

The Mark of Keenan

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in Ratik

Version 1.0

by Jon Naughton

Circle Reviewer: Colleen Simpson

Reviewers: James Dempsey

Playtesters: Steven Colling, Bruce Legge, Wes Nicholson, Suzanne Powell

A letter from a condemned prisoner offers you a chance to right the wrongs of the past. But with hours remaining before the execution is to take place, you may already be too late. This adventure is a DIRECT sequel to the adventure RTK7-07 *Lost at Sea*, and for best enjoyment *Lost at Sea* should be played before this adventure is played. A one-round regional adventure set in Ratik for characters level 3-13 (APLs 4-10).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Libris Mortis* [Andy Collins and Bruce R. Cordell] and *Magic Item Compendium* [Andy Collins, Mike Mearls and Stephen Schubert].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *PLAYER'S HANDBOOK*, *DUNGEON MASTER'S GUIDE*, AND *MONSTER MANUAL* ARE TRADEMARKS OF WIZARDS OF THE COAST, INC. IN THE US AND OTHER COUNTRIES. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST, INC. THIS PRODUCT IS A WORK OF FICTION. ANY SIMILARITY TO ACTUAL PEOPLE, ORGANIZATIONS, PLACES, OR EVENTS IS PURELY COINCIDENTAL. © 2005 WIZARDS OF THE COAST, INC.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure

as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

ROUNDS AND UPKEEP

This is a standard one-round regional adventure, set in Ratic. Characters from Ratic pay one 12 gp for Adventurer's Standard Upkeep per round, while all other characters pay 24 gp for Standard Upkeep per round.

Rich and Luxury Upkeep costs 75 gp per round for characters from Ratic and 150 gp for all others. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Sixty years ago, Damek Maninot was an ambitious and aspiring merchant, possessing an ambition seemingly only matched by his extreme bad luck. Everything he turned his hand to soured, no matter how positive the expected outcome. Damek's family estate, once grandiose, had become rundown and falling apart. Despite his financial problems, Damek had a very happy family life. He had a loyal wife who had borne him three sons - Avel (the oldest and their favourite, although neither parent would admit it to the other two children), Keenan and Seth.

For Ava, family was all important and the financial difficulties they sometime faced never bothered her. Damek however, resented the fact that he was not a success in his business ventures. He swore that he would do whatever it took to become successful.

During one business negotiation, he was approached by a merchant who presented Damek with a very unusual offer. Damek had recently entered into a deal that would guarantee his family's financial ruin. The merchant promised, that, in exchange for some future, unspecified favour from Damek, the merchant would arrange for the deal to be cancelled. In addition, he promised Damek that, within five years, he would be prosperous beyond his wildest imagination. Desperate, Damek agreed – not considering what price he would have to pay for such a deal. The bad deal was reversed, and so, it appeared, did

Damek's fortunes. Slowly, Damek's hard work and dedication started to pay off.

It was six months later that Damek learnt the price he was expected to pay for his reversal of fortune. Damek, the merchant explained, was to kill his eldest son before he turned thirteen. The boy's thirteenth birthday was still a few years away, the merchant said, so as to allow him time to enjoy his last remaining time with the boy. Damek laughed at him and told him to leave immediately. The merchant said that the deal had been made, and Avel would die regardless of Damek's actions. Damek launched himself at the merchant, killing him.

Weeks later, Damek, Keenan and Seth found Avel's naked, mutilated body nailed to a tree. Damek realised that it had been his fault and that he had made an unholy deal that was still in effect. Resolving to protect his wife and remaining sons, Damek made plans to relocate his operations to Marner.

Before the move, however, Ava committed suicide, leaving Damek to raise the two boys himself – something that only served to throw the distraught widower further into his work (resulting in his business being even more successful than it might otherwise have been).

What Damek didn't know, was that the murder of Avel had been committed by his second son, Keenan. In exchange for immortality, Keenan had agreed to murder Avel. His unknown benefactor had given Keenan a magical gem and told the boy that, while it remained intact, he could never die – in effect, a life for eternal life. Keenan had all too quickly agreed and Avel's fate was sealed.

As time went on, the sibling rivalry between the two surviving sons, Keenan and Seth, grew unchecked and unnoticed. Damek was too busy building an empire to realise that his boys needed him. As time went on, the two became bitter and intense opponents and grew to hate each other. When Damek died, his empire was destroyed by the two sons, who used its resources as weapons in their fight. Eventually, both brothers decided to split what remained and go their separate ways. Seth tried to restore his father's empire (without much success), while Keenan left Marner to parts unknown to try his luck at piracy.

The events in RTK7-07 *Lost at Sea* concerned the return of a chest containing a letter.

This letter was a deed to the Damek's estate located east of Cormik. Although run down, it was a large estate that, properly managed, could partly rekindle the Maninot fortune. Seth was determined to get the deed to protect his daughter's future inheritance.

When he discovered such a title deed existed, Keenan too was equally determined to take possession of it, but only because he felt it might reveal too much of the past to his brother. Keenan realised that his immortality was only guaranteed as long as his secret was protected, and the estate might still somewhere contain some evidence of Keenan's past wrongs.

With the help of a small but determined group of adventurers, Seth (despite being unaware of most of his

brother's plans or history) managed to retrieve the letter thwarting, at least for a time, Keenan's plans.

It is now mid Coldeven 598CY, almost six months since the events of RTK7-07 *Lost at Sea*.

Keenan has been keeping tabs on Seth and his family through a Seth's personal valet, Uldar. For years Uldar has been providing Keenan with information regarding all Seth's private and business affairs. This includes the PCs' comings and goings.

ADVENTURE SUMMARY

The PCs are in Marner for reasons of their own when they receive a letter asking them to visit the local prison. The letter has taken its time to reach them and its author, Philippe the Barrel, is due to be executed on the same day the PCs receive it.

ENCOUNTER ONE: Assuming the PCs accept Philippe's request for a meeting, the prisoner explains to them that he served with Keenan for several years. One evening, after a successful plunder, he overheard Keenan talking and arguing with himself in his sleep. The pirate captain, Philippe explains, spoke about his childhood and unwittingly revealed he'd killed his brother in exchange for a fortune. During Keenan's somniloquy, he also hints at being immortal – an extremely unnatural phenomenon and one that is likely to pique the curiosity of even the most veteran adventurer.

ENCOUNTER TWO: Once Philippe has told the PCs what he knows, they have the choice of either directly following it up, or to visit Seth and Lydia (who were introduced in *Lost At Sea*). Seth gives them more information concerning a third brother who was murdered and all but confirms their suspicion of Keenan's childhood crime. Seth also asks the PCs to investigate and return Keenan to Marner to face trial for his crime.

ENCOUNTER THREE: The PCs travel south toward Tinker's Cove, the rumored base of Keenan's operations. During their travels, it begins to snow heavily. The PCs spot a light on at a nearby farmhouse owned by a young couple and take shelter there.

During the evening, the PCs notice that the wife shows signs of being attacked and beaten. There are claw marks all over her arms and face (showing a defensive pose). She explains that she was returning home from the woods the night before and was attacked by an animal. Her husband heard her screams and drove the animal away.

Later that night the PCs are attacked by a lycanthrope and discover that both husband and wife have been afflicted with lycanthropy. Their young son is the only one who remains (as yet) free of the disease. The wife, using the last of her humanity to force herself to hybrid form, asks the PCs to take her son away and protect him.

ENCOUNTER FOUR/FIVE: The PCs then travel onward to Tinker's Cove, where they search for Keenan's lair. They encounter some troll protectors, but otherwise

find the hideout deserted. Asking around, they find that Keenan has returned to Marner to deal with some unfinished business.

ENCOUNTER SIX: Retuning to Marner, the PCs find Keenan holding Seth hostage and Lydia unconscious. In his final act of revenge, Keenan coup-de-graces Seth and surrenders to the PCs.

ENCOUNTER SEVEN: After being arrested, Keenan escapes and the PCs are tasked to bring him back – dead or alive. Catching up with him, Keenan attacks the PCs, revealing his Achilles' heel – a gem he wears around his neck. Breaking the gem kills Keenan instantly, revealing he was being controlled by a demon. The PCs, now knowing the full story, are then able to reveal to Lydia more of her family history.

PREPARATION FOR PLAY

Firstly, it should be stressed that this adventure is a DIRECT sequel to the adventure RTK7-07 *Lost at Sea* and the assumption has been made that at least one PC playing this adventure has experienced the events in *Lost at Sea*. If there are no PCs present who have played *Lost at Sea*, the GM will need to adapt this adventure to suit.

The adventure has a lot of scope for the PCs to affect the flow of the game. GMs should be prepared to adapt the adventure as necessary to ensure that the game flows as smoothly as possible.

This module has a number of NPCs in it that the GM should pay particular attention to when portraying.

Seth Maninot believes, for the most part, that adventurers are little more than scum and doesn't like associating with them unless absolutely necessary.

His daughter, Lydia, however, has a lot of time for adventurers and believes they are the answers to her family's problems. In the previous adventure, the PCs reinforced Lydia's belief and have gone a little way to redeeming their kind in the eyes of Seth.

This adventure also introduces Keenan Maninot. In the previous adventure, he was a name in the back ground and his personality and goals alluded to. For the most part, Keenan is cruel, ruthless and quite psychotic, although he is wary about the PCs as he believes they might be his downfall. Until the final encounter when the PCs force his hand, Keenan goes out of his way to avoid direct confrontation with the PCs.

When portraying Keenan, the Sheriff of Nottingham in the recent BBC TV version of *Robin Hood* makes for a good muse.

INTRODUCTION

The letter simply read "If you are interested in righting wrongs of the past, it is urgent that I contact you in Marner Prison within the next seven days. Bring friends." The script is in a firm, but shaky hand and is signed with the name 'Philippe the Barrel'.

It is dated six days ago.

Developments: As previously mentioned, it is possible that some or none of the PCs have played the previous adventure. If there is at least one of the PCs in the party who played *Lost at Sea*, then it is assumed that other PCs were around the PC or PCs who did receive the letter. If none of the PCs played the previous adventure in this series, the GM will have to adapt the introduction and first two encounters so that the adventure and associated

If the PCs choose to ignore the letter, then the adventure ends here. They hear that Philippe the Barrel is hanged, but the information he was to impart to them dies with him.

If the PCs have not yet introduced themselves to each other, this is a good point to allow them to do so.

Assuming the PCs visit the Prison, proceed to Encounter One.

ENCOUNTER 1: A GOOD HANGING

There is an air of excitement surrounding the area of the Prison Quarter. In the center of the square, gallows have been erected and a temporary market square has been setup nearby. Hawkers and traders jostle for prime position as tavern keepers put out "full" signs. You make your way through the crowded streets ignoring the objections of the mob that seem to think you're merely attempting to get a better view of proceedings.

As you pass by one of the local taverns, you hear a voice cry out "10 crowns for an upstairs view with seat...only 10 crowns for a clear view of the killing". It would appear that this is clearly a bargain as several young nobles make their way toward the merchant.

Finding out what is happening is fairly easy. Asking any one of the crowd will reveal that there is to be a multiple hanging today. For the edification of the gathered masses, two pirates, one murderer and one rapist are to be hanged with the hour. Philippe the Barrel is one of them – a "foul and most villainous creature who deserves all he gets". A detailed questioning of the assembled crowd will reveal that the majority of them have not heard of Philippe the Barrel before today and are simply here for the sheer entertainment factor.

You make your way toward the entrance to the prison, disregarding the protestation of the assembled throng and are met by six burly soldiers. Blocking your path, one of them says to you "Show's over there. This area is off limits to people not on official business".

If one of the PCs show their letter or says they're here to visit Philippe the Barrel, then read (or paraphrase appropriately) the following.

The guard takes your letter and gives it a brief examination before addressing you. "Alright – you're free to enter." He steps back and gives a chuckle. "Better be quick about it though – I don't think you've got long to talk." He indicates a wooden bin behind him and says "Leave your weapons and any extra dimensional spaces you might have here. They'll be safe enough".

PCs need to leave any obvious weaponry and extra dimensional spaces in the bin before being allowed to enter the prison.

You follow a corridor into the building which travels barely 30 feet before ending abruptly. In front of a brick wall sits a gnome. He glances up at you and asks "Any of you carrying stuff you shouldn't be?"

Allow the PCs to answer.

Developments: The cell they are about to enter is in effect a "temporary holding cell" for the prisoners while they're erecting the scaffolds. The rest of the prison complex is off limits to the PCs. The area they're entering is a version of Mordenkainen's magnificent mansion. The gnome has no problems telling them why he's asking. Like most PCs, he doesn't particularly want to see what happens when extra-dimensional spaces meet either. If the PCs do insist on being deliberately wilful and lie to the gnome once he explains why, then feel free to deal with the PC/s as you feel necessary.

Assuming they answer no to the guard's question, (and don't actually have any forbidden items), continue with:

"Well then – step through here then. One at a time." He indicates to a portal.

Stepping through, you find yourself standing in a similar passageway, although it appears to lead downward. Following the corridor leads you to a small room which seems to be some kind of office. A few of its denizens look up at you and one asks "who you here to see?"

Assuming the PCs tell the jailor who they're here to see, he calls a guard over and asks him to escort the PC to the prisoner's cell.

"Well then, Barak will take you to see him." A heavy set guard beckons you to follow him to the cells. You are taken to one of the cells, and the guard opens the door. "In here," he says gruffly. "You got five minutes." You enter and the door is closed and locked behind you.

Inside, being measured up by an undertaker is a tall human, dressed in the garb of a pirate – presumably Philippe the Barrel. "Thank you for

coming,” he says. “My name is Philippe...Philippe the Barrel. I am – or rather was – an associate of Keenan Maninot’s – Keenan the Undying One as we sometimes call him. I believe some or all of you have had dealings with him in the past.”

Philippe pauses to allow the PCs to introduce themselves. Once introductions have been done, he will continue.

“I know that you have no reason to trust me,” Philippe says. “Nor should I expect you to take me on my word. After all, I’m a pirate and a condemned criminal. But, I ask you to hear me out and at the end of my tale, do whatever you feel is right.” He reaches under his bunk and pulls out a purse. He tosses it toward you. “For your troubles,” he says.

“As I said – I was an associate of Keenan Maninot. I worked down in Tinker’s Cove as one of his ‘representatives.’” He pauses, chuckles and corrects himself. “Nah – maybe I’m looking at overestimating myself. I was just another one of his gang. I wasn’t nobody special. I’d been skimming him for years. With the amount of money he was taking in, I figured he wouldn’t miss a couple of gold here, a few gems there. I was wrong.”

The value of the coins in the purse is 1 x APL gold pieces per PC.

The following is a list of possible questions that might come up in conversation. While the information can simply be read to the players, it is better if the information is given to them in a conversation-like style. Either way, the PCs should be made aware of the majority of the information, especially regarding Keenan’s unusual longevity.

“What exactly do you want us to do?”

“Listen to my story. Decide what you want to do with the information once you hear what I have to say.”

“So what is so important you asked us to come? / Why do you call him the ‘Undying One’ / What’s your story?”

“About a year ago, we’d just taken a particularly rich ship. King’s ransom it was. We were back celebrating but Archana, Sirisha and me were on watch. Well, Keenan started talking in his sleep. Never happened before as much as I know – hasn’t done it since. He went on about how his brother had discovered the fortune and he’d killed him for it. Far as I know, he only ever said he had the one brother. He kept arguing with himself in his sleep. Kept saying that he was the Undying One – carried the Mark, whatever that is. He’d had a lot to drink that night.

“Next morning, Archana was having a laugh with some of the others. She said how she’d heard Keenan talkin’ in his sleep and that he was giving himself uppity

names. She said that perhaps it was time that we found ourselves a new captain – one who wasn’t frightened of little boys. Keenan went off his head. He had this strange look on his face. Sure, he was angry as hell, but he was also scared too – really scared. He said that Archana was guilty of inciting mutiny and that disloyalty meant death. Knifed her in the throat and cut out her tongue.

“Then Keenan asked Sirisha and me if we knew anything about what Archana was talking about. The way he asked it, I think it was meant to sound like ‘were we doing our job or just slacking about’, but he really wanted to know what we’d heard.

“We thought it was better to play dumb, so we said we had no idea what she was talking about. Just said we didn’t hear nothing and said we figured that Archana must have just made it up to big note herself. We kinda inferred that the two of us weren’t actually on watch at the time...if you get my drift.

“Keenan didn’t say anything, but he watched the two of us for weeks afterward. We just decided to forget what we heard. Kinda safer that way”

“Was this Damek’s (his father’s) fortune?”

“Don’t think so.”

“So how did you come to end up here?”

“I think he’d done a deal with the local authorities. Let ‘em catch some pirates, they get to make ‘emselves more important with their bosses. Keenan gets a free pass.”

“Why didn’t he just kill you?”

“He probably would if he knew I had something on him. His problem is that I heard something I really shouldn’t and he didn’t know.

”What do you want for this?”

“Nothing. Money means nothing to a dead man, and I’ve accepted my fate. Look, Sirisha and I were always going to leave Keenan. That’s why I’d been stealing from him. I got no loyalty to him. Don’t think any of us do really. We either stay with him because we’re too scared to leave, or we love the money he brings more than we hate him.”

“Why are people scared of him?”

“Because a lot of us – including me – believe he can’t be killed. At least not in the way you or I can. There was a story going around the crew saying that one of his previous crew tried to coup de grace him in his sleep. Keenan woke up and killed him on the spot. Sounds like garbage to me, but with him, you just never know. I wasn’t gonna take the chance on him being immortal.

“What happened to Sirisha?”

"There was a storm about a month ago. She got swept over the side of the ship, but she managed to grab hold of a rope. At least this is what I got from Kasis, anyway – Kasis was one of the crew. As he tells it, he was making his way toward her but Keenan got there first. He started pulling her up, but as she got to the top, he just looked at her and let the rope go slack. She just couldn't hold on. He might as well just cut the damned rope. Kasis was scared for his life. Just hid below deck, until the storm was over. Lucky for him, Keenan hadn't seen him.

"And you didn't say anything?"

"What could I say? That Keenan had killed her? It would have just marked me to be next on his list. Better to bide my time and hope that I could bring him down somehow.

"Look, I don't know if what Keenan was saying was true. After what happened to Archana – and Sirisha – I wasn't going to ask around if Keenan had a third brother or if he'd killed him."

"What does Keenan look like?"

Brown hair, violet eyes. Late forties. I dunno. Pretty non-descript, I guess.

"What's the name of his ship?"

"Lillian's Scourge"

"Where is he based?"

"All over the place. I worked out of Tinker's Cove, although he has support all over Ratik"

"Why are you helping us to bring down Keenan?"

"Revenge. Justice. Call it what you like. It's all the same to me now. Keenan killed two people I cared about simply because he could. One of them I loved. He also sent me here to die. Isn't that reason enough?"

"Why us? How did you know to contact us?"

"Keenan mentioned your names in association with his brother and niece. Something about a ship rescue. We were there when Alain told Keenan you'd turned down his offer for some box. Whatever you did pissed Keenan off really bad. I figure if anyone's got the balls to go against him, they're the sort of people to pass this on to. Information's no use to me once I'm dead."

"Why should we believe you? What do you want us to do exactly?"

"You don't have to. End of the day, it makes little difference to where I'm going. Believe what you want to believe. Do what you want to do. Only reason I tell you is 'cause Keenan says you're dangerous. And if he thinks

you're dangerous, then maybe you can do something about him."

"Where can we find more information?"

"I've told you all I know. Perhaps Keenan's brother or niece might know something."

Once the PCs have most of the pertinent information, read the following:

The guard returns to your cell and announces "Visiting time's over. Show's about to start," he says giving Philippe an evil, almost lecherous, grin. It would appear that the crowd outside aren't the only ones interested in the macabre.

Leaving the prison, you see the crowd outside has settled in for the show. Already one of the doomed foursome has been dragged on to the stage, kicking and screaming hysterically. "I didn't do it. I was setup. I'm innocent..." she screams to the crowd before dropping to her knees, sobbing. The executioner gives her a brief, almost fleeting, sympathetic look before returning to his stalwart pose. The crowd merely laugh and cheer at the spectacle before them.

Development: It should be made obvious to even the dimmest half-orc in the party that any interference in the hanging would probably get them killed (and a large enough mob will take down even a high level PC). If PCs are stubborn and insist on getting involved, then the GM should remind them that each of the prisoners has been given a fair trial and all found guilty. The behavior of the crowd, while distasteful, isn't actually illegal. If, after being warned, PCs continue to do so, be creative.

At this point, it is likely that the PCs will want to head to the Maninot family home. If no PC played *Lost at Sea*, either a DC 15 Gather Information check or DC 20 Knowledge (Local) check will allow them to find the address.

PCs may also try and find out more about Keenan Maninot. Either a Gather Information or Knowledge (Local) check will reveal the following:

DC 0: (false rumour) "Keenan Maninot? Sure. He's a merchant here in Marner. He seems to be doing rather well these days. Heard a bunch of adventurers managed to help him up the social ladder a little. I'd like to hire those guys."

DC 10: "Never heard of him, sorry."

DC 15: "Isn't he related to Seth Maninot? Yeah, he's one of Damek's kids. I know that he and his brother aren't really close. Last I heard, he moved out of Marner."

DC 18: "Nasty piece of work, that one. I heard he moved south to become a pirate."

DC 20: "Yeah, I was coming up through Tinker's Cove. Heard the name mentioned, but didn't think anything of it."

DC 22: "Place I was staying was called 'The Nest'. It's a little outside the town proper. It's about an hour's ride north of Tinker's Cove."

DC 25: "If you're looking for Keenan, then 'The Nest' is definitely the place to look. I wouldn't be surprised if one or more of the locals knew where to find him."

ENCOUNTER 2: OLD FRIENDS

Making your way to the Maninot household, you find it a hive of activity. You see wagons full of furniture lined up outside the house. Could it be they're moving up in the world or simply being evicted?

Ask the PCs what, if anything, they're doing. No-one here seems to bother them or ask them what they're doing. There are about a dozen hands busily unloading the wagons of all sorts of household paraphernalia. When the PCs go inside, read or paraphrase the following

Inside, Lydia is overseeing a group of people who are busy unwrapping and unpacking household chattels. Her father sits in his favourite chair seemingly oblivious to the domestic chaos around him. He sees your group and scowls.

"Girl!" he calls. "Your fair weather friends have shown their faces again. No doubt they've squandered the wealth I gave them and are back for more."

Lydia turns towards you and beams. "Hello there. It's been a quite a while since I last saw you." She turns to her father and adds "And Father, if you recall, it was they who helped us. Whatever little reward we provided was nowhere close the benefit they gave us. We owe them our wealth."

"Oh pish taw!" Seth's frustration appears to be directed at his daughter as much as it's directed toward you. "They are nothing more than mercenaries; mere sell-swords for hire. Do you think they would have returned the chest to us had we not paid them such generous compensation? I find your fascination with their ilk unfathomable. You are becoming more and more like your mother every day."

It is obvious to even the most imperceptive of you that Seth's comments have caused Lydia some pain. Seth also appears to have realised the hurt his words caused, although he says nothing to rectify his mistake.

"I am sorry Father," Lydia says meekly. "Forgive my ebullience. I was simply happy to see the people who helped us in our time of need." She looks at you and asks in a more subdued tone, "What brings you to my house this day?"

The PCs can choose to either speak to Lydia in private or in front of her father. Also, in the interest of openness with the players, remind them that they're not alone (other people are moving about the room removing furniture) as some PCs might prefer this conversation to be held privately. Simply intersperse the occasional "excuse me, passing through" or similar in the conversation.

Also keep in mind that the PCs might prefer themselves making the justifications as to why they should get the job rather than letting Lydia do it. The below boxed text makes assumptions as to how much the PCs are telling the family is merely a guide to how GMs should run the NPCs.

When the PCs have explained why they have come, read, paraphrase or use as a guide the following text:

"Keenan! Don't mention that blackguard's name in this house!" splutters Seth. "He is a disgrace to the Maninot name, and if you're here in my house, in his name, then you shall feel my wraith."

"Father!" instructs Lydia. "These people are NOT working for Uncle Keenan. If they were, would they have helped us before?"

"These people, as you say, came to us because we offered them work. These people brought us the chest because we paid them a handsome sum of money to do so." retorts Seth.

"These people, Father, COULD have given the chest to Uncle Keenan for a far greater reward. Consider that," says Lydia.

Lydia's father frowns, but seems to acquiesce to his daughter's argument. "Very well," he says. "I suppose these adventurers may not be the charlatans they appear to be. But," he adds, "They may still prove to be untrustworthy."

Lydia simply shakes her head at the old man. "Please, continue your story," she says.

When the PCs make mention of a third brother, Lydia will tell the PCs that they're mistaken and that Seth and Keenan were Damek's only two sons. Seth, however, will interrupt her.

Lydia looks at her father before turning back to you. "I don't understand," she says. "Father and Uncle Keenan were the only two children Grandfather and Grandmother had. I think whoever you've been speaking to was mistaken."

Her father gives a heavy sigh. "Daughter," he says. "There are some things that you don't know – family secrets that I have chosen, for your sake, to keep from you. It appears that your friends have stumbled upon a truth that I would have preferred

be buried with me and my brother. Or rather, I should say," he pauses, "my brothers."

Lydia is clearly confused and bewildered. "Your brothers?" she asks.

"Please, girl!" Lydia's father commands in a stern, but unusually placid and gentle voice. "Let me finish my story." He beckons one of the servants to stop moving furniture and refill his port glass before continuing.

"Before we came to Marner, some fifty odd years ago, there were five of us – Mother, Father, Keenan, me...and our older brother, Avel." The old man pauses looking at Lydia – his eyes suddenly full of pain. "I'm sorry Lydia. I should have told you before."

Seth is silent for a moment. "I think of Avel every day, and every day I wish it had been me that died instead of him. It was the mid-winter of 547 when he was killed. I was supposed to go to chop wood, but I was sick – or at least that was what I told my father. The truth is I just didn't want to do it. It was cold and I'd already done my share of chores that day. I was just being idle. So, Avel went in my stead and got killed. By nightfall, he hadn't come home. Father, Keenan and I went out looking and we found him. Nailed to a tree. Naked. Covered in blood." The old man stops. "I can't remember what I did last week; hell, I can't even remember what I had for breakfast sometimes, but I remember everything I did that day. Everything I saw. It's burnt into my brain like an oversized brand on a tiny bit of wood."

"That day, more than just Avel was killed. Our whole family was. My mother killed herself a few weeks later and my father threw himself into his work as if nothing else mattered. Truth be told, I don't think anything else did."

"Keenan and I never were really the closest of brothers, but that night it was pretty clear that we'd never be family – ever." Seth takes a large swig of port. "You know what Keenan said to me the night we found Avel? He said: 'It should have been you little brother. It should have been you on that tree.'"

He turns again to Lydia. "I can only repeat what I told you before. I am truly sorry Lydia. This pain I borne for years has suddenly become yours, and I have inflicted it upon you in the worst possible way."

Should PCs offer their assistance, use the following as a guide.

"What does Keenan look like?"

"Last I saw of that coxcomb was 40 years ago. I imagine he'd look very similar to me in appearance."

"What do you want us to do?"

"If you can, find Keenan and bring him back - alive. I need to know the truth. I need to know if Keenan is

responsible for my brother's death and my Mother's suicide. And, if it is so, I need to know what else he has wrought upon my family. If you are willing to do this for me, then I will be in your debt forever."

"What will you do to Keenan when we bring him back?"

"I don't know. Likely I will want to slay him where he stands, but I would rather he spend his remaining years rotting in a squalid, rat infested dungeon where I can think of him every day."

"What about the story Philippe told us? Is Keenan immortal?"

"Do you really think that such men exist? It is no more than a story told by pirates to keep their quarry afraid. As for my 'brother,'" the word is said with some venom, "being immortal, well I say this – we are all immortal until we take our last breath."

"What is the Mark?"

"A mark? I certainly know of no mark or deformity upon his body. Perhaps it is his conscience feeling some need to justify his fratricide."

Should PCs not have had a chance to Gather Information regarding Keenan's whereabouts, they have an opportunity to do so now. If they have already done so, proceed to Encounter 3.

ENCOUNTER 3: THE SHORTEST ROUTE IS NOT NECESSARILY THE SAFEST

The road south is fairly easy going, although there is still some snow on the roads. South of Fadric however, your luck promises to change. It is approaching dusk when the weather starts to close around you. The wind has picked up, and what began as a light snowfall is threatening to turn into a blizzard.

You crest the next hill to notice off to your right a farmhouse with lights in the windows. The promise of a warm hearth is appealing to all but the most hardened adventurer.

Allow the PCs to determine what, if anything, they wish to do. Should they ignore the farmhouse, then the GM can have the lycanthrope attack them on the road.

In the case the PCs do visit the farmhouse, then read or paraphrase the following

As you trudge through the snow toward the farmhouse, you see that the building is nestled in a hidden valley. In the dim light, you see that in

addition to the main farmhouse, there is a large barn and several smaller out buildings. A young boy drawing water from a well notices your approach. He drops his bucket and hurries indoors.

Moments later, the door re-opens and a heavy set man carrying an axe looks toward you. "Greeting strangers," he says cautiously. "It's a bit early in the season to be travelling these roads."

The PCs can introduce themselves and the woodsman invites them in.

"Well, if it's shelter from the storm you need, then we've got lodgings enough in the stables. But first, come in and warm your bones against the fire and allow me to introduce the kinfolk."

The man bids you indoors. Inside, by the fire, is a young woman brushing the boy's hair. The woman is in her early twenties and the child probably no more than 5 years old.

"Allow me to introduce my family. This is Ridanthe my wife, and my son Jarrad. I'm Kiereth."

The young woman begins to stand, but her husband indicates she remain seated. "Ridanthe, you stay by the fire and keep yourself warm. I will attend to our guests." He pulls a gourd from a shelf and a number of goblets. "Here," he says, unstoppering the gourd. "This will take the cold night chill from your bones."

Kiereth will make small talk with the PCs, asking them about what life is like in the wider world. He is an affable person who is genuinely interested in the PCs and what they do. He and his wife have lived relatively sheltered lives and he is extremely interested in the stories the PCs might have.

Have the PCs make a DC 25 Spot check. If any of the PCs are actively looking at, or talking to, Ridanthe then reduce the DC of this check to 15. Read the following to any PC who made a successful check.

At first, Ridanthe simply looked tired – not uncommon for a young woman raising a child; however you notice that as she plays with the boy, she appears to have cuts and scratches on her upper arms. Her face too, on closer inspection, appears to be bruised.

A successful DC 15 Heal check will reveal that the cuts are relatively fresh (within a day or so), although Ridanthe is not willing to have strangers look at her closer. Thus a more detailed diagnosis is not possible.

If the PCs ask about the cuts, then read the following.

Ridanthe looks at Kiereth for a moment before addressing you. "It happened two nights ago," she explains timidly. "I was outside getting in some wood when I was attacked by an animal. Kiereth heard my screams and came to fight it off."

A DC 20 Sense Motive check will show that she's not lying, but is definitely being elusive in the way she is speaking. If the PCs press the issue, Kiereth will step in and suggest the PCs allow him and his wife to retire for the night as she needs to recuperate from the attack.

The PCs are shown to the barn for the night. PCs who decide to search around the farm actually find animal tracks leading up to the door of the farmhouse. Close inspection of the farm door also reveals deep claw marks in the wooden door. A DC 15 Survival check reveals that the animal attacking the door was desperate to get inside.

Night falls and the light of the full moon streams through the holes in the barn roof. The still air carries little sound and all around, the world is quiet. A mouse scurries out of the safety of its nest and runs across the floor of the barn, looking for any loose grain it can carry back to its abode.

You are settling down for the night, those of you not on watch preparing to turn in for the evening, when the still of the night is broken by a scream coming from the direction of the farmhouse.

Investigating the door shows that it is still locked and barred from the inside. A DC 15 Strength check is needed to break it down.

Inside you see a bizarre sight. There appear to be two partially-clothed wild beasts ferociously attacking each other. The toddler, Jarrad cowers in terror behind the smaller beast, tears streaming from his eyes. His face is red from screaming.

The larger of the beasts notices you and turns to attack. The smaller of the two stays back, seemingly protecting the child.

Creatures:

APL 4 (EL 6)

👉 **Kiereth:** Medium werewolf Ranger 4; hp xx; Appendix 1

APL 6 (EL 8)

👉 **Kiereth:** Medium werewolf Ranger 6; hp xx; Appendix 1

APL 8 (EL 10)

👉 **Kiereth:** Medium werewolf Ranger 8; hp xx; Appendix 1

APL 10 (EL 12)

👉 **Kiereth:** Medium werewolf Ranger 10; hp xx; Appendix 1

Tactics: The smaller lycanthrope is Ridanthe. It should be extremely obvious to the PCs that once Ridanthe has

an action that she is not a threat to them. She ONLY attacks the PCs if she is deliberately attacked or the boy is threatened.

DM Notes: Both of them are aware they have an affliction. Kiereth was infected during the second last cycle of the full moon. When he returned to normal, they thought it might be over (not realising the "way" lycanthropy works). They now realise (or at least suspect) it has something to do with the moon and that it's permanent.

On day one of the previous full moon, Kiereth changed (failed his will save) and attacked Ridanthe. She drove him off.

Skip forward to the current cycle of the full moon. Last night, Kiereth didn't change (made his will save this night) but Ridanthe changed (no will save first time) and tried to kill the son. This time Kiereth (human) drove Ridanthe (werewolf) off.

Until now, the family has managed to control the changes, however tonight, they both changed (Kiereth has just accepted his fate as being unavoidable and "embraced" the evil); Ridanthe hasn't (and is protecting her son first and foremost). Now, without Kiereth there, she is worried she won't have anyone stopping her when she does eventually lose control.

Developments: Assuming the PCs have not attacked Ridanthe, read or paraphrase the following. If the PCs have attacked Ridanthe, then use the base stats for Kiereth (Ridanthe is unstated as only particularly stubborn PCs are likely to attack her).

As the monstrous beast falls at your feet, the smaller animal scrutinizes you carefully, determining whether or not it should attack you. It sniffs the air, but appears to be waiting to see what you do.

Ask the PCs what they've done with their weapons (this determines what Ridanthe does later on). Allow the PCs to try and talk her down. A DC 15 Diplomacy check is all that is needed to have Ridanthe back down if none of the PCs have made hostile intentions toward her or the child. If the PCs are successful, then read the following.

After a few minutes, your soothing words appear to calm the creature. A look of determined concentration comes across the beast's face and it slowly begins to change. In its place stands an amalgam of the creature you previously saw and the woman, Ridanthe.

If they wish, the PCs can exchange a few sentences with Ridanthe or themselves, but it should be clear to them that the young woman is fighting an inner battle.

"Please, I don't think I have much longer," the creature says, tears welling in its eyes. "Take my child away from here and keep him safe. He has so

far not been bitten, but I don't think I can trust myself any longer. I have been fighting the urge since I was bitten three nights ago, but the savage in me grows stronger." She wipes away the tears from her face and extends a claw-like hand toward the child. Touching the child tenderly, Ridanthe says "Your father and I love you Jarred. Never forget that you are, and always will be, loved".

If the PCs have swords out, she lunges toward the PCs, impaling herself on the nearest sword. If all of the PCs have previously said they have put their weapons away, she, instead, throws herself into the fireplace. Unless the PCs do try and stop her, she attempts to kill herself as soon as possible.

GM NOTES: It isn't beyond the PCs' power to save the woman's life. It certainly won't be easy, but give the PCs every chance to save her should they wish to try. Given her condition, she has made the decision to sacrifice her life to save her child's. Ridanthe has not considered the fact that lycanthropy can be cured, and if a PC does save her life, then it is possible she will be cured – especially with high level magic. While the author does consider this a strong possibility, the events surrounding her rescue and redemption are not in the scope of this adventure and are left to the individual GM to adjudicate.

ENCOUNTER 4: THE NEST

The roads are covered with last night's snow and overland travel proves to be tough going for all but the most rugged and resourceful of you. A lone wolf looks at you with hungry eyes, but determines that attacking you would not be the wisest of moves. Slinking away, he leaves your way unhindered.

After a number of hours trudging through the now melting snow, it is with some relief that you spot an inn ahead of you. The thought of spending a night exposed to the elements is not one that appeals to most people. Already the smell of hot stew and wood smoke pervade the air and overwhelm your olfactory senses.

You enter the inn, aptly called 'The Nest', and almost immediately the warmth of the fire begins to take effect. It would seem that you are not the only people who have taken refuge from the weather. Inside there are about 30 people, many of whom you would presume are local to the area. They acknowledge your presence with a friendly nod as you enter and then return to their conversations.

There are 32 people in the inn, 25 locals and 7 travellers. The travellers consist of a wine merchant, his wife and their daughter, an artist (painter), a furrier and two "adventurers" (both 2nd level warriors). They are each travelling to Marner for their own reasons and have decided to journey as a group for safety reasons. They have taken one table near the door.

The other 25 sit in groups of between 2 and 4 people and represent the citizens of the nearby community. There are farmers, blacksmiths, coopers, etc.

A DC 20 Gather Information check will indicate that there is a cave network nearby that has been used in the past by smugglers.

Read or paraphrase the following to the PCs when they ask around, remembering to adapt the text as necessary to reflect the questions the PCs ask (for example, they may or may not mention Keenan's name).

Late in the evening as you're ready to retire, you are approached by a middle aged man who looks like he's seen his fair share of adventure. "Are you the folk looking for smuggler's booty?" he asks. "Aye if you believe the tales, this area's been used for smuggling for hundreds of years. This place is littered with caves. Most of them probably deserted, but there are some of them are still used."

"This man you're looking for. Keenan. Heard of him; seen him in the tavern. He's a nasty one, he is. I wouldn't go messing with him, but if you want to, it's your funeral. That being said – I am in a position to perhaps help you. For a price."

If the PCs ask him his price, Reynold (the man, who will happily give his name if asked) will respond.

"I'm looking for two things. Firstly, I want Keenan dead. Not negotiable. If I'm going to tell you what I tell you, then I want him dead. My life is a lot safer that way. Secondly, my price: a thousand now and a quarter of whatever you find down in those caves."

A DC 15 Diplomacy check will reduce this cost to 500gp and 10 percent of whatever they recover. A DC 22 Sense Motive check will indicate to the PC that there is more to the story than their newly acquired friend is willing to tell them, but they are unable to get more information from Reynold.

DEVELOPMENTS: If the PCs have the child Jarred, they are able to convince the family going to Marner to take him with them, providing they are given somewhere to 'drop him off. The cost of this service, should it be chosen by the PCs, is left to the GM's discretion, but should be no more than about 10 gp.

ENCOUNTER 5: EXIT STAGE LEFT PURSUED BY A TROLL

Following the directions provided to you by the local villager does not prove to be easy. One landmark looks very similar to another and the only thing distinguishing one bush from another is the amount of snow covering it. After a good hour searching though, you eventually find a small opening in some rocks by the cliff face. Careful

investigation reveals that although blocked, it's not from natural causes and is likely to be more designed to be simple camouflage concealing the entrance from casual observation.

A DC 20 Search check reveals tracks leading to and from the entrance. A DC 25 Survival check reveals the tracks were made within the last day – probably sometime just before dawn.

The tracks lead onto the path and they are easily lost on the hard rock of the path. In fact the maker of the tracks turned back shortly after hitting the rocky, difficult to track part of the path.

The opening is about 3 feet wide and leads down into the cliff. The path weaves and winds dropping about 20 feet over a distance of around 100 ft. The path is no wider than 7 feet in any one place, and drops to a scant 2 or 3 feet wide in some places.

After 100 feet of steep descent, the path widens out to an opening 20 feet long by around 15 feet wide. At the far end of the cavern is a solid wooden door.

A DC 15 Spot check reveals that there is moss growing on the handle. It is clear to any PC who makes a DC 15 Survival check, that the door has not been used in some time. It also reveals that the tracks do not come down this far.

A DC 20 Listen check reveals some faint movement coming from behind the door. A DC 30 Spot check indicates that there is the smell of rotting food from the other side.

The door is unlocked and can be easily opened, although a DC 15 Strength check is sufficient to break the door should PCs prefer the blunt force approach.

Looking into the room, you see a troll sitting on the ground eating what could best be described as pig scraps. It looks at you, throws away the scraps and stands up to face you.

Creatures:

APL 4 (EL 6)

👊 **Smasher:** Troll Ranger 1; hp 80; See Appendix 1

APL 6 (EL 7)

👊 **Smasher:** Troll Ranger 2; hp 91; See Appendix 1

APL 8 (EL 9)

👊 **Smasher:** Troll Ranger 4; hp 113; See Appendix 1

APL 10 (EL 11)

👊 **Smasher:** Troll Ranger 6; hp 147; See Appendix 1

Note: If the PCs retreat, the troll is not able to follow past the really narrow parts of the trail, not even while

squeezing. If the PCs are having troubles, feel free to remind them of this (maybe via Spot or Int checks).

Developments: Once the troll is defeated, the PCs can break through the other door and explore the caverns. The troll is in effect a trap left to delay anyone searching for the caves and the treasure they contain (while the villagers' empty said caves). The PCs have a simple choice as they leave – either left or right. Following the left hand route leads to the caves where the villagers are currently gathering whatever remains from Keenan's gang. They intend to distribute whatever remains in the cave throughout the village as they believe that the PCs are working with Ratic law enforcement. The right hand path leads to a cellar under “the Nest” tavern.

FOLLOWING THE LEFT PASSAGE:

As you follow the tunnel - a combination of worked passage and natural channel through the rocky terrain - the light gets a little brighter and the air moister and colder. You pass several side tunnels, although these prove to be too narrow for you to pass through, or simply lead nowhere.

The main tunnel comes to an end around 200 ft from the side tunnel you originally entered and opens up into a large cavern.

To one side of the cavern, you can see an opening to the ocean. Nearby, several longboats have been pulled up onto surrounding ledges, keeping them protected and dry. To your right familiar faces work quickly, unpacking crates and moving them onto makeshift trolleys. It would appear that almost everyone you met in the tavern last night, including the man who gave you the directions to the caves, is here working industriously.

One of the people spots your group and swears. The others turn to face you muttering expletives. Some attempt to flee, before realising that you and your party block the only feasible exit to the cavern.

At this point, the villagers surrender to the PCs. Reynolds also hands back the money he took from the PCs, apologising for his deception. While they're in league with the pirates, they realise that they cannot win any fight with the PCs and try to negotiate with them in exchange for not being reported to the authorities.

Treasure:

👑APL 4: Loot: 500 gp; Coin: 0 gp; Magic: elixir of adamantine blood (42 gp), rope of stone (67 gp), eternal wand of comprehend languages (68 gp), adamantine longsword (251 gp), wand of cure light wounds (10 charges) (12 gp)

👑APL 6: Loot: 500 gp; Coin: 0 gp; Magic: elixir of adamantine blood (42 gp), rope of stone (67 gp), eternal wand of comprehend languages (68 gp), adamantine longsword (251 gp), wand of cure light wounds (10 charges) (12 gp), +1 mithril chain shirt (91 gp), armbands of might (341 gp), scroll

of close wounds (12 gp), wand of cure moderate wounds (10 charges) (75 gp)

👑APL 8: Loot: 500 gp; Coin: 0 gp; Magic: elixir of adamantine blood (42 gp), rope of stone (67 gp), eternal wand of comprehend languages (68 gp), adamantine longsword (251 gp), wand of cure light wounds (10 charges) (12 gp), +1 mithril chain shirt (91 gp), armbands of might (341 gp), scroll of close wounds (12 gp), wand of cure moderate wounds (10 charges) (75 gp), lyre of the restful soul (250 gp), ring of lockpicking (375 gp), wand of cure serious wounds (10 charges) (187 gp)

👑APL 10: Loot: 500 gp; Coin: 0 gp; Magic: elixir of adamantine blood (42g p), rope of stone (67 gp), eternal wand of comprehend languages (68 gp), adamantine longsword (251 gp), wand of cure light wounds (10 charges) (12 gp), +1 mithril chain shirt (91gp), armbands of might (341 gp), scroll of close wounds (12 gp), wand of cure moderate wounds (10 charges) (75 gp), lyre of the restful soul (250 gp), ring of lockpicking (375 gp), wand of cure serious wounds (10 charges) (187gp), domain draught (sun) (275 gp), globe of sunlight (500 gp), nycoptic manuscripts (208 gp), wand of cure critical wounds (10 charges) (187 gp)

GM Note: While most of the treasure has been stolen by the pirates, there is no owner of record anymore. As such, the PCs will be allowed to keep a portion of this, with the majority going to the Ratic treasury. Any items thus given up to the Ratic authorities will be allowed to be purchased by the PCs at a later date. In particular there are a lot of coins and saleable loot of various types in addition to what is listed here.

Developments: Particularly lawful PCs may decide to turn in the villagers as being guilty of association with pirates. Good PCs may decide to convince the villagers to turn the goods in to the authorities. Chaotic PCs may decide to keep the lot and share it with the villagers. All of these are options available to the GM as good role-playing opportunities. Regardless of the option chosen by the PCs, they should still be granted access to the items once discovered (either they are kept by, or sold to, the PCs after the adventure).

FOLLOWING THE RIGHT PASSAGE:

You follow the winding passage as it twists and winds following a natural path through the limestone hills. It is clear that in some places the tunnel has been worked to widen it, but the passageway is, for the most part, a natural phenomenon. After approximately 350 ft, the tunnel comes to an end, seemingly in a cellar. The room contains a number of crates, barrels and assorted containers. On what you would guess is the eastern wall, there is a set of stairs leading up to a trap door. Above you, you can hear conversational speech and smell food cooking.

The PCs are directly below the tavern they stayed in last night. Ascending the stairs, they find that the trapdoor is not locked. If the PCs venture into the room upstairs, they discover that they are in the back room of “the Nest”.

INTERROGATING THE VILLAGERS

When the PCs interrogate the villagers, they decide to tell the PCs what they know. Below is a summary of what the villagers know:

- They are afraid of Keenan. He does provide them protection, but it's on his terms.
- Keenan is a handsome man aged in his mid to late 40s, although they have heard differing stories from other members of his crew.
- A number of his men also appear to be afraid of him. To some extent, this fear is what binds the group (although the lure of easy wealth has its own appeal).
- They have heard stories regarding his prowess at battle. A number of them have heard that he deliberately taunts his enemies and has been rumoured to sometimes give a foe a “free attack” before killing them.
- None have heard of any special powers that Keenan might possess. They just regard him as a lucky, but skilled, madman.
- Keenan keeps the troll as a pet. They were instructed long ago that should any Ratick officials (tax inspectors, military, etc) ask around, that they should be directed to the ‘special entrance’ so that the troll would finish them off. While the troll was doing what it should do, the villagers should move what they could out of the tunnels and hide it as best they could.
- Keenan went north a day or so ago to deal with some trouble that came up. The villagers aren't aware of the details, but those who saw him noticed he was furious (and decided NOT to ask any more questions). One of the villagers heard Keenan say he needed to deal with a ‘family problem’ once and for all.

ENCOUNTER 6: BACK AT THE RANCH

GM Note: during Keenan's monologue, Lydia is lying dying. She should NOT die before he finishes his speech (some players don't like to interrupt boxed text, but others will). She will be somewhere between -2 and -8 hit points depending on when (or if) the players interrupt him. Keenan's plan is to coup de grace Seth and then surrender to the PCs. The PCs should be given EVERY chance to save Lydia's life and be the heroes of the day.

Before the PCs arrived on back, Keenan arrived and managed to convince Seth that Lydia's mother had

cheated on her husband and Lydia was born as a result of an affair with Keenan. Seth, enraged, threw his drink at Lydia catching her in the throat. Keenan then convinced Seth to take his own life by taking poison (which, rather than killing him, paralysed him).

While paralysed, Keenan then explained he'd tricked Seth into killing his own daughter. No affair had ever taken place, but he (Keenan) had used magical methods to convince Seth's wife to run away with adventurers 20 odd years ago.

The PCs arrive to find Keenan waiting for Lydia to die so he can then kill Seth.

Travelling back to Marnar presents no difficulty. The roads are clear of traffic and you make good time. Arriving back to the Maninot household, you find it seemingly deserted. No lights are visible from the street and the door is ajar.

If the PCs enter the house, they notice that there is a light on in one of the backrooms. When they investigate, read or paraphrase the following:

Entering the room, you see Lydia lying on the floor, unconscious and bleeding. Near the fire, Seth sits in his familiar chair, seemingly in shock and oblivious to his daughter's predicament. Standing behind the chair, looking toward you is a man aged in his late thirties. He holds a dagger in his right hand; the tip of its blade only inches away from Seth's throat.

The resemblance between him and Seth is uncanny. Were it not for the obvious age difference, one would swear that you were looking at Keenan himself, although from all reports, Keenan should be more a man approaching his twilight years, not someone aged in his late forties.

He turns to face you and with a sneer on his face says “Oh dear... the intrepid heroes enter stage right. Well, I suppose every great tragedy needs to have its audience. Without an audience, who do the players play for? Clichéd, I know – but try and kill me or even attend to Lydia before I finish my speech and I kill Seth.”

Allow the PCs a DC 15 Heal check. Lydia is dying, and Seth appears to be drugged. He is very conscious, but unable to move.

Let the players exchange comments should they wish, but keep them to only one or two short sentences before continuing. If the players do interrupt boxed text at any time (such as to attend Lydia or rescue Seth), then Keenan stops his speech and kills Seth.

Assuming he gets to deliver his whole speech, Keenan's monologue should take around a minute to read, so assume that seven rounds pass during the course of the conversation (during which time Lydia drops from -6 hit points to -8, stabilises on -8 and resumes bleeding just as Keenan finishes his monologue).

“Now where was I before I was so rudely interrupted? Blah, blah, blah. Oh yes... ‘Do you honestly think I would kill my own daughter?’ What sort of man would do that? Only someone truly twisted and evil would stoop as low as kill his own flesh and blood...” From his tone, it is clear to all present his words are designed to mock Seth. He laughs at Seth, “oh wait...or a complete fool.”

He turns to address you. “I told Seth that Lydia was mine,” he explains to you, “and he believed me. It was so easy to convince him that Lydia’s mother had been unfaithful. She was the sort of girl to run off with adventurers, after all. Seth didn’t ever stop and consider for a moment that someone might have used magic to influence her to run off with those boys.” He gives an evil chuckle.

“So eager to believe that Lydia wasn’t his; so easy to manipulate. Poor Seth: he spent his whole life hating himself, the last twenty years hating his wife and now he goes to the grave knowing that he killed his own daughter.”

He turns to Seth, his voice taking on a more sinister and accusatorial tone. “You brought all of this on yourself, you know. If you’d not been so eager to steal away Lillian, none of this would have happened. You’d have been rich and successful and so would’ve I.” He pauses for a moment and chuckles. “No. I can’t in all honesty say that. You exist. That’s enough reason to hate you. I really should’ve waited and killed you instead of Avel. At least he would have been a worthy opponent rather than the banality that sits before me” He glances toward Lydia. The pool of blood around her throat has stopped expanding.

“She’s dead now,” he says. “Now it’s your turn, baby brother.” With a quick flick of the wrist, Keenan plunges the dagger into Seth’s throat before stepping back and raising his arms. “I surrender” he says.

Tactics: Keenan’s first action is to coup de grace Seth (full round action provoking attacks of opportunity). As a free action he drops his sword and says “I surrender”. His agents have studied the PCs and he believes that none of them will try and kill him if he immediately surrenders. He is protected by the gem and its magic, but he would prefer not to alert the PCs as he believes they are resourceful enough and clever enough to discover his secret (assuming they have not already done so).

GM Note: It is possible that particularly resourceful PCs might be able to save Seth’s life. If they come up with an innovative way to do so, then they should be allowed to do so. If the PCs do manage to do so, then the remainder of the text of the adventure will need to be adapted as necessary.

Developments: The PCs can either attempt to attack Keenan or arrest him. If they arrest him, he goes

peaceably. He has contacts within the jail and expects to be out before the next morning.

If they choose to attack him, Keenan lets them and does not fight back – at least until it becomes obvious to the PCs they’re not doing any damage. If this is the case, adapt Encounter 7 as necessary.

If the PCs did not interrupt boxed text, Lydia has one round left before she dies. If a PC fails to heal or stabilise Lydia as their first action in the round, she will die at the top of the second round.

If the PCs DID interrupt boxed text then the GM should use their discretion to determine how many round the PCs have before she dies based on how quickly they interrupted it (most likely somewhere between two and eight rounds).

If the PCs saved Lydia’s life, read the following.

After several minutes, Lydia comes around. “Father!” she screams. She looks around and noticing you, she asks “Where is Father? And Uncle Keenan?” She hesitates for a moment before adding “Father...he...he tried to kill me.” Lydia collapses, sobbing.

The PCs are able to calm her down with a DC 15 Heal check. While she is still upset, she is able to let the PCs know the basics of what happened before they arrived.

“About 20 minutes ago, Uncle Keenan knocked on the door. We were just retiring for the night, and I went to see who it was. I didn’t recognise him immediately – he was just so...young. I guess he’s either been blessed by the Gods or has some magic of a kind protecting him.” Lydia pauses, wiping away tears from her face.

“He came in and demanded to speak to Father. I asked him who he was and he said to me ‘Don’t you recognise your own kin?’ He pushed past me and strode directly into the living area until he came face to face with Father. The two of them looked at each other for a couple of seconds and Father then started shouting all sorts of obscenities at Uncle Keenan. Uncle Keenan simply said nothing until Father was finished, and said ‘Brother...you know nothing.’ I begged the two of them to stop, and Uncle Keenan told me to shut up. He called me a...well; I’d prefer not to repeat what he said.” Lydia begins to sob again.

When the PCs have calmed her down again (requiring another DC 15 Heal check) continue with the following.

“Father objected to Uncle’s behaviour and Uncle Keenan asked him who he – Father - thought he was to be disciplining me. Uncle Keenan said that I was never my Father’s – Seth’s – child and that my Mother had cheated on Father with my Uncle.”

Lydia says. "He asked my Father why I would be so eager to believe that I was his when he knew that Mother had run away with adventurers. Father looked at me, called me a 'damned whore'. Said I was just like my Mother. He threw a glass at me. It caught be in the side of the face, and well...that's all I remember."

At his point, the PCs can take Keenan to the Marner authorities. He will be arrested and taken away and the PCs thanked profusely for their work.

ENCOUNTER 7: KEENAN'S LAST STAND

Lydia, not wishing to be alone in her house that evening, asked you to remain with her to keep her company. While her physical wounds have healed magically, you all sense that her mental injuries will take far longer to mend. Her world collapsed, the strong, independent woman you met months ago has become quiet and withdrawn.

After dinner, she retires early, leaving you to your devices. It is only an hour or so later, that there is a knock on the Maninot door.

When the PCs answer the door, read the following.

On the doorstep stands a guard dressed in the uniform of the Ratik prison. He looks at you, immediately realising who you are.

"Maninot's escaped," he tells you. "We've sent a group out after him, but I was told that you might like to lend some assistance in bring him back." The guard pauses. "We don't rightly care if he's breathing when you do it."

If the PCs ask the guard how he managed to do it, he will advise them that Keenan had someone in his employ working in Marner prison. While Keenan escaped, his accomplice didn't.

Having delivered his message the guard leaves.

You are getting ready to leave, when you hear a scream coming from Lydia's room.

Rushing into the room, you see Keenan standing at the end of Lydia's bed. He turns to face you, a look of concern – almost fear – flashing across his face for a second before being replaced by frustration and anger.

"Are you people stubborn, stupid, or a combination of both?" he says between gritted teeth. Leave, or be prepared to die like the curs you are."

Keenan chooses the weakest PC in the party, and walks right up to him or her (ignoring all attacks of

opportunity). He continues to attack that PC until he or she is dead and then moves on to the next weakest PC.

When Keenan attacks the PC (regardless of a successful hit or not), the PC (and that PC only) sees the gemstone around his neck flare a bright red. If the PCs are not already aware of Keenan's weakness, this should be an obvious clue that while Keenan cannot be hurt, the gemstone can be.

When a PC deliberately targets the gem with an attack of any sort read the following. For AC purposes, regard the gem as having AC 5 and 1 hit point (no hardness) when it is the SPECIFIC target of an attack. NOTE that while the gem will NOT be destroyed by an area effect – regardless of damage inflicted – it will shatter when it is deliberately targeted.

The gem shatters with an almost deafening roar. Light spills out from the crystal shards as Keenan's falls to his knees, his body beginning to wither and age. His face begins to crack, light spilling out from inside him too. Desperately he tries to gather together the shards, but it is too late. The light intensifies until it almost blinds you then vanishes.

For a moment, all is silent and still. The shards of crystal, discarded on the floor begin to melt and coalesce, taking the form of blood. It runs along the floor makes its way toward the nearest window sill. As it flows out onto the Marner streets, the blood begins to take a dark, demonic shape.

"Thank you my friends. You have freed me of this mortal shell. I had hoped that this vessel would have brought me more souls before it perished, but it matters not. I am free, and I am hungry."

Creatures:

APL 4 (EL 6)

☛ **Babau:** medium outsider; hp 66; See monster manual page 40

APL 6 (EL 9)

☛ **Vrock:** large outsider; hp 115; See monster manual page 48

APL 8 (EL 11)

☛ **Hezrou:** large outsider; hp 138; See monster manual page 44

APL 10 (EL 13)

☛ **Glabrezu:** huge outsider; hp 174; See monster manual page 43

Tactics: The demon is simply interested in causing as much death and destruction it can. If the demon wins initiative, it strikes out at a random passerby, killing him instantly and then move down the street in search of a second victim.

If the PCs have attacked it, it turns its attention to them PCs and attack without remorse until it is killed or banished. NOTE that at APL 8, the Hezrou will NOT use its blasphemy power.

CONCLUSION

Once the demon is defeated, read or paraphrase the following go the PC.

The demon vanquished, life returns to normal – at least for a while. The Marner authorities do request that you remain in the city for a week or so while they attempt to make sense of what happened. Rumours vary widely as to what happened in the Marner household depending on the source you hear it from. More often than not, the fiction doesn't even go close to resembling the fact. But if nothing else, it ensures you all a welcome spot at any table in the Marner Public Houses during the week.

After five days, the PCs are summoned to meet with the authorities. They explain that their inquiry has officially concluded that Keenan was being possessed by a demon – a likely result of one of his illicit exploits. His actions in the Maninot household that night have been declared a direct result of that possession and there is no evidence to suggest that demonic influences remain in Marner.

The PCs are commended for their bravery in stopping the demon and minimising the casualties. The authorities realise that if it weren't for the direct intervention by the PCs, casualties would have been far worse. Their investigation also revealed that while Keenan didn't base his operations in Marner, he still had a very strong network in the city, most of which have now been identified and arrested. One particular individual of interest was the late Seth Maninot's personal valet, Uldar. It seems that for years Uldar had been providing Keenan with information regarding all Seth's private and business affairs, including the PCs' comings and goings. He had never been at any of the meeting, but it appears that any information they'd shared with Seth had found its way directly to Keenan.

Lydia, while still obviously grieving for her father, begins to show signs of recovering from the trauma of being held hostage. While the experience has obviously changed her, the support offered and shown by the PCs, as well as the explanations of what happened, go a long way toward healing her psychological wounds. In addition (assuming the PCs brought Jarred with them), Lydia has taken a shine to the boy and is planning on raising him herself.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 3

Defeat Kiereth

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 5

Defeat Smasher

APL 4	180 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 7

Defeat Keenan's Inner Demons

APL 4	180 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Discretionary roleplaying award

APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

Total possible experience:

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the

scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 1: A Good Hanging

APL 4: Loot: 0 gp; Coin: 4 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 6 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 8 gp; Magic: 0 gp

APL 10: Loot: 0 gp; Coin: 10 gp; Magic: 0 gp

Encounter 5: Exit Stage Left Pursued by a Troll

APL 4: Loot: 500 gp; Coin: 0 gp; Magic: *elixir of adamantine blood* (42 gp), *rope of stone* (67 gp), *eternal wand of comprehend languages* (68 gp), *adamantine longsword* (251 gp), *wand of cure light wounds (10 charges)* (12 gp)

APL 6: Loot: 500 gp; Coin: 0 gp; Magic: *elixir of adamantine blood* (42 gp), *rope of stone* (67 gp), *eternal wand of comprehend languages* (68 gp), *adamantine longsword* (251 gp), *wand of cure light wounds (10 charges)* (12 gp), *+1 mithril chain shirt* (91 gp), *armbands of might* (341 gp), *scroll of close wounds* (12 gp), *wand of cure moderate wounds (10 charges)* (75 gp)

APL 8: Loot: 500gp; Coin: 0 gp; Magic: *elixir of adamantine blood* (42 gp), *rope of stone* (67 gp), *eternal wand of comprehend languages* (68 gp), *adamantine longsword* (251 gp), *wand of cure light wounds (10 charges)* (12 gp), *+1 mithril chain shirt* (91 gp), *armbands of might* (341 gp), *scroll of close wounds* (12 gp), *wand of cure moderate wounds (10 charges)* (75 gp), *lyre of the restful soul* (250 gp), *ring of lockpicking* (375 gp), *wand of cure serious wounds (10 charges)* (187 gp)

APL 10: Loot: 500 gp; Coin: 0gp; Magic: *elixir of adamantine blood* (42 gp), *rope of stone* (67 gp), *eternal wand*

of *comprehend languages* (68 gp), *adamantine longsword* (251 gp), *wand of cure light wounds (10 charges)* (12 gp), *+1 mithril chain shirt* (91 gp), *armbands of might* (341 gp), *scroll of close wounds* (12 gp), *wand of cure moderate wounds (10 charges)* (75 gp), *lyre of the restful soul* (250 gp), *ring of lockpicking* (375 gp), *wand of cure serious wounds (10 charges)* (187gp), *domain draught (sun)* (275 gp), *globe of sunlight* (500 gp), *nycoptic manuscripts* (208 gp), *wand of cure critical wounds (10 charges)* (187 gp)

Total Possible Treasure

APL 4: Loot: 500 gp; Coin: 0 gp; Magic: 440 gp; Total 940 max 650 gp

APL 6: Loot: 500 gp; Coin: 0 gp; Magic: 969 gp; Total 1469 max 900 gp

APL 8: Loot: 500 gp; Coin: 0 gp; Magic: 1781 gp; Total 2281 max 1300 gp

APL 10: Loot: 500 gp; Coin: 0 gp; Magic: 2951 gp; Total 3451 max 2300 gp

Special

🗡️ **A little bit of Sheldavris:** When releasing Keenan from Sheldavris' influence, you gained a little of the demon's power. As a standard action that provokes an attack of opportunity, you may call on this power by uttering the words "I call on the power of the demon". Calling on the power of Sheldavris grants you the use of the spell-like ability *Iron Body*. The favour can only be used once and the favour operates exactly like the wizard spell, *iron body*, which can be found on (PHB). This effect lasts for 15 minutes and cannot be dismissed. If the PC cannot speak, or is under the effects of *silence* or some other spell that prevents such magic from happening, then this favor may not be possible. Such results are left to the DM to adjudicate.

👉 **Favour of Lydia:** For saving her life, Lydia uses her influence with the merchants of Marner to arrange access to a single weapon or armour crafted from one of the following material at a 25% discount to normal cost: *adamantine*, *mithral*, *darkwood*, *cold iron*, or *silver*. You must have access to the item to be made from the special material. All enhancements must be done at the time of the item's creation to receive the 10% discount.

👉 **Returned Goods:** For returning the goods to the Marner authorities, the PC gains regional access to all of the items found during the adventure.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 4:

- *elixir of adamantine blood* (Adventure; MIC; 500 gp)
- *rope of stone* (Adventure; MIC; 800 gp)
- *eternal wand of comprehend languages* (Adventure; MIC; 820 gp)
- *adamantine longsword* (Adventure, DMG)
- *wand of cure light wounds (10 charges)* (Adventure; DMG; 150gp)

APL 6:

- *+1 mithril chain shirt* (Adventure; DMG)
- *armbands of might* (Adventure, CV; 4,100 gp)
- *scroll of close wounds* (Adventure; SpC; 150 gp)
- *wand of cure moderate wounds (10 charges)* (Adventure; DMG; 900 gp)

APL 8:

- *lyre of the restful soul* (Adventure; LM; 3000 gp)
- *ring of lockpicking* (Adventure; CV, 4,500 gp)
- *wand of cure serious wounds (10 charges)* (Adventure; DMG; 2,250 gp)

APL 10:

- *domain draught (sun)* (Adventure; MIC; 3,300 gp)
- *globe of sunlight* (Adventure; MIC; 6,000 gp)
- *nycoptic manuscripts* (Adventure, LM; 2,500 gp)
- *wand of cure critical wounds (10 charges)* (Adventure; DMG; 4,200 gp)

APPENDIX 1: APL 4

3: THE ROAD LESS TRAVELLED

KIERETH (HYBRID FORM) CR 6

male werewolf human ranger 4
CE medium humanoid (human,shapechanger)

Init +9; **Senses** Low-light, Listen +7, Spot +7

Languages Common, Elven

AC 19, touch 15, flat-footed 14
(+5 Dex, +4 natural)

hp 49 (6 HD); DR/5 Silver

Fort +11, **Ref** +12, **Will** +3

Weakness Silver

Speed 30 ft. (6 squares);

Melee bite +7 (1d6+1) and 2 claws +2/+2 (1d4+2) or dagger +7 (1d4+2/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Atk Options Combat Reflexes

Special Actions

Combat Gear none

Abilities Str 15, Dex 20, Con 18, Int 12, Wis 10, Cha 10

SQ Alternate Form (Su), Animal Companion (Ex), Curse of Lycanthropy (Su), Favored Enemy humanoid (human) +2, Wild Empathy

Feats Combat Reflexes, Endurance, Diehard, Improved Initiative, Iron Will, Stealthy, Track

Skills Control Shape +2, Hide +16, Knowledge (Geography) +8, Knowledge (Nature) +10, Listen +7, Move Silently +14, Search +8, Spot +7

Possessions none

Alternate Form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

5: EXIT STAGE LEFT PURSUED BY A TROLL

SMASHER CR 6

Male giant ranger 1
CE large giant (troll)

Init +2; **Senses** Darkvision 90ft., low-light vision, scent, Listen +6, Spot +7

Languages Common, Giant

AC 20, touch 11, flat-footed 18

(-1 size, +2 Dex, +4 armor, +5 natural)

hp 80 (7 HD); regeneration 5

Fort +13, **Ref** +6, **Will** +1

Speed 30 ft. in chain (6 squares);

Melee 2 claws +10/+10 (1d6+6) and bite +5 (1d6+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +15

Atk Options

Special Actions Rend 2d6+9

Combat Gear None

Abilities Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

SQ wild empathy, favored enemy elves (+2)

Feats Alertness, Power Attack, Cleave, Track

Skills Listen +6, Move Silently +1, Spot +7, Survival +0

Possessions combat gear plus chain shirt

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

APPENDIX 1: APL 6

3: THE ROAD LESS TRAVELLED

KIERETH (HYBRID FORM) CR 8

male werewolf human ranger 6
CE medium humanoid (human,shapechanger)
Init +9; **Senses** Low-light, Listen +9, Spot +9

Languages Common, Elven

AC 19, touch 15, flat-footed 14
(+5 Dex, +4 natural)

hp 63 (8 HD); DR/5 Silver

Fort +12, **Ref** +13, **Will** +4

Weakness Silver

Speed 30 ft. (6 squares);

Melee bite +9 (1d6+1) and 2 claws +4/+4 (1d4+2) or dagger +9/+4 (1d4+2/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7/+2; **Grp** +9

Atk Options Combat Reflexes

Special Actions

Combat Gear none

Abilities Str 15, Dex 20, Con 19, Int 12, Wis 10, Cha 10

SQ Alternate Form (Su), Animal Companion (Ex), Curse of Lycanthropy (Su), Favored Enemy humanoid (human) +4, Favored Enemy humanoid (gnoll) +2, Wild Empathy

Feats Combat Reflexes, Endurance, Diehard, Improved Initiative, Iron Will, Stealthy, Track

Skills Control Shape +2, Hide +18, Knowledge (Geography) +10, Knowledge (Nature) +12, Listen +9, Move Silently +16, Search +10, Spot +9

Possessions none

Alternate Form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

5: EXIT STAGE LEFT PURSUED BY A TROLL

SMASHER CR 7

male giant ranger 2
CE large giant (troll)

Init +2; **Senses** Darkvision 90ft., low-light vision, scent, Listen +7, Spot +8

Languages Common, Giant

AC 20, touch 11, flat-footed 18

(-1 size, +2 Dex, +4 armor, +5 natural)

hp 91 (8 HD); regeneration 5

Fort +14, **Ref** +7, **Will** +1

Speed 30 ft. in chain (6 squares);

Melee 2 claws +12/+12 (1d6+7) and bite +7 (1d6+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +17

Atk Options

Special Actions Rend 2d6+9

Combat Gear None

Abilities Str 24, Dex 14, Con 23, Int 6, Wis 9, Cha 6

SQ wild empathy, favored enemy elves (+2)

Feats Alertness, Power Attack, Cleave, Track

Skills Listen +7, Move Silently +2, Spot +8, Survival +1

Possessions combat gear plus chain shirt

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

APPENDIX 1: APL 8

3: THE ROAD LESS TRAVELLED

KIERETH (HYBRID FORM) CR 10

male werewolf human ranger 8

CE medium humanoid (human,shapechanger)

Init +9; **Senses** Low-light, Listen +11, Spot +11

Languages Common, Elven

AC 19, touch 15, flat-footed 14

(+5 Dex, +4 natural)

hp 77 (10 HD); DR/5 Silver

Immune

Resist

Fort +13, **Ref** +14, **Will** +4

Weakness Silver

Speed 30 ft. in none (6 squares);

Melee bite +11 (1d6+1) and 2 claws +6/+6 (1d4+2)

or

dagger +11/+6 (1d4+2/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9/+4; **Grp** +11

Atk Options Combat Reflexes, Dodge

Special Actions

Combat Gear none

Abilities Str 15, Dex 20, Con 19, Int 12, Wis 10, Cha 10

SQ Alternate Form (Su), Animal Companion (Ex), Curse of Lycanthropy (Su), Favored Enemy humanoid (human) +4, Favored Enemy humanoid (gnoll) +2, Wild Empathy

Feats Combat Reflexes, Endurance, Diehard, Dodge, Improved Initiative, Iron Will, Stealthy, Track

Skills Control Shape +2, Hide +20, Knowledge (Geography) +12, Knowledge (Nature) +14, Listen +11, Move Silently +18, Search +12, Spot +11

Possessions none

Alternate Form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

5: EXIT STAGE LEFT PURSUED BY A TROLL

SMASHER

CR 9

male giant ranger 4

CE large giant (troll)

Init +2; **Senses** Darkvision 90ft., low-light vision, scent, Listen +9, Spot +10

Languages Common, Giant

AC 21, touch 11, flat-footed 19

(-1 size, +2 Dex, +4 armor, +6 natural)

hp 113 (10 HD); regeneration 5

Fort +15, **Ref** +8, **Will** +2

Speed 30 ft. in chain (6 squares);

Melee 2 claws +14/+14 (1d6+7) and bite +9 (1d6+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +19

Atk Options

Special Actions Rend 2d6+9

Combat Gear None

Abilities Str 24, Dex 14, Con 23, Int 6, Wis 9, Cha 6

SQ wild empathy, favored enemy elves (+2), animal companion

Feats Alertness, Endurance, Power Attack, Cleave, Improved Natural Armor, Track

Skills Listen +9, Move Silently +4, Spot +10, Survival +3

Possessions combat gear plus chain shirt

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

APPENDIX 1: APL 10

3: THE ROAD LESS TRAVELLED **KIERETH (HYBRID FORM) CR 10**

male werewolf human ranger 10
CE medium humanoid (human,shapechanger)
Init +9; **Senses** Low-light, Listen +13, Spot +13
Languages Common, Elven

AC 19, touch 15, flat-footed 14
(+5 Dex, +4 natural)

hp 103 (12 HD); DR/5 Silver

Immune

Resist

Fort +15, **Ref** +15, **Will** +5

Weakness Silver

Speed 30 ft. (6 squares);

Melee bite +13 (1d6+1) and 2 claws +8/+8 (1d4+2)
or
dagger +13/+8 (1d4+2/19-20x2) or

Space 5 ft.; **Reach** 5 ft.

Base Atk +11/+6; **Grp** +13

Atk Options Combat Reflexes, Dodge, Mobility,
Evasion

Special Actions

Combat Gear none

Abilities Str 15, Dex 20, Con 20, Int 12, Wis 10, Cha 10

SQ Alternate Form (Su), Animal Companion (Ex),
Curse of Lycanthropy (Su), Favored Enemy
humanoid (human) +4, Favored Enemy humanoid
(gnoll) +2, Wild Empathy

Feats Combat Reflexes, Endurance, Diehard, Dodge,
Mobility, Evasion, Improved Initiative, Iron Will,
Stealthy, Track

Skills Control Shape +2, Hide +22, Knowledge
(Geography) +14, Knowledge (Nature) +16, Listen
+13, Move Silently +20, Search +14, Spot +13

Possessions none

Alternate Form (Su): A werewolf can assume a
bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any humanoid or giant
hit by a werewolf's bite attack in animal or hybrid
form must succeed on a DC 15 Fortitude save or
contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a
bite attack can attempt to trip the opponent (+2
check modifier) as a free action without making a
touch attack or provoking an attack of opportunity.
If the attempt fails, the opponent cannot react to
trip the werewolf.

Wolf Empathy (Ex): Communicate with wolves and
dire wolves, and +4 racial bonus on Charisma-
based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid or wolf form gains a +4
racial bonus on Survival checks when tracking by
scent.

5: EXIT STAGE LEFT PURSUED BY A **TROLL**

SMASHER CR 11

male giant ranger 6

CE large giant (troll)

Init +2; **Senses** Darkvision 90ft., low-light vision,
scent, Listen +11, Spot +12

Languages Common, Giant

AC 21, touch 11, flat-footed 18

(-1 size, +2 Dex, +4 armor, +6 natural)

hp 147 (12 HD); regeneration 5

Fort +17, **Ref** +9, **Will** +3

Speed 30 ft. in chain (6 squares);

Melee 2 claws +16/+16 (1d6+7) and
bite +11 (1d6+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +21

Atk Options

Special Actions Rend 2d6+9

Combat Gear None

Abilities Str 24, Dex 14, Con 24, Int 6, Wis 9, Cha 6

SQ wild empathy, favored enemy elves (+2)

Feats Alertness, Endurance, Diehard, Power Attack,
Cleave, Improved Natural Armor, Track

Skills Listen +11, Move Silently +6, Spot +12,
Survival +5

Possessions combat gear plus chain shirt

Rend (Ex): If a troll hits with both claw attacks, it
latches onto the opponent's body and tears the
flesh. This attack automatically deals an additional
2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal
damage to a troll. If a troll loses a limb or body part,
the lost portion regrows in 3d6 minutes. The
creature can reattach the severed member
instantly by holding it to the stump.

APPENDIX 2: PLAYER HANDOUT

If you are interested in righting wrongs of the past, it is urgent that I contact you in Marner Prison within the next seven days.

Bring friends.

Philippe the Barrel