paraphrase the following:

This room appears to be a storage area for brooms, linens, towels, and the like. What cloth that is left here is now moth-eaten, and the brooms are covered in cobwebs.

There is nothing of value in the room.

EW14

Encounter: Wolf-handler Visip (167 EP), three wolves (252 EP)

Potential Yield: **Visip:** longsword, ringmail, medium shield, wineskin (full), 2d8p sp, 3d8p cp, and a silver whistle for the wolves (worth 2 sp).

Chest in secret alcove: 122 sp in a Svimohzish porcelain vase (40 sp), a Potion of Sleep

The door to the room is unlocked. When the PCs open the door read or paraphrase the following:

This room is a bit cleaner than previous rooms you have encountered. While nearly absent of furniture, there is a bedroll hugging the north wall and three blankets spread across the floor. A sandy-haired, middle-aged man in leather armor is here, along with three wolves.

Visip, a henchman of Labeck Molopi responsible for training wolves lives here. Visip will direct the wolves to attack while closing on the closest PC with his morningstar. Should the PCs made enough noise prior to their entrance to the room, Visip will position the wolves to flank the door, creating a gauntlet of sorts.

The secret door opens up into the small chamber under the staircase in [EW11](#). Inside is a simple hardwood chest (Good quality lock) that Lidisu Bamel stored here and neglected to tell anyone else about. Visip is unaware of the secret cubby.

- ▶ The secret door is well camouflaged, requiring a successful Difficult Scrutiny skill check to discover.

The secret door can only be opened by means of the pressure plate in [EW11](#). However, those with knowledge of its presence can hack away this wall in 15 minutes (assuming they possess ax-hammers, carpenter's tools, maces, warhammers or battle axes) thereby gaining access.

Visip (167 EP): N Kalamaran human fighter lvl 3; HP 33; Init +2; Spd 9; Rch 3.5'; Atk +5; Dmg 2d8p+5; Def +6; DR 4 (shield DR 6); ToP 12/ 5; Jog 10 feet/second

Relevant Skills: Animal Empathy 51, Animal Training (wolf) 37, Language (Kalamaran 64), Listening 12, Observation 12

3 Wolves (84 EP ea): HP 29 each; Init -2; Spd 10; Rch 1'; Atk +3; Dmg 2d4p +2; Def +3; DR 2; ToP 12/10, Jog 20 feet/second

EW15

Potential Yield: *Molopi's Travelling Spellbook*, *Scroll (Invisibility)*, *Roll of Linens of Healing*, 20 sp, 30 cp, and 45 tc, gold-thread embroidered quilt (10 sp).

Potential EP Award:

- ❑ Disarming the trapped chest (242 EP)

Molopi found the key for this chamber not long after he first entered the East Wing. Afterwards he designated this chamber as his. The door is equipped with a Very Good quality lock. Once the PCs open the door and look inside read or paraphrase the following:

This room is immaculate. A cot with a comfortable-looking mattress is pushed up against the west wall. The cot is covered with a fluffy purple quilt embroidered with golden leaves. A wooden chest is in the northwest corner of the room.

The chest in the corner is equipped with a Very Good quality lock.

- ▶ A successful Difficult Identify Trap skill check reveals the chest is trapped.
- ▶ A successful Disarm Trap skill check (Difficult) will prevent the sheep-skin bladder affixed to the chest's lid from being ruptured by the trigger pin.

If the chest's lid is opened, a pin pricks a bladder releasing paralytic gas. The gas (Virulence Factor 10) potentially affects everyone within a ten foot-radius of the chest. A successful save indicates the PC avoided the effects of the gas. Anyone failing the save is paralyzed for 1d6p hours.

Molopi, with his personal guards in tow, will return to this room in 2d4p hours. Any character found paralyzed in this room will be either (50%) imprisoned in [EW25](#) for 1d4p days before being sacrificed to the Creator of Strife at the North Lawn or (50%) fed to Rive the Warg at [EW10](#) as a sign of good faith. Rive will ignore any previous agreements with the PCs if the latter occurs, provided that he was not accompanying them here to this room in the first place. Molopi has the key for this chest upon his person in [EW26](#). The key will open the chest if turned once counterclockwise in the lock, but it will deactivate the gas-trap if turned clockwise first.

The chest contains part of Molopi's personal items, including a coin pouch containing 20 sp, 30 cp and 45 tc, a roll of **linens of healing**, a scroll upon which is inscribed the spell **Invisibility** and his **traveling spellbook**. The latter contains the following spells:

- (a) Feat of Strength, Springing (j) Enrage (1) Planar Servant
- (2) Magic Projectile (3) Cheetah Speed, Rope Charm, Veil of Darkness
- (4) Enfeeble (5) Copycat, Heat Seeking Fist of Thunder

EW16

Encounter: Three orc guards (102 EP)

The door to the room is unlocked. An Easy successful Listening skill check reveals raised voices coming from the other side of the door.

When the PCs open this door read or paraphrase the following:

This musty-smelling room has a few bedrolls strewn about. Standing about are three brown-skinned humanoids with sable hair and pig-like faces. They are waving their arms and arguing with one another.

These orcs are part of Molopi's personal guard. They are not happy serving the mage, but they revere Poku and follow her orders. The orcs are arguing amongst themselves as to who should go down to [EW4](#) to fetch dinner.

3 Orcs (34 EP each): HP 29 each; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 3 (shield DR 6); ToP 12/ 6; Jog 10 feet/second

Relevant Skills: Language (Orc 62), Listening 25, Observation 25

EW17

When the PCs open this door read or paraphrase the following:

This room appears to be leaning slightly to the left. Two bedrolls are hugging the west wall. There is a patch of mold growing from the northwest corner of the ceiling. The smell of wet timber is very prevalent.

The mold on the ceiling is harmless.

▶ Only a successful Botany skill check (Difficult) reveals it as such.

The orc cooks from [EW4](#) room sleep here, but they are not too happy with the accommodations due to the tilt of the room and the knowledge that if the room collapses, they would likely fall near where Rive the Warg is lairing ([EW10](#)).

EW18

Encounter: Nine giant centipedes (126 EP)

Potential Yield: Three Fanela Pobari paintings (30 sp each in value)

Once the party gains access to this location, read or paraphrase the following:

This large room appears to once have been an art gallery. A majority of the walls and ceiling are covered with mold and soot, along with the small collection of cushioned furniture near the center of the room. Paintings line the walls and some parts of the ceiling have collapsed, revealing the underside of the wood flooring of the level above. The smell of the mildew is almost overwhelming.

This chamber was one of the many rooms where the Bamelts showcased their artwork. The collection of rotting furniture – consisting of two divans and two chairs – is the home of a nest of giant centipedes. Any disturbance inside the chamber (such as a PC falling into the room from [EW26](#)) will induce the centipedes to scurry out of the furniture to attack. After dealing with the insects, he can remove the bar from the door and leave.

Almost all of the paintings in the room have been ruined by mold and mildew, however...

▶ If the PCs take the time to investigate the southwest corner of the room, a successful (average difficulty) Appraisal: Artwork skill check reveals that three small paintings consisting of images of sloped, tree-covered hills are actually in decent condition.

The painter, one Fanela Pobari, is somewhat renowned and the paintings can fetch 30 sp each from the right type of buyer.

Giant Centipedes (14 EP each): HP 3 each; Init -1; Spd 5; Rch short; Atk +0; Dmg none (virulence 5 poison); Def +1; DR 0; ToP n/a; Size Tiny; Move 5 feet/second

Level Three

EW19

This 40' x 30' chamber appears to have once been used to showcase tapestries, but those few that remain are covered with soot and mold. A descending staircase is on the south side of the room. Two sets of double doors lead away from the room. One set is at the west, and the other is in the southeast corner.

▶ An [Easy] Tracking check reveals there's significant traffic between the staircase and the two sets of the double doors. The traffic to [EW26](#) is not as pronounced as that to [EW20](#).

The orcs in [EW21](#) frequently raid the kitchen ([EW4](#)) for food. The last four tapestries in the room, mostly on the north wall, are too far saturated with mold to be salvaged.

EW20

Potential Yield: Svimohzish carpet (40 sp)

This room is unlocked. Read or paraphrase the following:

Plentiful, yet empty, weapon mounts on the walls suggest that once this room held quite an arsenal. Now there is not so much as an arrowhead here. The filthy gray rug beneath your feet seemingly emphasizes the disappointment you feel.

The room may be empty of weapons, but there is still treasure to be found. The floor is covered with a gray and black Svimohzish carpet.

- ▶ A successful (average difficulty) Appraisal: Textiles skill check reveals that merely cleaning the carpet will restore some of its original value. If cleaned, it may be sold for 40 sp. Selling the item in its current condition will only fetch one quarter this price. Of course transporting the 15'x15' area rug, even rolled up, is a bit awkward...

EW21

Encounter: Four orcs (136 EP)

This room is unlocked. The orcs, if warned, will have their scimitars and shields at the ready. If not warned, read or paraphrase the following:

This musty room is currently occupied by four, brown-skinned, black-haired humanoids sitting on the floor on their bedrolls. The humanoids have formed a circle and appear to be playing cards.

This group of orcs, under the orders of Poku, are stationed here to serve as guards for Dilma Sewaki when she is housed in EW24. The humanoids have not had to do much. One orc swiped a deck of cards off a dead merchant and brought them out today out of sheer boredom. The orcs are just passing around cards, inventing a game and breaking the rules on how it is played with every hand. The orcs' blades and shields are at their sides.

4 Orcs (34 EP each): HP 29 each; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 3 (shield DR 6); ToP 12/ 6; Jog 10 feet/second

Relevant Skills: Language (Orc 62), Listening 25, Observation 25

EW22

Read or paraphrase the following:

This long hallway runs from east to west. A set of double doors is at the west end of the corridor. There are three doors set at various points in the north wall. The ceiling of the corridor, as well as the upper portion of the walls, is covered with soot.

Whenever he wants to come down off the rooftop (which is rare), Avrog climbs down to the ledge on the other side of the double doors to the west before making an entrance. He has been extremely lucky so far that the ledge has not collapsed under his weight.

EW23

Once the PCs open the door to this room read or paraphrase the following:

This 10' x 10' room appears to have been a hall closet with the half-dozen brooms hanging on the walls inside. A crate stands in the middle of the closet along with an empty iron bucket.

Molopi had a crate of provisions more to his liking brought up to this room. It contains 4 man-weeks of standard rations. When he bothers to remember, he feeds Dilma Sewaki from this cache of food. The iron bucket serves as Dilma's chamber pot whenever she is in EW24.

EW24

This room is usually locked because it is used to hold Dilma Sewaki. However, since she is currently in [EW26](#), it is not locked. Once the door is open read or paraphrase the following:

This 15' x 10' room is bare except for the bedroll next to the west wall.

- ▶ A successful Observation skill check (Difficult) reveals a peephole that looks into EW26. Dilma discovered the hole on her first night imprisoned here and kept the secret to herself.

Anyone discovering the peephole may peer into EW26. Read that encounter's "read aloud" text to them if they do so.

EW25

Once the PCs open the door to this room read or paraphrase the following:

This 15'x10' room is empty aside from a bedroll that is rolled up and leaning against the east wall.

There is nothing of value in this room.

EW26

Encounter: Labek Molopi (242 EP), two orc bodyguards (68 EP)

Potential Yield: Labek Molopi: staff, thick robes, *Wand of Flame and Fire (17 charges)*, 10 sp, 18 cp and five keys - brass key to Nolan Bafasar's cage (C15), iron key to lock on Hoofcrest's chains (N3), brass key to the door of EW15, iron key to the chest in EW15, and brass key to the door of EW24.

Chest: Codex of Misfortune (20 sp), scroll of registry (see below), two 10-lbs. blocks of mahogany (10 sp each), one 10' roll of gray silk (8 sp)

Potential Story Awards:

- Rescuing Dilma Sewaki (300 EP) – *grant award only when returned (alive) to Hanidu*

The double doors to this room are unlocked. Regardless if Molopi and his orcs are warned or not read or paraphrase the following:

A half-a-dozen candles along the west wall illuminate this room. There's a single set of double doors in the middle of the east wall. Flanking the double doors are a pair of wooden wardrobes. A bound and gagged woman in rags lies prone against the far wall beneath a large painting of a water mill. A wooden chest is near the north wall. A stern-looking, bearded man in a multicolored robe is standing in the center of the room off to your left. Two brown-skinned, black-haired humanoid stand in line flanking his left side.

All occupants of the room are aware of the sections of weak flooring in the chamber and will, if engaged in combat, position themselves to take maximum tactical advantage of this impediment [see map: Orcs position themselves at O while Molopi boldly cast spells or uses his wand at M, Dilma is

at D]. When anyone weighing over 100 pounds walks (or is Knocked Back) onto the marked area, they will crash through the collapsed floor. The fall is only ten feet and drops the unfortunate victim into area EW18. Those falling sustain a wound of $d6p-1$ hit points.

Molopi is here in search of artifacts dedicated to his religion. He believes (rightly so) that the Bamels once had ties to his deity and were once affluent members in his sect. The scroll of registry Molopi has (in the chest) verifies these beliefs.

Dilma will be eternally grateful if rescued. She only has knowledge of this room, EW19, EW20, EW21, EW22, and EW24. When originally captured, Dilma was knocked unconscious. She knows the robed man (Molopi) is searching for something in the manor, but does not know what it could be. She will ask after Nolan and will insist on accompanying the party if they have not found him yet.

The chest contains two items of note. The first is Molopi's copy of the Codex of Misfortune, a thin tome that lists the Creator of Strife's rituals of sacrifices. The other item is a scroll of registry. This parchment is one of a collection of scrolls Molopi discovered in a buried crypt in Wopidu. The scroll lists prominent members of his sect sixty-seven years ago living in the region spanning from Polido to Tiwidu. Four names ending in Bamel are listed on this registry: Lidisu Bamel (Rogvi's great-great-grandmother) and her cousins Malki, Nelik, and Sarel. As a historical document, the scroll is worth at best 3 sp. PCs may have other uses in mind concerning the scroll, see Conclusion for details.

The large painting hanging on the west wall which Molopi was inspecting is that of the water mill (Hanidu - Area 32) on the E'Narog Stream. Mold and mildew have rendered this painting worthless.

- ▶ A successful Difficult Scrutiny skill check reveals a lighter portion of the painting, where pushed, activates a secret door. The painting covers a button set in the wall and the lighter section of the painting is from wear of human hands repeatedly activating the switch over the years.

Labek Molopi is a thin Kalamaran male standing just a shade under six feet tall. He is in his late thirties and some gray is beginning to appear in his bright red beard. While most of his face is angular in appearance, Molopi has a double chin he is not happy about.

Labek Molopi (242 EP): CE Kalamaran human mage lvl 5; HP 28; Init +1; Spd 13; Rch 8'; Atk +5; Dmg 2d4p; Def +3 (+4 when wielding a staff); DR 1 for thick robes; ToP 10/5; Jog 10 feet/second

Talents: Parry Bonus (staff)

Skills: Administration 42, Arcane Lore 66, Glean Information 37, Interrogation 32, Language (Kalamaran 81 – literate, Orc 36), Listening 27, Observation 40, Religion (The Creator of Strife) 58, Resist Persuasion 47.

Spell Points: 430

Spells Memorized: Springing, Enrage, Planar Servant, Magic Projectile, Veil of Darkness, Enfeeble, Heat Seeking Fist of Thunder

Significant Magic Item: Wand of Fire and Flame (17 charges)

Spells Not Memorized: Feat of Strength, Fire Finger, Illusionary Mural, Bar Portal, Scorch, Sense Magic Aura, Translate, Charm, Magic Projectile, Smoke Screen, Cheetah Speed, Rope Charm, White Hot Metal, Bottomless Pouch, Transmogrify, Copycat, Disembodied Floating Hand, Sense Invisible Beings

2 Orc Leaders (37 EP each): HP 31 each; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 4 (shield DR 6); ToP 13/ 6; Jog 10 feet/second

Relevant Skills: Language (Orc 67), Listening 25, Observation 25

Dilma Sewaki is a lifelong native to Hanidu. Dilma just turned eighteen and is quite attractive (Looks 15). She was learning to take over her mother Mili's shop ([Hanidu area 34](#)) when she fell in love with Nolan Bafasar.

Dilma Sewaki: LN Kalamaran sedentary human; HP 19; Init +3; Spd 10; Rch 1'; Atk -1; Dmg (d4p-2)+(d4p-2)-4 fists; Def -2; ToP 6/ 4; Move 10 feet/second

EW27

Potential Yield: large brass lamp (100-300 sp, see below), black iron key to the column in C5.

Potential EP Award:

❑ Deactivating the poison dart trap (242 EP)

Once PCs look into this passageway read or paraphrase the following:

This narrow corridor runs north along the length of the room and is covered with cobwebs and dust. A wooden chest rests at the end of the corridor.

This narrow hideaway was used as a secret storage area for the Bamel followers of the Creator of Strife.

Ten feet into the corridor is a pressure plate covered with a thick layer of dust.

- ▶ A Very Difficult Observation skill check is required to detect a slight rise in the floor.
- ▶ A successful Identify Trap skill check (Average) will reveal the space as a pressure plate that serves as a trigger for a launching mechanism.
- ▶ A successful Difficult Disarm Trap skill check renders the plate inert.

Fifty pounds of pressure or more applied to the plate will cause three darts to be fired from holes set four feet off the floor in the north wall. Each dart receives a +4 Attack bonus and will cause 1d4p hit points of damage. The darts were coated with gargantuan spider poison, but due to the intervening years since the trap was last maintained the poison has degraded to being equivalent to that of a huge spider (virulence factor 10).

Anyone struck by a dart will experience weakness, dizziness, headache, difficulty breathing and nausea. Those resisting the poison suffer a -1 penalty to Attack, Defense & Damage for 2d12 hours while those failing to do so suffer -3 penalties for the same duration. The chump unlucky enough to roll a natural one on his resistance suffers a -3 penalty for 2d12 hours then dies!

Note that since a single individual is likely to be the target of all three darts, *poison effects are cumulative* for each impacting dart.

Hanging from a nail in the wall is a black iron key. This unlocks the secret compartment set in the column of Harnar and Horel's chamber (G5).

The chest is locked (Good quality) and the key is buried in the conjoined twins' nest in G5. The sole item inside the chest is a brass lamp (empty) with scenes of calamity etched onto the sides. One scene is that of a ship capsizing from a giant wave and another is of a large wooden bridge collapsing under a large caravan. This lamp is usually lit during ceremonies honoring the Creator of Strife. The average shopkeeper is unlikely to recognize the lamp for what it is. An art collector will not be so oblivious.

▶ A successful Appraisal: Artwork skill check (difficult) reveals that this lamp is quite old and particularly valuable to a very select clientele of chaotic evil clergy. A high priest of the Discordant One might be willing to pay in excess of 500 sp for the lamp. Of course, he would also be willing to have his agents simply murder the individual offering it for sale... Very willing...

Ardent enemies of this cult – as seemingly disparate as The Theater of the Arts and The Church of Chance – would be willing to offer 200 sp simply for the opportunity to rid the world of this vile relic. Anointed followers of either of these deities suffer a mandatory Honor deduction (4 points suggested) should they willingly allow this item to be returned to a follower of the Temple of Strife.

Basement

The great fire caused significant damage to the basement under the west wing of Bamel Manor. Some of the surviving chambers were choked with debris. The ghouls, since their liberation, cleared just enough to gain access to the surface. Poku and his orcs have changed the order of things though. In search of relics of Poku's deity, the shaman ordered her tribe to excavate the cellar. The undead plan to strike once the humanoids are tired or near to discovering the secret entrance to the caverns (B4).

Unless mentioned otherwise, the basement rooms have 8' high ceilings and are musty. None of the doors are locked. Chambers occupied by orcs will usually have 1d4+2 tallow candles burning at various places.

B1

Encounter: Four orcs (136 EP)

Read or paraphrase the following:

A flight of stairs ascending to the first floor runs parallel to the north wall. A set of closed double doors is in the southwest corner of the room in the west wall. Several bedrolls are lying in the northwest corner of the room. A mass of piled timber and stone dominates the southeast section of the chamber. Standing at the various points in front of this pile are four brown-skinned, black-haired humanoids. They appear to be inspecting the pile.

Poku has determined this chamber should be used as a dumping ground for the debris in B3. These orcs have been ordered to look through this pile of rubble for anything their brethren in the other chamber may have missed during the excavation. The humanoids here are only giving the pile minimum scrutiny at best. There is nothing of worth in the jumble.

4 Orcs (34 EP each): HP 29 each; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p +2; Def +2; DR 3 (shield DR 6); ToP 12/ 6; Jog 10 feet/second

B2

Encounter: Six orcs (204 EP), ghoul (292 EP)

Potential Yield:

Crate with false bottom: 30 polished pieces of peanut wood (5 cp each)

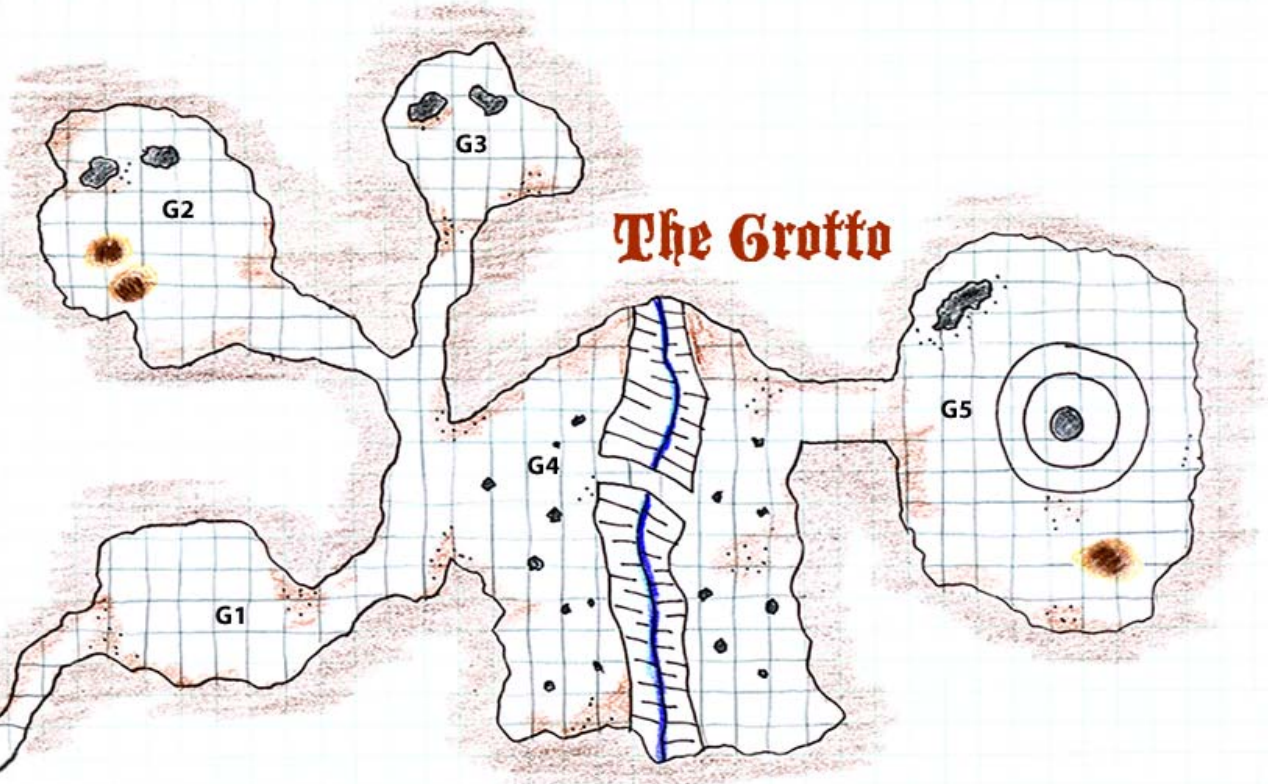
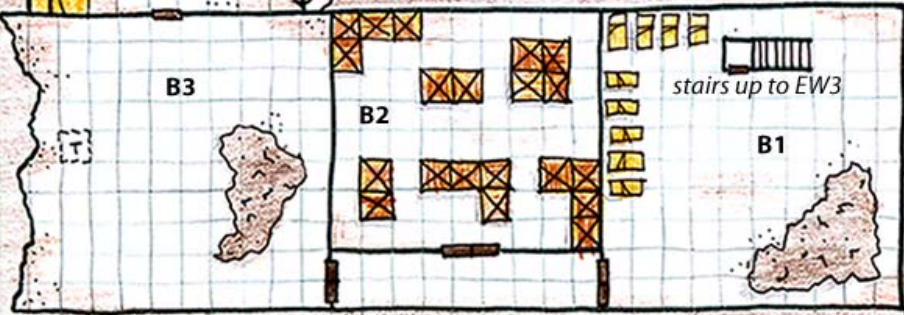
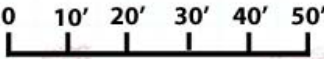
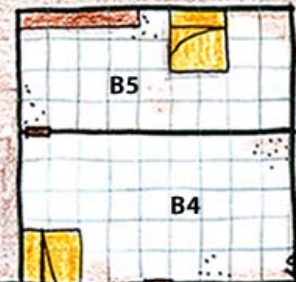
Read or paraphrase the following:

This candlelit chamber holds numerous crates, all missing their lids. Amid the crates are half-a-dozen of the brown-skinned orcs. The brutes appear to be inspecting the room.

At Count 25 (unless a PC or an orc moves within 10' of the southwest corner of the room), a ghoul (Malki Bamel) will emerge from his hidden position and attack the nearest living creature - be it orc or human! This ghoul is quite famished and will be determined to bring down one victim to feast on. However, if the ghoul sees another opponent/meal approaching, he will use his paralyzing touch to the utmost advantage and try to immobilize any

The Grotto

Basement



threat. Left alone, the ghoul will continue to rip away at the flesh of its victim (see *Attacking a Helpless Opponent* - *HackMaster Player's Handbook* p. 236).

Orcs confronted by the ghoul will *Give Ground* if at all possible or if prevented from doing so execute a *Full Parry*. They are terrified of the undead and will do whatever they can to avoid it. If an orc is hit, its Wisdom is 5 for purposes of resisting paralysis.

This room was a storage area for some of the Bamel family's minor art pieces. Not all of the treasures were liberated from the room though. A successful Difficult Observation skill check reveals an abnormality in the bottom of one of the crates. Taking out the false bottom reveals a pouch full of polished beads of peanut wood. This material is silicified wood, dark in color, with numerous borings made by a certain type of marine shellfish, giving it the appearance of peanuts trapped in stone. Some jewelry makers use the material for lower-scale works.

- ▶ A successful (average difficulty) Appraisal: Gems & Jewelry check reveals that the 30 beads are worth 5 cp each.

6 Orcs (34 EP each): HP 28 each; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 3 (shield DR 6); ToP 12/ 6; Jog 10 feet/second

Relevant Skills: Language (Orc 62), Listening 25, Observation 25

Ghoul (292 EP): HP 33; Init -1; Spd 3; Rch short; Atk +6; Dmg 2d4p, 2@ 2d6p each; Sp Atk - cause paralysis *; Def +1; DR 3; ToP n/a; Will Factor 6; Move 15 feet/second

*- A character touched by a ghoul must make an opposed Wisdom check vs. the ghoul's Will Factor (6) or be paralyzed with fear for 2d4p minutes.

Note: If this ghoul is turned, it will preferentially seek to flee to area G5. This, of course, may not be possible if the turning cleric forces it into a corner. If able to escape the storeroom, it runs into area B3 and scares the crap out of the orcs there (incidentally alerting them) before running through the north door then through the secret door into the grotto to area G5. It will leave the secret door open in its wake.

B3

Encounter: Orc shaman Poku (242 EP), four orc guards (136 EP), ghoul (292 EP)

Potential Yield: Poku: flail, sacrificial blade (not used in combat, 10 sp), splint mail armor, medium shield, five pounds of salt (1sp), 25 sp, 30 cp, 30 tc and the brass key to EW3.

If the party enters this chamber via the covered entrance west of the East Wing read or paraphrase the following:

The hole in the ruins opens up into a passage running from south to north. The walls are composed of the rubble of the fallen mansion. A flicker of light can be seen to the north as the passage turns to the east. The south portion of the tunnel continues for twenty-five feet before also turning towards the east.

It's likely the orcs and ghoul will likely hear the PCs approaching as combat in B1 or B2 will alert them. Poku's guards will take up a blocking position in front of her while the ghoul will remain hidden in the rubble until an opportune time to attack appears. As with the ghoul in B2, this creature is not an ally of the orcs and will attack any target. Its preference is to assault an individual not already engaged in melee so as not to potentially draw the attacks of both combatants uniting against a common foe.

When entering from the southwest read or paraphrase the following:

This large chamber was even bigger prior to the collapse of the mansion above, but the rubble along the west side has reduced the room in size. A wide pile of timber and stone four feet in height dominates this room. Beyond this is a ruined door in the north wall where, nearby, you see an armored, female figure the portal. Four, sable-haired, brown-skinned humanoids are off to the right of the door, two of whom are holding candles. There are passages in the northwest and southwest corners of the chamber leading off into the darkness.

The ghoul does not want anyone to enter B4 (the entrance to the Grotto),

and Harnar and Horel do not want intruders trespassing in the caverns, unless they are being dragged in for dinner.

The sacrificial blade is a standard iron knife but set with jasper and fluorite stones in the handle.

Poku (242 EP): CE female orc shaman (cleric) lvl 5; HP 38; Init +4; Spd 15; Rch 4'; Atk +4; Dmg 2d8p+2; Def +4; DR 6 (shield DR 6); ToP 16/7; Jog 5 feet/second

Skills: Administration 31, Cartography 29, Divine Lore 51, First Aid 32, Interrogation 29, Intimidation 31, Language (Kalamaran 36 – literate, Orc 76 - Literate), Listening 29, Observation 41, Religion (The Creator of Strife) 71, Resist Persuasion 40, Survival 34.

Special Power: Luck points expended to counter any of her actions are ineffective (but spent nonetheless)

Spells: Moderate Emotion: Cause Fear, Alter Emotion: Frighten, Cursing, Flaming Weapon, Induce Fratricide

Note: Poku is a large and powerfully built female orc standing 5'9" and weighting 155 pounds. Her splint mail armor could be resized to fit either a human or half-orc PC.

4 Orcs (34 EP each): HP 28 each; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 3 (shield DR 6); ToP 12/ 6; Jog 10 feet/second

Relevant Skills: Language (Orc 62), Listening 25, Observation 25

This ghoulish was once Lidisu Bamel, Rogvi's great-great-grandmother. Un-death has not erased her wild red hair and blazing blue eyes.

Ghoul (292 EP): HP 34; Init -1; Spd 3; Rch short; Atk +6; Dmg 2d4p, 2@ 2d6p each; Sp Atk - cause paralysis *; Def +1; DR 3; ToP n/a; Will Factor 6; Jog 15 feet/second

*- A character touched by a ghoulish must make an opposed Wisdom check vs. the ghoulish's Will Factor (6) or be paralyzed with fear for 2d4p minutes.

If an orc is hit, its Wisdom is 5 for purposes of resisting paralysis. Poku has 10 Wisdom and her religion has no powers vis-à-vis the undead.

Note: If this ghoulish is turned, it will preferentially seek to flee to area G5. This, of course, may not be possible if the turning cleric forces it into a corner. If able access the north door, it runs into area B4 and then through the secret door into the grotto to area G5. It will leave the secret door open in its wake.

B4

Potential Yield: Dilrin's diary

Potential Story Awards:

Finding Dilrin's diary (75 EP)

Whether the PCs look through the hole through the ruined door or enter the room proper, read or paraphrase the following.

Before you is a grisly sight. A pile of bloodied bones lies on the floor. Gobs of discarded flesh and cartilage appear to have been flung about the area, leaving red splotches on the walls and floor. Bloody footprints lead from the scene to southeast corner of the room where a ruined wine rack lies nearby.

Shards of glass are strewn about the east wall, likely the remains of the wine bottles the rack once held. In the northeast corner of the room is a bookcase with several torn tomes scattered about. The northwest corner contains a door leading to the north, and the southwest corner holds a large bed with its mattress torn open and feathers strewn about. Leaning on top of the bed is a tall ladder. Much of the blood in the room is dried, and the overall musty smell has an edge of rankness to it.

This room once served as Dilrin Bamel's bedchamber but is now used as the main feasting area for the ghoulish pack.

▶ Anyone with an average mastery in Animal Husbandry can readily identify the bones as belonging to that of livestock.

The bones are covered in bite marks. These bones would serve as evidence that Gorhok ([Hanidu area 37](#)) and his men are not guilty of the livestock disappearances. Between the PCs' testimony on where the bones were found and the bite marks (even lifelong Hanidu villagers know that the Fhokki hunters are not that savage), Gorhok and his men will be able to breathe easier within the Kalamaran village.

Most of the treasures that existed in this room have been ruined by ghouls' occupation, but one item of interest remains; Dilrin's Diary. The diary is from the nobleman's later years (just after the birth of the twins). Dilrin writes about his own misspent youth, and he theorizes on how to separate the brothers. Throughout the latter portion of the diary, he mentions the secrecy and shame in hiding the twins, noting a few close calls with discovery from other family members. Rogvi is named once within the pages, for he came down the cellar one time to fetch a bottle of wine for the family just as Dilrin was locking the twins away for the night. Dilrin was able to shoo his nephew out of the basement with relatively little trouble during that incident. The diary ends not long after that entry. If this diary is discovered, it could serve as a catalyst to further adventures. See 'Conclusion' for further details.

The 8' tall ladder is used by the ghouls to climb out the covered hole in [B3](#).

B5

Potential Yield: Eight marionettes (8 cp each)

Potential Story Awards:

- Returning the marionettes to Sinlaeryn Isalamisnae (50 EP)

The door to this room is unlocked. Read or paraphrase the following.

All over the walls of this room you can see chalk drawings of dragons, knights, and castles. On a series of pegs along the north wall hanging by their dowels are eight marionettes. The stringed puppets have seen better years, almost all the paint has worn off and some of the smaller bits are missing. A large bed stained by mildew also hugs the north wall.

This room was the twins' bedroom when they were still among the living.

▶ PCs taking the time to inspect the chalk drawings will need to succeed at a Difficult Artist: Drawing skill check to note that two artists were involved; Harnar mastered straight lines while Horel's strength was in drawing curves.

▶ A successful Observation skill check (Average) will reveal that a majority of the drawings were rendered in the corners of the chamber.

The twins liked to draw at the same time, and the corners were the only areas of the room that offered them that opportunity. Had they reached adulthood, the twins would have likely become accomplished artists.

The marionettes have seen several years of abuse by the twins (both alive and in undeath), leaving the puppets in a sorry state. Sinlaeryn will recognize the puppets but is unable to restore them to their former condition. The elf will not question how the PCs came to possess the marionette, though he will be happy to see them returned.

Grotto

When the PCs proceed down the passage to the Grotto read or paraphrase the following:

You notice that the carved sides of this passage yield to unworked stone. The tunnel also begins to slope downward and turns to the northeast. The sound of your footfalls seems to increase in volume.

The passage from B4 gradually descends downward before leveling out prior to G1. Unless stated otherwise, all rooms and passages of the grotto are roughly 8' in height. No light source exists in the grotto.

G1

Encounter: Four skeletons (268 EP)

Once the PCs are at the edge of the chamber read or paraphrase the following:

This vaguely circular chamber is roughly 30' in diameter. The floor of the room is somewhat uneven. Another passage, opposite of the one you entered, is in the east wall. That tunnel appears to turn northeast.

Four skeletons are buried just under the chamber floor, folded in upon themselves, armed with scimitars and bucklers. These undead are the original workers who had expanded the basement over one hundred sixty years ago. The Bamel cult members murdered these miners then animated the bodies as skeletons and commanded the quartet to attack any non-Bamel entering the chamber. The skeletons have never attacked the ghouls because they are still considered Bamels. None of the ghouls know that there are animated skeletons in the ground of this chamber.

Once a PC has ventured 10' into the chamber, the skeletons will simultaneously burst out of the ground, shake off some of the clinging dirt for mobility (1d3p seconds), then attack. While within the confines of this chamber, the skeletons will attack PCs until destroyed.

4 Skeletons (67 EP each): HP 30 each; Init +0; Spd 9; Rch 3'; Atk +1; Dmg 2d8p-1; Def +3; DR 3 for crushing, 9 for hacking and 13 for piercing (shield DR 4); ToP n/a; Will Factor 1; Jog 10 feet/second

G2

Potential Yield: Mound #1: 2 daggers, 5 longbow arrows, 3 light bolts, a silver signet ring (25 sp), 14 sp, 22 cp, and 45 tc.

Mound #2: 3 daggers, 3 heavy bolts, large shield, mace, 17 sp, 20 cp, and 50 tc.

Once the PCs are at the edge of the chamber read or paraphrase the following.

The passage ends in the southeast corner of an irregular cavern. In the northern section of the room are two large mounds that appear to be constructed of sticks, clay, bones, and the like. You do not see any other exits to the chamber.

It will take 1d6p minutes to dig out each item (or group of) from each ghoulish mound. The bones that make up the nests are from deer, cows, minor predators, and the occasional humanoid. The signet ring is from a minor

noble house Kip'ba of Bet Kalamar. The design on the ring is of a male lion with a monocle over his left eye.

- ▶ A successful Current Affairs skill check (Difficult) reveals the ring for what it is.

G3

Encounter: ghoulish (292 EP)

Potential Yield: Mound #1: 2 knives, silvered short sword, Bamel family seal (10 sp), 12 sp, 50 cp

Mound #2: 3 knives, small shield, 22 sp, 15 cp, 75 tc

The passage ends in the southern edge of an irregular cavern. This chamber is roughly 20'x25'. In the northern section of the cavern are two large mounds that appear to be made of sticks, clay, bones, and the like. You do not see any other exits to the chamber.

Unlike G2, this chamber is actually occupied. A ghoulish, who uses the second mound in the chamber as his nest, is playing with a knife. If he smells the party's approach (indicated by a successful Observation skill check), he will sneak around the far side of his mound and wait to ambush the intruders. He will not allow the PCs to leave the chamber without attempting to kill them. If Turned, he will run towards G5 if possible.

This somewhat short ghoulish was one time known as Sulavik Bamel, one of the noble family's top swordsmen. His angular eyes and lithe form are even more pronounced in undeath.

Finding items within the ghoulish mounds follows the same procedure discussed in G2. The first mound in this chamber belongs to the ghoulish listed on [entry '2' of the Bamel Estate's Wandering Encounter Table](#) (Sarel Bamel). The Bamel seal in the aforementioned mound is made of silver.

- ▶ PCs with knowledge in Kalamaran history of the two last hundred years need to pass an Ancient History skill check of Average Difficulty to discern that the crest depicted on the seal is that of the noble family. Alternatively, anyone in possession of the Bamel heirloom tankard (found in G5) who *specifically* asks if the crest on said mug matches the seal should be told that it does.

▶ A successful Average Scrutiny check will allow the examining PC to ascertain that the tusks of the boar are longer than usual. (This feature was a change of design to the crest used by the Bamel of the last fifty years prior to the fire).

Rogvi has reverted to the original design (shorter tusks) because he wants his re-emerging family to stick with their roots.

▶ If nefarious PCs decide to employ this seal for shenanigans, they may be able to falsify official documents with a trivial Forgery skill check. However, such documents will not stand in a court of law if contested by Rogvi Bamel.

Rogvi will offer a significant premium over the seal's curio value if the item is show to him (see [Conclusion](#)).

Ghoul (292 EP): HP 38; Init -1; Spd 3; Rch short; Atk +6; Dmg 2d4p, 2@ 2d6p each; Sp Atk - cause paralysis *; Def +1; DR 3; ToP n/a; Will Factor 6; Jog 15 feet/second

Relevant Skills: Observation 60

*- A character touched by a ghoul must make an opposed Wisdom check vs. the ghoul's Will Factor (6) or be paralyzed with fear for 2d4p minutes.

G4

Once the PCs are at the edge of the chamber read or paraphrase the following:

You are on the west side of a sizeable chamber with a high ceiling. Stalagmites and stalactites dot the cavern, but seem highly concentrated around a wide chasm running through the middle of the cave. A curved, natural bridge of stone stretches across the chasm. You see a tunnel in the northeast corner of the cavern heading east. The slow, constant drip of water from the stalactites echoes throughout the chamber.

The chasm is 80' deep and ends in a shallow, underground river.

The bridge is slippery from all the water dripping on it. Crossing isn't a risk at walking speed. However running across requires a Feat of Agility (vs.

d20p-4) to avoid slipping and falling. Sprinting across is possibly suicidal (this requires a successful Feat of Agility vs. d20p).

Anyone falling into the chasm suffers 9d12p damage upon impact.

Should a Bamel ghoul be forced into crossing this bridge (by, for example, being turned), they have an effective Feat of Agility score of d20+7.

Depending on the final events of G5, the PCs may find themselves running back across the bridge to avoid the caverns collapsing.

G5

Encounter: Harnar and Horel (660 EP)

Potential Yield: **Mace +2**, 2 daggers, 11 shortbow arrows, dwarf-sized scalemail, halfling-sized leather armor, **Major Healing potion**, 35 sp, 45 cp and the missing Bamel heirloom tankard

Secret compartment in column: **Longsword +2**, human-sized **chainmail +1**, one **clerical scroll** (spells – *Divine Steward*, *Imperceptibility to Undead*, *Infllict Medium Wound*; all effects as 8th level cleric), 40 sp, 60 cp

Once the PCs are at the edge of the chamber read or paraphrase the following:

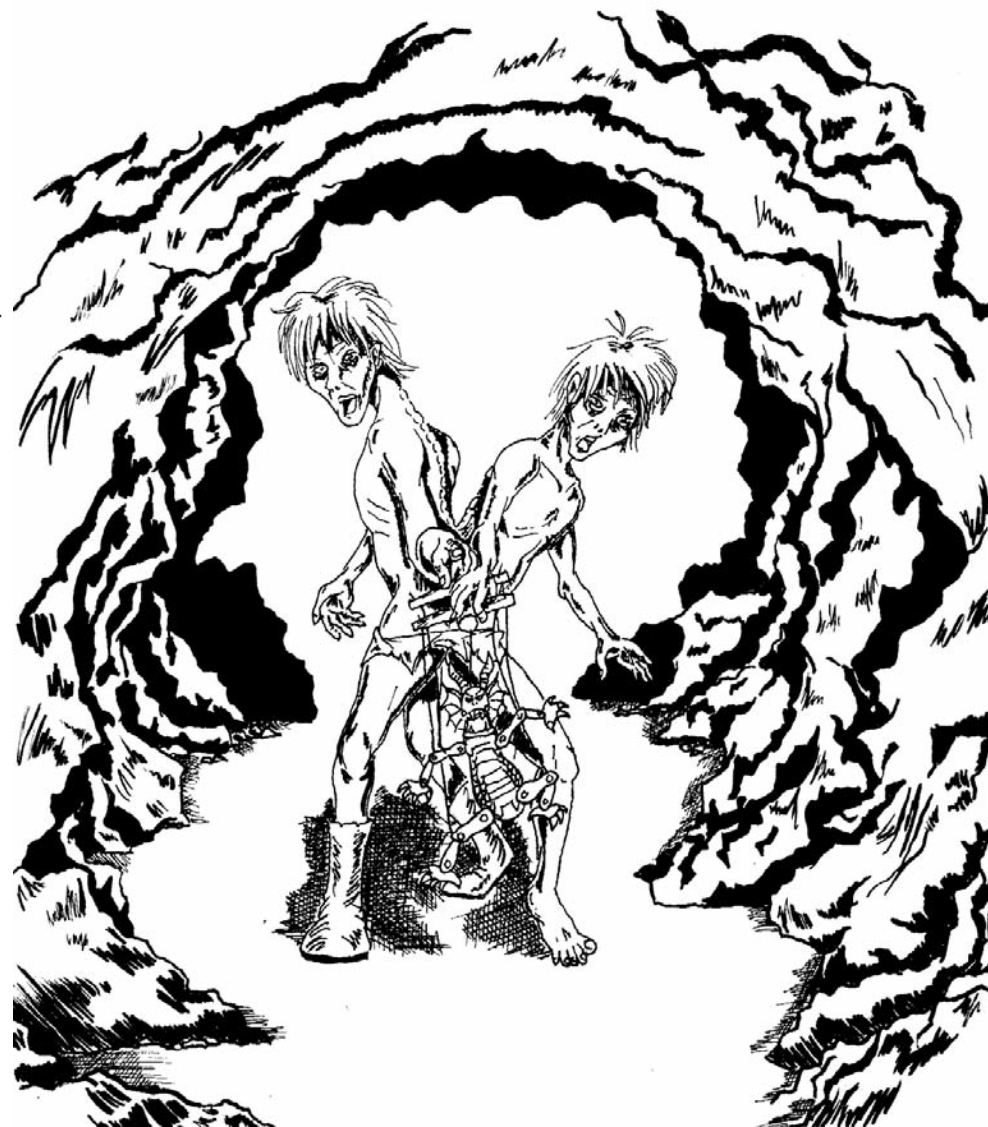
You are on the west side of a large chamber with a 30' high ceiling. A large mound of sticks, clay, and other assorted items lies in the northwest corner of the room, but it is not the most dominant feature of the cavern. An eerie, hauntingly grotesque column of stone is in the center of the expanse.

The first twelve feet of the column appears to be nothing more than the beginning of an immense stalagmite, the base around ten feet in diameter. When your eyes rise up to the junction though, the features in the rock become the stuff of nightmares. The column widens out, turning into a waterspout fashioned from stone. Staring out from this frozen vortex are faces screaming, drowning, or both. Calcified hands reaching out for help are forever denied. Also within the stone waters you can see tentacles and shark fins closing in on the victims.

The bas-relief decorated column is an unholy stele venerating The Creator of Strife. Its presence provides a measure of this evil deity's influence within the chamber.

- ▶ Any expenditure of Luck Points is ineffective within this cave. PCs making use of such must be allowed to spend them and describe the fortuitous circumstance they believe occurred. However, the lucky incident *will not occur* and the GM should proceed with the original roll(s). Should a PC balk, simply shrug your shoulders and state that the events they described simply did not happen.
- ▶ Attempts at divine spellcasting and turning/commanding the undead may be affected. This penalty is most severe for adversarial faiths.
- ▶ Adversarial faiths include The Church of Chance (who don't possess any power vis-à-vis the undead) and the Theater of the Arts (see *The Plague of Cosolen*). *Additional enemy faiths are the House of Solace, The Founder's Creation and The Parish of Love (note that these latter three faiths have not yet been defined)*. Such clerics suffer a -8 penalty to any Turn Undead attempts and all spells cast permit a +4 saving throw bonus to the subject of the spell.
- ▶ Clerics of The Temple of Strife who cast spells within this chamber impose a -4 saving throw penalty on targets.
- ▶ Faiths that are neither adversarial nor confederate (i.e. the balance of the religions detailed in the *Player's Handbook*), suffer a -4 penalty to any Turn Undead attempts and all spells cast permit a +2 saving throw bonus to the subject of the spell.
- ▶ A PC with any mastery in Religion: The Temple of Strife will immediately recognize the stele as a powerful religious symbol that has tangible effects within its immediate vicinity. An (easy) Divine Lore check permits correlation of this column with The Temple of Strife. However, a full day of study and a successful (difficult) skill check is required to deduce its power(s).

The conjoined twins, if they heard the approach of the PCs, are crouching behind the column, waiting for the intruders to walk further in the room before attacking (any turned ghouls will also be present if they were able to escape their predicament). If the PCs were stealthy enough to enter the



chamber without the twins hearing their approach (make an opposed Sneaking skill check vs. the twins' Listening mastery of 35), Harnar and Horel will be at their mound playing with one of the many objects within. Regardless where the twins are within the chamber, once the conjoined pair is spotted, read or paraphrase the following.

Your eyes take in the monstrosity before you. Two thin-limbed humanoid as gray as the grave screech at your presence. The distended jaws and sharp teeth of the twin faces are enhanced by the soulless, ebon eyes that stare at you with unabashed hunger. For an instant, you thought the pair was standing back-to-back, but now you see they are connected at the spine. The conjoined horror moves forward in the party's direction, eager for the kill.

▶ Presenting one of Sinlaeryn Isalamisnae's marionettes ([Hanidu – area 39](#)) to the twins will actually force the twins to pause in battle. If a normal marionette is dangled within 15' of the conjoined twins, they will not move for $d10p+10$ seconds or until attacked. If the Dilrin Bamel marionette is produced in front of the twins, they will freeze for $3d4p+15$ seconds.

The missing Bamel tankard is in the mound the twins have constructed. It's a tall stein of silver and brass with the etched design of an enflamed boar charging out of a waterfall just right of the handle. The vessel is slightly damaged from the years of abuse by the conjoined twins, but it is still serviceable. The tankard has a value of 10 sp if sold by itself, but if the PCs are in the service of Rogvi Bamel, this item is easily worth over ten times that amount.

▶ Those who study the back (east side) of the column will notice a keyhole seven feet off the ground. The black iron key from [EW27](#) will open this Very Good quality lock. The lock is not trapped in the traditional sense, but a successful Difficult Scrutiny skill check detects a hairline crack traveling from the keyhole all the way up the column and into the ceiling.

▶ A character with the Mining skill (possibly if told where to look by another PC) that studies this crack will ascertain that this fracture will widen if the key is turned. No skill check is required.

This crack was spawned by the same earthquake that released the Bamel ghoul from the basement. Inside is a 5'x5'x6' roughly circular alcove con-

taining a *Longsword +2*, *human-sized chainmail +1*, one *clerical scroll* (spells – *Divine Steward*, *Imperceptibility to Undead*, *InFLICT Medium Wound*; effects as 8th level cleric), 40 sp and 60 cp

Unfortunately, as soon as the panel pops open, the column and ceiling begins to groan. The PCs have $2d10p+50$ seconds to vacate both G4 and G5 before both chambers collapse. Anyone still within the two chambers after the allotted time will be crushed to death (no save). Anyone on the western border of G4 needs to roll a Feat of Agility (vs. $d20+5$) to avoid the falling rubble. Anyone failing will suffer $6d6p$ points of damage, but can be dug out (if his or her comrades are so inclined). Digging out a trapped character from the border zone will require five hours work (for a single person). All characters who have been killed/buried within the two chambers are considered lost. If a collapse does occur, a sinkhole will appear at the surface near the middle of the east wall of Bamel Castle.

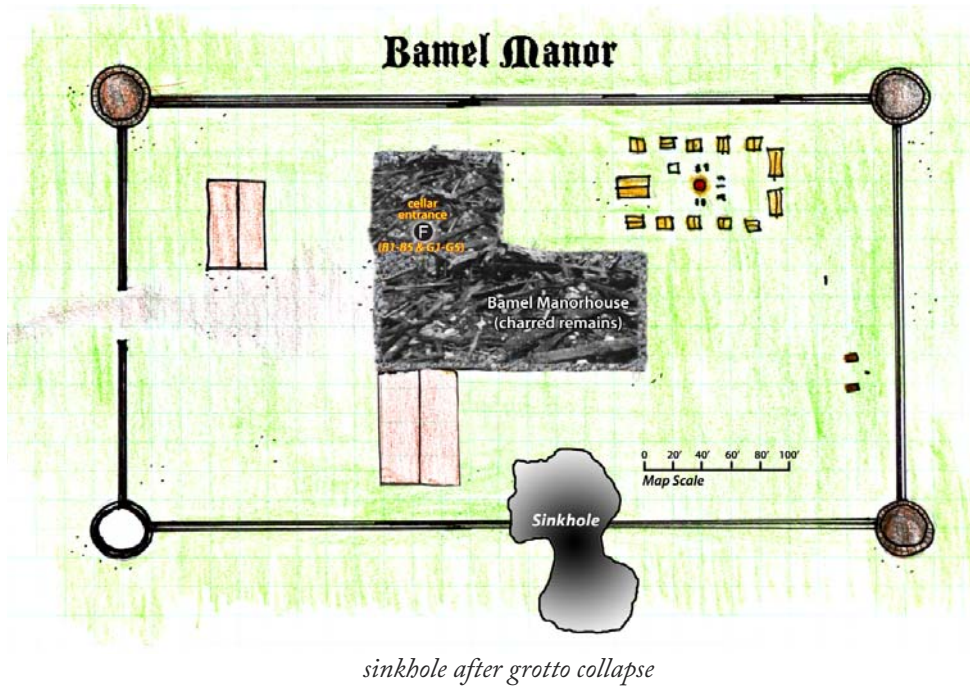
Harnar and Horel Bamel were thin specimens in life and are even more so in undeath. Their frames are emaciated, bones near bursting from paper-thin skin. They are covered in the barest of rags and their once lustrous red hair now hangs lifelessly from their skulls. If engaged in combat, each twin can direct all of its attacks (two claws) against one opponent, but because of their physiology, the twins cannot direct all their attacks against a single opponent. Due to their anatomy, the twins suffer no defensive disadvantage from flanking or rear attacks. Because of their connection and undeath, damage to one twin affects the whole beast.

Harnar and Horel (660 EP): CE; HP 47; Init -1; Spd 2; Rch 1'; Atk +8; Dmg $2d6p+1$ (can only direct a total of two claw attacks at any given opponent); Sp Atk - cause paralysis *, cannot be flanked or attacked from the rear, damage to one twin is applied to the full beast; Def +4; DR 4; ToP n/a; Will Factor 11; Jog 10 feet/second

* *A character touched by Harnar or Horel must make an opposed Wisdom check vs. the twins' Will Factor (11) or be paralyzed with fear for 2d4p minutes.*

Relevant Skills: Hiding 28, Language (Kalamaran 71), Listening 35, Observation 32, Sneaking 33, Tracking 31

** *Because of the dual nature of the twins, some checks can be rolled twice for each instance. The skills are Language, Listening, and Observation*



Conclusion

Bamel Manor

Potential Story Awards:

- Clearing Bamel Manor of Nefarious Occupants (1000 EP)

PCs should receive a 1000 EP story award for eliminating Bamel Manor as a base of operations for creatures preying on Hanidu. To qualify, the following criteria must be met:

- ▶ All ghouls must be killed. Any left 'alive' will continue to menace Hanidu.
- ▶ The bandit leaders (Halas Pargaki, Labek Molopi, Inarba and Poku) must all be killed or captured. Without their leadership, any remaining bandits, orcs and gnoles will vacate Bamel Manor within a fortnight and leave the region. They will never trouble Hanidu again.

Hanidu

Potential Story Awards:

- Convincing Elder Sarbamo to placate warg pack by offering weekly tasty meat tribute (200 EP)

If Rive the warg was not slain, his pack will menace Hanidu unless the PCs can convince Elder to make peace by offering tribute. Should he prove obstinate, the pack will slowly depopulate the village. In the absence of PC intervention, Sherriff Bakima, the village militia, Gorhok and his hunters will all be killed attempting to protect the village.

The pack's combat statistics are presented below in case the PCs decide to confront the wargs.

Rive the Warg (350 EP): Neutral Evil; HP *depends on actions at Bamel Manor* (max 51); Init -1; Spd 6; Rch 2'; Atk +7; Dmg 4d4p+4; Def +7; DR 4; ToP 21/10, Jog 20 feet/second

Skills: Listening 65, Tracking 65

Rive's Mate (350 EP): Neutral Evil; HP 47; Init -1; Spd 6; Rch 2'; Atk +7; Dmg 4d4p+4; Def +7; DR 4; ToP 19/10, Jog 20 feet/second

Skills: Listening 65, Tracking 65

Rive's Pups (2) (350 EP ea): Neutral Evil; HP 43, 45; Init -1; Spd 6; Rch 2'; Atk +7; Dmg 4d4p+4; Def +7; DR 4; ToP 18/10, Jog 20 feet/second

Skills: Listening 45, Tracking 45

Balelido

Potential Yield:

- Promised Reward (150 sp)
- Offering Dilrin's Diary to Rogvi (50-100 sp)
- Offering Scroll of Registry to Rogvi (50-100 sp)
- Offering Bamel Family Seal to Rogvi (100 sp)

Potential Story Awards:

- Returning the Mug to Rogvi (4000 EP)

Once the PCs return to Balelido, they can find Rogvi Bamel in his offices at Sunset Delivery Company where they initially acquired the spice case. Rogvi will be pleased to see the PCs, especially if they have the missing tankard. The nobleman will make good on paying the promised fee and they will receive the invite to the Bamel family reunion next month where they can rub elbows with potential employers. Rogvi himself may hire the PCs again so they can oversee the new manor site near Hanidu. A humanoid tribe has lived on the grounds for decades and is not likely to move because of a mere piece of paper...

Dilrin Bamel's diary (B4) and the scroll of registry (EW26) can be potentially damaging to the waxing Bamel family. If the PCs simply hand over the documents with no questions asked, Rogvi will part with 50 sp for each. Of course, unscrupulous PCs could attempt to extort Rogvi. The merchant will part with as much as 100 sp for each, but he will thereafter be ill disposed towards the extortionists and any friendship or promise of future employment is null and void.

If Rogvi is shown the Bamel family seal (obtained in G3), he will offer 100 sp for it. If refused, he will become irate and insist on its return even threatening to dismiss the PCs and withholding any reward (including abandoning the heirloom tankard) if they are obstinate. He has very serious concerns about the harm that could be done to his business ventures with this seal and this overrides any nostalgia.

Epic Fail Scenario

Potential Yield:

none

Potential Story Awards:

none

It is possible that the PCs choose to simply murder Rogvi either during the initial scenario or during the conclusion in an attempt to extort him. Tactically, this does not present a challenge as he stands an infinitesimal chance of overcoming (or even escaping) a hardened gang of killers. Strategically though, there are serious ramifications.

Rogvi is a respected man of means. As such, Jurisprudence is overwhelmingly on his side. His killers, unless possessing equivalent social standing, will not receive a fair trial. If apprehended, they certainly will be executed in a horrific manner.

The assassins will be the subject of an active manhunt on the part of the authorities and a bounty will be placed on their heads. The latter is far more dangerous as every snitch, criminal and underworld lowlife the PCs may seek refuge from will report their whereabouts. If they do not immediately escape from Balelido, they almost certainly will be caught in the dragnet.

