### Gather Info DC 5

Prices are up again

#### Gather Info DC 15

Crop yields are down again this fall - about 10% over last year's totals

# Gather Info DC 25 (Or ask Grandma)

Even Druidic Magic is having trouble keeping fields producing at normal levels.

Grandma wants the group to stay No Yes for Harvest Day (19 Bounty) [13-20 Bounty, 1336] Temple Raid [15 Bounty, 1336]

# The Journey South

Spot Check - DC 35 (-5/day)

unusual; this is a well-traveled trading route. On second day after noticing, note that the riders are catching up. They will pass on day four (16 Bounty). If he's still alive, the dark fellow from earlier is leading them; otherwise they are being led by a halforc woman, and one of the horses carries a large, lumpy bundle.

Yes

**Fight** 

Same map as

more details

Ambush, but PCs

can lay ambush if they think ahead. See map and combat character sheets for

[20 Bounty, 1336]

Does Party engage

riders?

No **Ambush** 

[20 Bounty, 1336]

See map and combat character sheets for more details

A group of riders is following the party. This is not

the altar; a number of relics are missing. (an altar cloth, a large multi-faceted prism, several antique prayer books). Bodies discovered by caretaker Boddle (male half-orc Com1), theft by Halath, the deacon (male elf Exp3, as seneschal, p 56). Gather Info DC 15

On 15 Bounty, the temple in Velora is raided. Father

Aram BlackRaven and several alcolytes are dead on

Spot Check - opposed vs. Hide Check +15

rest of riders will join fight in 1d4 rounds.

The group (whomever's in the market) is being

followed by a dark-skinned human fellow. He moves

away if he sees he's been spotted (Spot Check +12). He will deny following them if confronted. Will shout

for help if attacked and not engage. If he's in danger,

who heard/saw anything is Leo, the baker (male human Com3, as chef, p 38). He reports hearing a loud banging from across the square, then later heard some shouting. He looked and saw several figures exit the church, and head south. Boddle and Halath have no other pertinent info. Tracking

The attack clearly happened late at night; the only one

No rain recently, firm ground, well travelled.

#### DC 35 from temple south out of town >> Bloody Altar Cloth hanging on tree <<

DC 20 from south end of town to campground DC 30 to realize last 150 yards of trail have been laid deliberately, like you're being led to a specific place (riders don't get surprise round) **Not Tracking** If party doesn't follow tracks, a few hours pass, then

someone brings the bloody altar cloth back to the

#### temple. As above from south end of town, but all DCs increase by 5.

Campsite [15 Bounty, 1336] Same map as Ambush. See map and combat

Leaving on 21 Bounty -

character sheets for more details

#### The page escorts them immediately to Rivver Caine, a young human man at work in an office in town (and will not take no for an answer). He seems very sad.

come, ride with me to my estate.

glad they have finally arrived.

St. Kerwynd - Gates

+11 days

Rivver Caine: Ah! There you are! I have been waiting for you for some time now. As I noted in my letter, my family's cemetery is being haunted, and I am unable to lay my dear wife to rest properly. Astron, my manservant, was sent to prep the

As the PCs enter the city gates, a boy dressed in the livery of a merchant house pulls them aside, saying that he is

Rivver is clearly broken up by his wife's death, but on the way out of town to his family estate, Rivver takes Kimo aside and begs a favor. He asks that the party present themselves as merchants here to inspect a farming plot nearby, as

Rivver insists they stay for lunch before setting out to "inspect the land". His wife's cousin, Cirrid Bertram, is present,

final resting place for my wife, and was nearly killed by the spirits surrounding the crypt. This business isn't pressing -

Spot DC 10 there is a great family crest frescoed onto the Cirrid is watching both Regina and Baelwren. wall. The motto is "amor guod vires volo victum",

# After the meal, the party may proceed to the graveyard or question the manservant.

Sense Motive DC 5

Astron

This house is riddled with secret passages.

his wife's cousin doesn't agree with his decision to send for the Hunters.

and he is a fat slob of a man, clearly enjoying living off his cousin's wealth.

He has impure thoughts about both of them.

He will report hearing girlish laughter and seeing five or six, maybe ten, beautiful women, who tried to kill him with long curving knives. He fled, as fast as he could.

Cirric shows them to the dining room, where

or "love and strength will overcome"

cemetery. They detect as evil but not undead. A great evil radiates from crypt F, the resting place of Chagoth Bertram, the father of Cirrid Bertram. Within this crypt is a

Gather Info DC 20 Cirrid has arranged to have the ladies situated on either side of his bedroom.

In the middle of the night, when all is quiet, Cirrid will try to sneak in to one of the lady's rooms and knock her out, taking her down, through a secret passage, into the basement, where he will do unspeakable naughty things with her. He is

If the party returns to the estate, they are greeted as heroes, and asked to stay the night. Several rooms are prepared for

them, two for the men on the east side of the main wing, and one each for the ladies, on the west side.

In the graveyard, the party encounters the amped-up evil dryads. Two of them attack the party as soon as they enter the

dessicated body, laid to rest some time ago, and chained to the altar by thick iron bands. Inspection will show that there is a great black stone where the heart should be. The stone pulses with dark energy, almost as though it is still beating.

DM Note - handle this carefully. Actually raping a PC could spell the end of the campaign. When the PC's inevitably kill him, they discover that he is actually lacking a heart - but that there is a hole that looks like it

Eternal Stars, who are back in town for supplies. The Archeologists tell them that they have disabled the sleep magic, but been unable to reopen the doors. They will make one more attempt, then give up and move on to

would fit the heart they recovered from his father's body. If they fit the heart back into the socket, the whole body bursts into flames.

## Hotempa - Marketplace Spot Check - DC 10 At the marketplace, they run into the Archeology team from the Temple of

a new dig site in the southlands.

Gather Info DC 35

stupid, but not clumsy.

the Desert Beetle Inn

The Oasis

+6 days This section loosely follows the adventure module *The Lash of Malloc*, with the following exceptions and additions.

+15 days

**Decipher Script DC 25** Engraved in the rock above the spring, in the hieroglyph font, is the following inscription: "And to the thirsty, I give this spring, in the name of the Beast. So long as my seasons reign, shall this water flow."

extremely powerful abjuration magic, with some conjuration at the top of the spring.

### This will change their attitude to friendly. They will relax and invite the party to share their supper, though they must bring their own water.

Note that the water level is much lower than it obviously used to be. Also, this whole area is protected by

There is a group of halfling desert nomads camped near the spring. They are indifferent in attitude towards the party. If asked, they will tell the party that they camp outside the Inn because they don't trust Malloc, the innkeeper.

trinkets. He and his father argue; he claims to have seen footprints in the sand like a camel, but with toes like a child, and claws. He also says that a nomad from another tribe has seen one (Two Suns of the Surly Camel

Whomever makes this check will notice a curious game being played by two of the nomads - they are

tribe); it was wrapped in linen cloths and badly weathered. Spot DC 25 (during story) Whomever makes this check will notice that, in spite of Milos the Elder's disbelief, several of the

# The winner is always calling "heads".

Spot DC 15 (after dinner)

This will change their attitude to helpful. As above, but also, they will join a fight against Malloc, who they don't much like anyway. See stat blocks - they are more than enough to occupy the Saracen guards.

+6 days

**Survival DC 15** 

Very few people have been through this pass recently, though the pass itself is obviously quite old. The most

The rock walls are made of sandstone, which is loose and crumbly, making the climbing very difficult. Also, as

## recent was more than a week ago, and appears to have been a caravan of several wagons drawn by large twolegged lizards. They were headed in the opposite direction you are moving.

Climb DC 30

The Setting Star Gate +3 day Once through the Fallen Hand Pass, it is only a matter of waiting at the foot of the mountains until dawn. Then, if

there is a key to the city gates present, the city will appear in the first rays of the sun.

After dinner, Milos the Younger tells the party that there are "sand spirits" haunting this land, stealing children and

### tossing a coin, but one of them is badly losing. Listen DC 15 (after dinner)

**Diplomacy DC 30** 

**Diplomacy DC 15** 

mothers in camp hold their children close and look nervous.

# The Fallen Hand Pass South of the Desert Beetle Inn lies a pass through a small rise of mountains. At the peak of one of the mountains,

far above the trail, rises a great stone hand, clawing at the sky.

the hand itself is some 400' up the cliff, an ascent would be very difficult. (This ascent would require 40 consecutive successful Climb checks.)