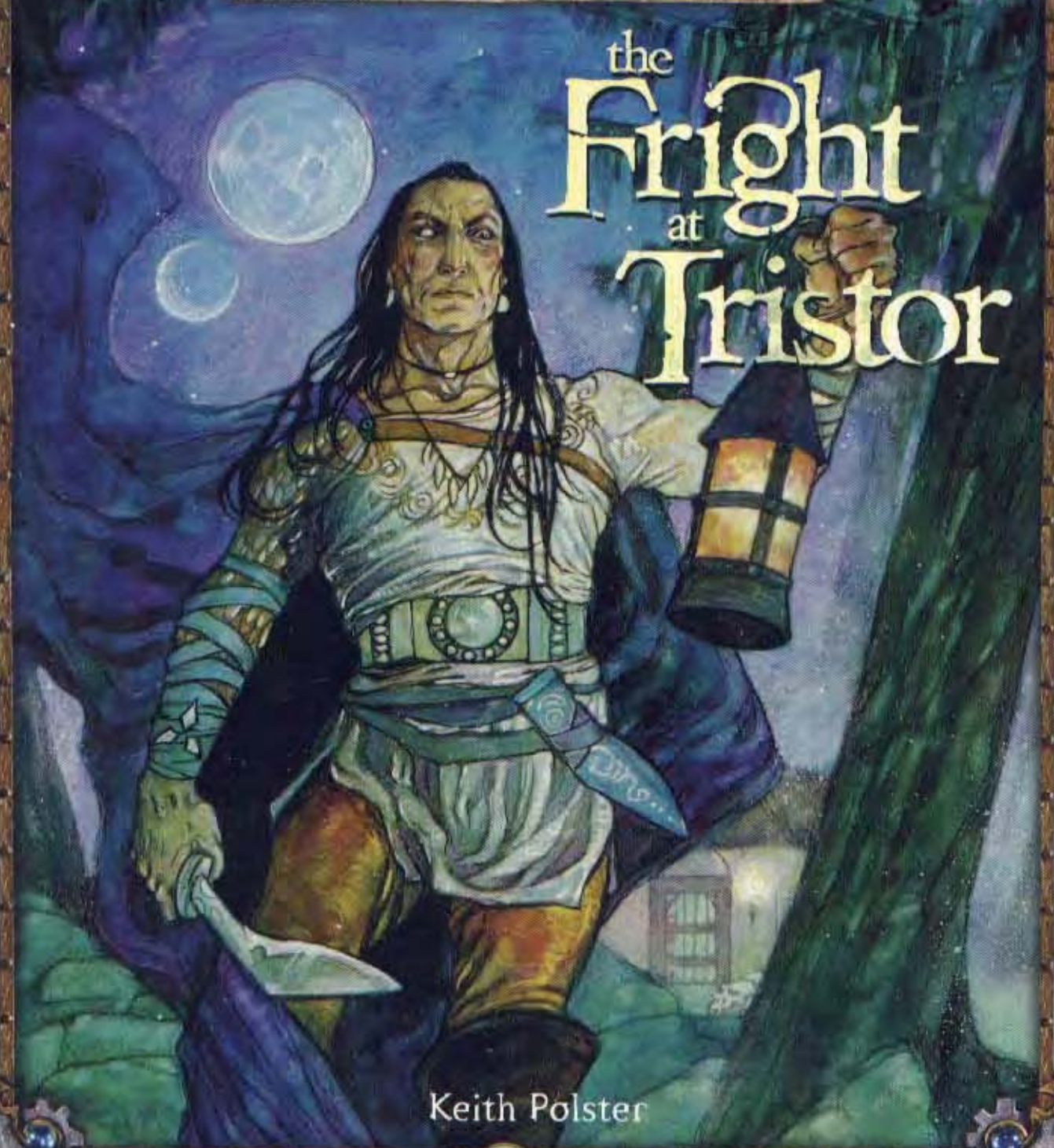


DUNGEONS
DRAGONS® Adventure

the
Fright
at
Tristor



Keith Polster

Living * Greyhawk®

THE FRIGHT AT TRISTOR

A D&D@ Adventure exclusively for RPGA® Network GUILD-LEVEL™ Members (2000)

Keith Polster

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INTRODUCTION

"Their throats were cut, their innards opened to the world and spread all about them. Our agent in the region cannot guess at the hands behind these fiendish attacks, though he confirms that all live in fear that this demonic villain will soon tire of play with animals, and will start in upon the humble folk of Tristor."

-Portion of a letter from Field Agent Marim of the Blinding Path to His Worshipful Mercy, Theocrat Ogon Tillit, Supreme Prelate of the Theocracy of the Pale, Coldeven, 591 CY.

The *Fright at Tristor* is a DUNGEONS & DRAGONS® adventure suitable for four 1st-level player characters. Though it can be used as part of an ongoing game campaign, this adventure is designed as an introduction to the RPGA® Network's exciting new LIVING GREYHAWK™ shared-world campaign. Players and Dungeon Masters interested in the Theocracy of the Pale and the LIVING GREYHAWK campaign are encouraged to consult the LIVING GREYHAWK Gazetteer, though that reference is by no means necessary to play this adventure.

This adventure is playtest-balanced for four 1st-level characters. It also accommodates parties of more than four 1st-level characters, and parties of 2nd and possibly even 3rd level who do not mind an initial bit of easy going. When the player characters achieve sufficient XP to advance to their next level, allow them to advance during the course of the adventure.

THE LIVING GREYHAWK CAMPAIGN

GUILD-LEVEL™ members of the RPGA may play *The Fright at Tristor* as part of the official LIVING GREYHAWK campaign. The final chapter of the adventure includes a response form, to be filled out by the Dungeon Master and sent to RPGA HQ for verification. When played as part of the official campaign, no more than six players may participate in any one playing of the adventure. Once the play results have been recorded, the RPGA will return to the Dungeon Master official magic item and experience certificates, which may be used in play at LIVING GREYHAWK events at conventions and game days.

LIVING GREYHAWK is an international shared-world DUNGEONS & DRAGONS campaign. For the latest character creation rules and information on how you can get involved with the campaign, visit www.livinggreyhawk.com or write to LIVING GREYHAWK, RPGA Network, P.O. Box 707, Renton WA 98057-0707.

PREPARATION

You, the Dungeon Master (DM), should have a copy of the *Player's Handbook* and the *DUNGEON MASTER'S* *Gurde*. A copy of the *Monster Manual* is also useful.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase to player

characters (PCs) when appropriate. Unshaded boxes contain important information for the DM. Creature and nonplayer character (NPC) statistics are provided with each encounter only in abbreviated form; full creature statistics appear in the Creature Appendix, in alphabetical order.

Encounters are rated by Encounter Level (EL), if appropriate. The given EL rating already takes into account all aspects of a particular encounter, including the total number of monsters present and any special tactics or traps. Thus, the DM need not determine the Encounter Level—that work is already done.

ADVENTURE BACKGROUND

The hamlet of Tristor is a small farming community located in the northwestern plains of the Theocracy of Pale, where the steady flow of the Yol River emerges from the sickly mire known as the Troll Fens. Tristor is not far from the Duchy of Tenh, a once-proud nation now little more than a vicious battleground between forces intent upon claiming it as their own. The warring in Tenh, now in its fourth year, has mired Tristor and the surrounding region in a state of poverty.

Compounding this already desperate state of affairs is a band of orc barbarians located deep within the mountains to the east who have taken advantage of the broken spirit of the people and the absence of a notable military (most forces are committed to warring in Tenh) to conduct regular raids upon the towns and villages of the north. Very little is known about the ORCS, save that they follow a mysterious leader known as the Watcher, who they venerate with an almost religious fervor. Since the beginning of the raids, less than two months ago, the entire north has been under martial law, at the personal orders of Theocrat Ogon Tillit, Supreme Prelate of the Pale. Anyone caught violating this edict will be found guilty of treason and punished. In the Theocracy of the Pale, birthplace of the Pholtan Inquisition, punishment is no idle threat.

Those who remain to protect the towns of the north are too old, young, or infirm to participate in the wars in Tenh. They do not know what to expect from the orcish horde, and many hope that the Theocrat will redirect proper soldiers from Tenh or the south to help in the defense of the north.

Tristor also faces turmoil of a more personal nature—over the course of the last month, the surrounding area has been plagued by the gruesome mutilations of wildlife and livestock. Local investigators, too frightened to range far from the hamlet for fear of an orcish attack, have failed to turn up meaningful leads. The town's constable has made it known that the person or persons responsible for finding the mutilator will be richly rewarded. The village has become a haven for disreputable bounty hunters and vigilantes, all hoping to solve the mystery. To date, nothing has come of their efforts, and the townsfolk are agitated over the slaughter of their animals, afraid that people will soon be victims themselves.

WHAT'S REALLY HAPPENING

Twenty years ago, a wandering band of Rhennee bargefolk came to Tristor upon the Yol River. The gypsies camped at the edge of town and pawned exotic medicines and poultices to the simple farming folk. Certain bottles of this medicine somehow spoiled, turning from a foul-tasting drink to a deadly poison. Two people died, and a young man was left both blind and paralyzed from the waist down.

The town constable arrested the Rhennee and awaited the arrival of a judge, but the villagers soon stormed Tristor's jail. After a brief scuffle, they ushered the bargefolk outside of town to a small hill, upon which stood a lone oak tree. There, each Rhennee was given a mock trial, found guilty, and lynched.

As proper servants of Pholtus, however, the townsfolk of Tristor were not without mercy. They decided to spare one of the gypsies, a lad of four summers known as Reuven. After forcing the boy to watch the murder of his family, the villagers admonished him to give up his wicked ways and to abandon Tristor forevermore.

The town buried the Rhennee near the oak tree. Within a year, they had put the madness behind them.

The lone Rhennee boy, however, could not let the incident rest. As each year passed, his hatred of the people of Tristor grew like an inescapable malignancy. He wandered the Flanaess for years, gathering funds in exchange for hard work, learning a number of trades all the while.

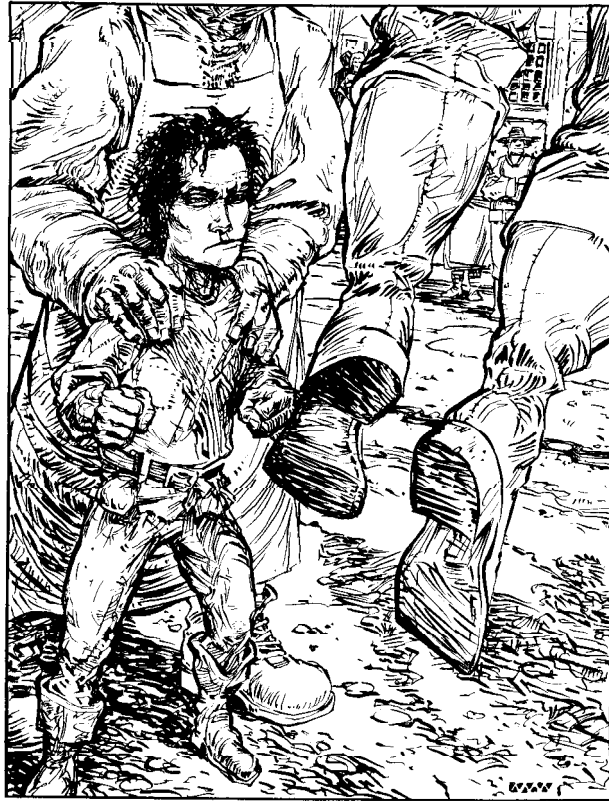
Reuven learned the ways of the forest in the distant Adri, saw combat in Nyron during the Creyhawk Wars, and picked up a host of thievery skills in the decrepit city of Seltaren, in the Duchy of Urnst. To the Sorcerers Nexus of Rel Astra he traded his immortal soul for the ability to channel magic at will. Finally, in the bandit town of Stoinck, Reuven spent his savings on a trained circus bear, Tasptaddle, with which he planned to exact his revenge against the cruel people of Tristor. He has been instructing the bear to kill wildlife and farm animals to frighten the Tristor residents, a prelude to a final act of villainy that will make his revenge complete.

ADVENTURESYNOPSIS

On the way to Tristor, the heroes encounter an imperiled farmer and his granddaughter. After rescuing them from a crazed owlbear, the PCs spend the night at their farmstead, where they come under attack by a band of the Watcher's scouts.

Once the group arrives in Tristor, they have a chance to interact with the populace, perhaps learning of the village's dark legacy. During the first evening in town, the party learns of an attack on a neighboring farm, which leads to a series of investigations at farms hit by Reuven and his trained bear. These investigations culminate in the PCs witnessing an attack upon a farmstead, after which the Rhennee and his companion lead them on a chase through the countryside.

Near the Troll Fens, the heroes get a chance to save an innocent girl from another bear, and discover an orcish encampment. Prisoners liberated from the encampment



suggest possible lairs for Reuven. After searching these lairs, the heroes get a chance to face the Rhennee in final combat and put an end to the fright at Tristor.

CHARACTER HOOKS

If you are using this adventure in your own campaign, it may be adapted to any rustic location near a marsh. If the setting you choose is near an existing military conflict that would draw soldiers away from Tristor, so much the better.

In the *LIVING GREYHAWK* campaign, *The Fright at Tristor* takes place in the northwestern Theocracy of the Pale. If the heroes are not natives, you need to come up with some reason to get them there, or allow the players to come up with the tale of their travels themselves. Some ideas for how to get the party involved in the events of this adventure follow.

A Relative in Need: One of the heroes is related to Shelba Renks, an herbalist who lives in the remote village of Tristor (alter her race and age as appropriate). While traveling through the region looking for adventure, the player character hears about the animal mutilations near the village, and decides to visit the town to ensure Shelba's safety.

A Rumor in Wintershiven: While visiting Wintershiven, the imposing capital of the Theocracy of the Pale, one the heroes overhears tavern talk about the orcish marauders, and about a series of strange animal mutilations in the northern town of Tristor. According to local rumor, Tristor's constable is offering big money to anyone who can help him end these horrifying attacks.

Friend of the Animals: This hook is suitable for rangers, druids, and other nature-loving heroes: At a recent

moot in the Phostwood, rangers, druids, and their allies from the neighboring lands gathered to discuss matters of import to their communities. The gathering was notable for the absence of Sheaves Thunderash, a druid who presides over the community of Tristor, in the northwestern Pale. Coupled with tales of animal mutilations near Tristor, Thunderash's absence sent troubling currents through the circles of leadership in the woods. A hero or heroes are sent from the moot to Tristor, to get to the bottom of the mystery.

Fame and Glory! Few locales in the Flanaess offer as many dangers as the fetid bog known as the Troll Fens. Rumors suggest that the retinue of an ancient Aerdri king can be found deep in the mire, with priceless gold and gems for the taking. Travel to the Pale reveals no suggestions as to the location of the fallen king, but does introduce the heroes to the trouble in Tristor. Though not as lucrative as discovering the trove of a fallen monarch, saving the residents of a terrorized village might be easier, and is as good a chance as any for a hero to make his name.

THE ROAD TO TRISTOR (EL2)

Cool spring winds cut across the northern road in the Theocracy of the Pale. It has been hours since you passed Castle Arndulant, and only a handful of rustic, often abandoned farmsteads suggest that this is inhabited country. As your party rounds a bend in the road, you hear a shrill female scream coming from the direction of a farmstead about a quarter mile away. In the distance, a strange four-legged feathered creature menaces an overturned wagon. An elderly man stands between beast and wagon, attempting to fend the creature off with a pitchfork.

The overturned wagon sits roughly **100** feet from a two-story farmhouse. Behind the farmhouse stands an empty barn. Trunks and boxes are scattered about the road, along with the bodies of two dead horses. The old man does his best against the beast, but deep, bloody wounds to his chest suggest he may not last long. A young woman cowers beneath the wagon, inexpertly holding a dagger in front of her.

Creature: The feathered creature is a starving owlbear. Very old and nearly blind, it attacks by sense of smell. The beast rushes around wildly, hoping to catch prey in its powerful grasp. Though intent upon eating the old man, it turns its attention to another potential meal if attacked in melee by the PCs. The owlbear has not eaten for days and is near death (the statistics below have been modified to account for the creature's condition).

➔ **Owlbear (starving):** hp 47 (currently suffering from 22 points of subdual damage).

NPCs: The old man, Gaeren Aramis, owns both the barn and farmhouse. He was escorting his granddaughter,



Brynn, to Tristor when the owlbear attacked, overturning the wagon in its initial rush.

➔ **Gaeren Aramis:** hp 8 (currently 6).

Gaeren, a human male of 67 years, is a devout follower of Pholtus. Once one of the area's most prosperous crop farmers, arthritis and age forced him from a life behind the plow to a less physically intensive existence, eking out a modest living by raising cattle. Gaeren rarely complains about his knotted hands and sore joints, though his wincing and sharp intakes of breath tell a different story than his cheery, self-confident demeanor.

➔ **Brynn Aramis:** hp 4.

Brynn, a comely young human woman of seventeen, is a refugee from the east, where many farms have fallen to marauding orcs. Her family's farm was destroyed three weeks ago, leaving her the sole survivor of a family of six. She barely escaped with her life, and ventured west, to the protection of her grandfather. She is grateful if rescued, and is not above a little hero worship if one of her rescuers is a particularly good-looking human, elf, or half-elfen male.

Development: Assuming one or both of the owlbear victims survive, they invite the heroes to spend the night in the farmhouse. With orcs about, travel is not safe, particularly after dark. If the PCs agree to stay the night, continue to the next section. If they decide to press on, jump ahead to the next chapter: The Hamlet of Tristor.

THE HEROES WHO CAME TO DINNER

If the heroes spend the night in the house of Gaeren Aramis, they find their hosts cheery and pleased for the company. Gaeren sends Brynn to cook up a nice steak dinner for the heroes, explaining that his favorite cow was killed last night, and he does not want the meat to go to waste.

Gaeren is not sure who or what got to his cow, but whatever it was managed to get into a locked barn and utterly savage the poor creature. After seeing the results of the attack, Gaeren is sure that the animal mutilator plaguing the region is some sort of fierce monster. Whatever killed the animals knew and saw what it was doing, as it went straight for the throats. He's sure that the owlbear was not responsible, as it was apparently blind. No tracks can be found in or around the barn, and Gaeren has butchered his cow, destroying any material evidence of the crime.

Gaeren tells the party that he had planned to take Brynn to Tristor to stay with his son Escorel (Brynn's father's brother), the hamlet's miller. Since the wagon was destroyed, however, he's content to wait a few more days, figuring that the worst has already occurred.

Brynn is an excellent cook and prepares a delicious meal. She is very polite, though sad-it is clear that she is having a difficult time with the developments of the past month. She does not like to talk about her family or the orcs who killed them, and she begins to weep when asked about it.

Neither Gaeren nor Brynn know much about Tristor and prefer to keep the dinner conversation focused on the PCs. They are curious about where the heroes are

from, what sort of skills they have, and what they plan to accomplish in their adventuring careers.

After the meal, Brynn cleans the table while Gaeren enjoys a brief smoke from an old pipe. He invites the heroes to sleep in the sitting room, providing some old sleeping pallets to help the PCs feel more at home. Both Gaeren and Brynn keep rooms on the second floor of the old house, and leave the PCs with wishes for good sleep and promises of a grand breakfast in the morning.

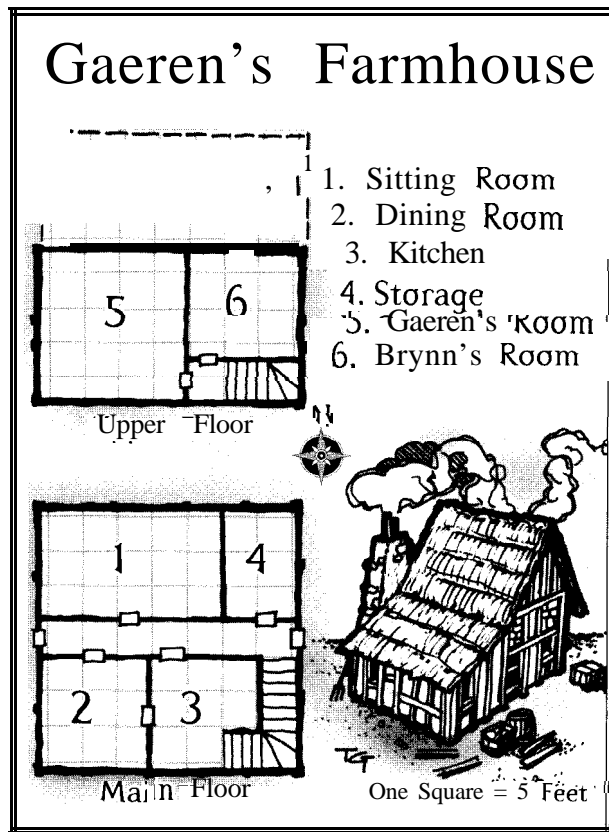
Spending the Night (EL 3)

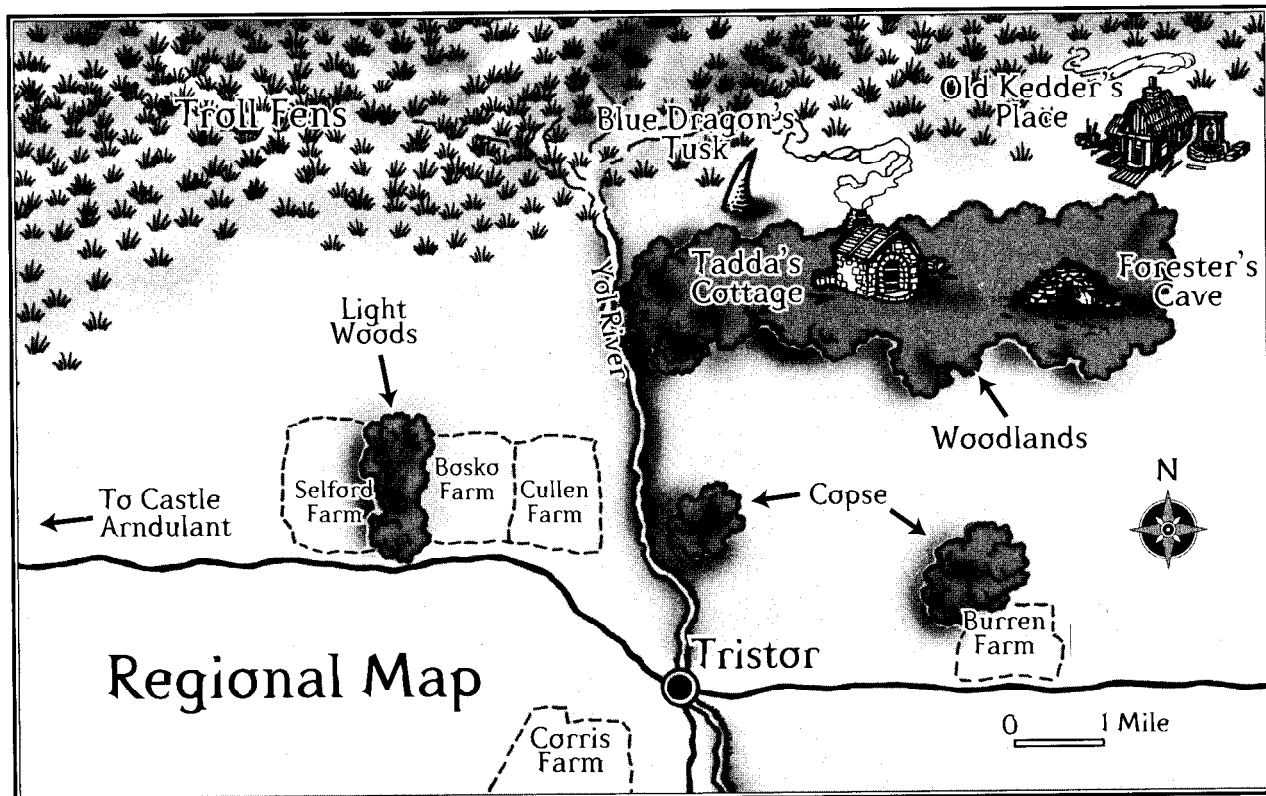
About three hours after midnight, the Aramis farm comes under attack by a band of orcs. If the heroes set a watch during the night, the watching PC(s) may attempt a Spot check (DC 19 if inside, 17 if outside) to notice humanoid shapes or hear movement about 100 feet away from the house, near the site of the battle with the owlbear. Luna and Celene, Oerth's moons, cast fair illumination upon the farmstead.

If no one notices the orcs, or if all the heroes sleep through the night, the villains break into the farmhouse, attempting to frighten the inhabitants by shouting and waving their weapons in the air.

Note that some heroes might spend much of this encounter in their bedclothes. Adjust armor classes accordingly.

Creatures: These orcs, a minor scouting party broken off from an orcish encampment in the Troll Fens, came upon the Aramis farm a few hours after the PCs defeated





the owlbear. They saw signs of a scuffle and a good deal of blood, and figured that any survivors in the house would make for easy pickings. Technically, their raid on Gaeren's house is a violation of orders from the enigmatic Watcher himself, but these ORCS are as cruel and greedy as any of their kind, and value exploiting a chance for plunder over orders.

➤ **Orcs (3):** hp 5, 4, 3.

➤ **Orc Sergeant:** hp 16; 7 gp.

➤ **NPCs:** Gaeren and Brynn will not participate in the combat. Brynn is not a warrior, and Gaeren guards the top of the stairs with his pitchfork, awaiting any attacker from his advantageous position.

Tactics: The orcs fight to the death, shouting in Orcish, "We die for the Watcher!" They attempt to keep as many heroes inside the farmhouse as possible. If discovered before they make their way inside, they do anything they can to break away from combat and run for the more controlled interior environment.

Treasure: If the heroes search the bodies after the fight, they find a total of 12 sp, 7 gp, and a map drawn on a crude piece of parchment.

The map has several X's on it, and was drawn by the scouts to alert the Watcher to the locations of nearby towns and villages. Once defeated, the ORCS lose all spirit and gladly tell the heroes the purpose of the map. The orcs speak only Orcish, however, which may make communications difficult. If questioned about the animal killings, the ORCS claim that their army is not responsible. They tell the heroes that they come from a camp in the Troll Fens, but they will not reveal the camp's location under any circumstances.

Development: The PCs may attempt to track the orcs to determine their point of origin. A relatively simple check (DC 18) reveals tracks leading to the road. Thereafter Tracking checks are made at DC 28. The orcs traveled great distance, winding on and off the road, through the countryside more or less at random. Eventually, the heroes will lose the trail, without much to show for it.

Very canny parties may attempt to allow some orcs to survive and flee, with the intention of following them to their lair. Having failed while disobeying orders, however the orcs live in such fear of the Watcher (whom they have never seen), that they will abandon the Pale altogether traveling west into the battle-torn lands of Tenh.

After the attack, Gaeren and Brynn declare that they no longer feel safe outside Tristor's walls. They ask the heroes to escort them to Tristor in the morning.

THE HAMLET OF TRISTOR

Under normal circumstances, the hamlet of Tristor is welcoming if somewhat superstitious and religiously intolerant locale. The recent animal mutilations, coupled with the ever-present fear of orcish invasion and dwindling conviction that the government in Wintershire will do something to address the problems facing the community, have changed things in Tristor. More than 100 inhabitants of the hamlet have fled for safer land leaving only 80 residents to face whatever dangers the future brings. Those who remain are long-time resident

shopkeepers, and bounty hunters looking to pick up some fast coin. The Tristorans are curious but cautious, and all of them are concerned about the animal killings. Due to the exodus from the hamlet, Tristor is treated as a thorp for item availability, demographics, and other topics covered in Chapter 4 of the **DUNGEON MASTER'S** Guide.

Government: Tristor is nominally under the command of the well-respected Bishop Hemmikan, the elderly Pholtan prelate who rules from Castle Armdulant, one of the Brilliant Castles along the edge of the Troll Fens to the west. In earlier years, Hemmikan would have used his influence with members of the Council of the Nine, the ruling body of the Theocracy of the Pale, to meet the orcs with force and to get to the bottom of the animal mutilations. Unfortunately, since the Greyhawk Wars, Hemmikan has been but a shadow of his former self. The modern prelate is a broken man slipped completely into a religious mania, a tragic figure in the midst of what is assumed by many to be a last tremor before death.

The lack of central leadership in the region has forced the mayors and constables of the nearby villages to fend for themselves, dealing with problems as they see fit.

Tristor is unique among most of the towns of the north in that it does not have a mayor. The constable, Ebben Parsons, the garrison commander, Rontir Athone, and the clerics of the temple of Pholtus share most of the town's administrative duties. Currently, Rontir Athone is the most powerful individual among this circle, since the others tend to defer to his military experience in this time of difficulty.

Martial Law: Athone enforces the Theocrat's strict martial law ruthlessly, though most of his soldiers, inexperienced youths or disgraced veterans, chafe at his dedication, viewing it instead as opportunism. In the eyes of his inferiors, Rontir Athone is exploiting the situation in Tristor to gain personal accolades when the matter is inevitably resolved. Regardless of personal opinions, however, the soldiers follow orders—anyone caught outside after the sun goes down is arrested and thrown into the village jail for a sentence of three days.

The Bounty: Any heroes interested in learning about the reward offered for the discovery of the identity of Tristor's animal mutilator are directed to Constable Parsons. Unfortunately, the constable is away when they arrive, and is expected to return the following morning. The guards at the garrison and gatehouse, as well as Tristor officials and the local barkeep, know that Parsons is investigating the site of arc-invaded farmsteads to the east, attempting to discover if the orcs might be behind the animal mutilations.

TO TRISTOR!

At last the hamlet of Tristor comes into view. Perhaps forty whitewashed, thatch-roofed structures stand protected by a simple wooden stockade. The buildings are dominated by two tall structures, a three-story peak-roofed dwelling that appears to be an inn, and a large wooden temple with a tall steeple. A

slow-moving stream flows through the village from the north, emerging from the east wall. The road to Tristor winds down a small hill, past a lone oak tree, to the town gate.

Due to fear of attack, the folk of Tristor do not dispatch guards outside the stockade.

The Hanging Tree: If the heroes pause to investigate the lone oak tree outside Tristor, they discover a bundle of dried flowers at the base of the trunk. The flowers are at least two weeks old and bound together with a small piece of string. A Search check (DC 10) reveals a patch of dead bark about the width of a rope on one of the sturdy branches, about fifteen feet above the ground. Anyone directly examining the tree will discover the words "Death for death," etched in the trunk immediately above the flowers.

Though most PCs probably will not be able to determine this, the flowers mark the location of the Rhennee band's unmarked grave. Reuven placed the flowers at this location nearly a month ago, when he set his plan into motion. If the PCs dig here they attract the attention of the watchmen at the gatehouse, who dispatch three men to the oak tree (see the Creature Appendix for statistics). These men ask the PCs what they are doing, and offer (with tones sounding much more like a command) to escort the party to the gatehouse.

If the heroes find some way to dig up the grave without tipping off the guards (perhaps at night, or later, with the constable's approval), they discover the bodies of twelve men and women in various stages of decomposition. Anyone examining the corpses may make a Heal check (DC 15) to determine that all twelve of the bodies are Rhennee. An additional successful check (DC 15) reveals that the neck of each corpse has been broken.

When the heroes decide to make for the town, continue.

The Hunter (EL 11/2)

As you approach within shouting distance of Tristor, the gate opens, revealing a handful of men in chainmail armor standing within. A man on horseback emerges from the gate, moving swiftly in your direction. He wears crude hide armor and swings a loaded crossbow above his head. His horse drags two large objects, perhaps the bodies of animals, behind him. The man throws back his head and shouts wildly.

"Pond scum!" he says. "Get out of my way! Make room for the town hunter!"

Character Hook: A Relative in Need

If you used the Relative in Need hook to get the characters involved in the adventure, one PC will be on the lookout for the town herbalist, Shelba Renks. Shelba keeps shop near the northern wall of Tristor. She has not had any interaction with the animal murders, though business has picked up, as superstitious farming wives have come to her for the ingredients to (ineffective) traditional warding hexes.

Shelba does not have room in her shop/home to house the party. She is, of course, glad to see her relative, though she suggests that the party leaves town and not concern themselves with the "current unpleasantness."

Shelba has not lived in Tristor long, and knows nothing of the Rhennee incident.



Since the heroes can see the rider coming, they are not surprised by his approach. Roll initiative to determine the order of actions the heroes might make to extricate themselves from the path of the rider. If mounted PCs make no immediate attempt to stop the rider or get out of his way (or if they are simply too slow to do so), they must make a successful Ride check (DC 15) or be thrown from their horses. The welfare of the party is of no concern to the rider, who continues past the group, dragging a dead boar and bear cub behind him.

NPC: The heroes have encountered Maccabin the Hunter, one of Tristor's more deranged residents, parading his latest catches through the streets of the hamlet. If stopped and forced to talk with the PCs, he speaks boastfully of his great hunting prowess, proudly proclaiming his record of "killing any creatures that stand in the way"

Maccabin is not all there. A few years ago, a large moose trampled him, and he has not thought right since. He believes that, as Tristor's "Hunter in Extremis" (a position that does not exist outside Maccabin's mind), he provides a great and important service to the community by killing all dangerous animals he encounters. After all, he confides, the recent mutilations must be the efforts of either the orcish horde or dangerous animals. Maccabin is convinced that the orcish marauders are in fact dangerous animals, so he is certain he is justified in his actions.

If the heroes ask Maccabin too many questions, he becomes suspicious, thinking that they might be members of the orcish horde. He threatens to report them to the town constabulary if they do not leave him alone.

If the PCs bring Maccabin with them to the town

gates, the guards demand that they let him go about his business. If the heroes seriously injure or kill Maccabin, the guards attempt to arrest them.

➤ **Maccabin the Hunter:** hp 8.

➤ **Horse, Heavy (Thunder):** hp 16.

Run-m-s Overheard in Tristor

While visiting the hamlet, most heroes will attempt to learn more about the recent happenings, either by role-playing with the residents of the town or by using the Gather Information skill (DC 20, as the Tristorans are suspicious of outsiders). Remember that use of this skill takes an entire day of socializing. The general public knows the rumors below. Significant Tristorans, covered in detail at their places of residence, below, tend to have more specific information.

Demon Spirit: Many residents of Tristor believe the animal mutilations to be the work of an ancient Flan spirit, upset on the anniversary of some genocidal evil on behalf of the Aerdi who first settled the lands of the Pale. Some farmers report having seen a strange creature on the periphery of their lands. According to their tales, the monster was as big as a horse, though much wider, with powerful claws and fierce teeth. Sometimes, it crawled on all fours. Other times, it stood as a man. Descriptions of this possibly mythic beast vary from witness to witness, in part because it appeared out of focus, as if, to coin the most recent local theory, "it was half in our world and half in another."

Precise Mutilations: One piece of information sheds some doubt on the popular demon spirit hypothesis. Nearly all of the animal victims suffered severe damage to the throat. The wounds of some victims, however, show signs of precision, as if the throats had been slit with a dagger or knife.

Knights Templar: A detachment of Knights Templar was dispatched from the capital about a month ago to put an end to the orcish threat. They enjoyed some minor victories in the foothills of the Rakers, but within a week of their arrival, contact between the knights and their controllers ceased. No one knows what happened to them, but travelers from the east speak of a scene of gruesome butchery. Presumably attacked by orcs, all that remained of the knights were bits of broken armor and the bones of their horses.

The Rhennee Affair: What the Villagers Know

Most villagers in Tristor remember the 20-year-old incident with the Rhennee medicine band. How each individual remembers the event differs in the details-sometimes, there were twelve Rhennee, other times, half as many. In the recollections of many Tristorans, three natives died drinking the miracle cure, though a handful of residents remember that one local man, Kedrick, did not die, but instead suffered blindness and lost the use of his legs. Kedrick remained in town for several years until his parents died, after which he left Tristor and did not return.

Very few residents remember that one boy was spared from the lynchings. Those who do are more likely to view the entire incident as a shameful part of the town's past.

Tristorans will not volunteer information about the gypsies—most who have lived in the town since the incident would rather forget about the entire affair. It certainly is not the type of tale most enjoy sharing with strangers. Unless otherwise noted in the text, assume that the average adult resident of Tristor has a 60% chance of knowing about the incident. Of those who do know of it, only 10% will discuss it with the heroes (and even then only if the questioning PC makes a successful Charisma check at DC 17). Of those who will discuss the matter, about half are proud of what they did to the “murdering Rhennee scum.” The others are filled with shame and remember the event only with regret.

TRISTOR LOCATIONS

1. The Gatehouse (EL 2)

A tall gatehouse constructed from the same lumber as the hamlet’s stockade walls marks Tristor’s main gate. To each side of the gate, the Tristorans have painted large blue full moons partially eclipsed by a smaller, waxing moon. The paint is fresh, its scent carried in the crisp spring air.

Civilized PCs recognize the moons as the symbol of Pholtus of the Blinding Light, deity of light, resolution, order, inflexibility, and the sun and moons, patron of the Theocracy of the Pale.

Unless the PCs caused a great deal of commotion with Maccabin the Hunter (see above), the town gates remain closed. A detachment of town guards stand watch on the roof of the gatehouse and call down to the party, asking them their business in Tristor. If Gaeren Aramis is with the group, or if the adventurers come up with a non-threatening reason for their visit, the guards open the gates.

NPCs: Tristor’s guards are nervous about the orc attacks and have been ordered by their sergeant to vigorously search any strangers entering the town. If Gaeren Aramis is not present, the guards demand to search the party. The guards confiscate the orcish map recovered at the Aramis farmstead, and any religious paraphernalia (holy symbols, religious tracts, etc.) related to any deity other than Pholtus. The guards do not know much about religion, but they do not appreciate heretics, and will play it safe “just in case.” If the PCs balk at this, the guards allow them to keep their religious trappings (but not the map), warning the PCs not to cause trouble in Tristor.

The guards will, of course, have questions about the orcish map. If the heroes cannot explain the map to the guards’ satisfaction, they place the party under arrest and escort them to the jail (see Go Directly to Jail, below). The guards are on edge, and are not afraid to fight. The guards explain that all contraband can be collected from the sergeant on the following morning, assuming Athone decides it does not threaten Tristor.

➤ **Tristor Guards (humans) (4):** hp 7, 5, 5, 4; 8 gp.

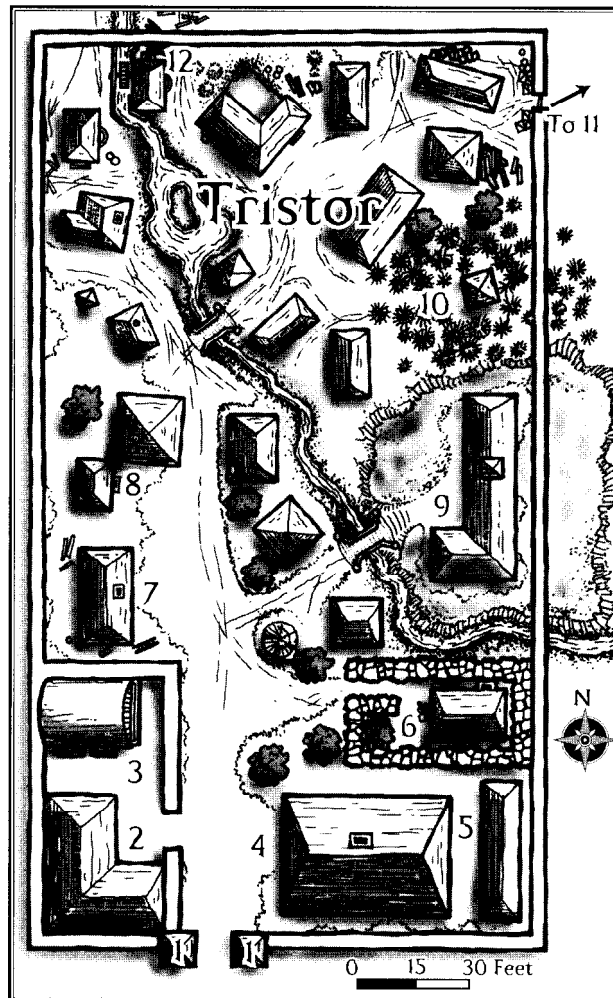
2. The Garrison

A large thatch-roofed building peeks above a 20-foot-tall wooden stockade. The massive wrought-iron gate stands open, revealing an open yard in which about a dozen warriors in padded armor spar with longswords. A large man in chainmail directs their maneuvers, loudly shouting orders.

“That’s not the proper way to thrust! Keep your head up, man! Do not look at the ground! Look your opponent in the eyes!”

The Tristor garrison complex is walled on the south and west with the hamlet’s stockade wall (20 feet tall) and on the north and east with a sturdy wooden wall (15 feet tall). Two buildings stand within the structure, the garrison barracks, and Tristor’s modest jail (see encounter key 3). The gate stands open during the day and remains closed from dusk until dawn. When closed, two guards stand at watch in the yard. They signal the remaining guards by whistle at the first sign of trouble. The gate’s lock is sturdy and well protected against picking (DC 20).

NPCs: If the PCs linger near the open gate the man leading the instruction, Sergeant Rontir Athone, takes notice



of them. He gives his soldiers a brief break and approaches. Athone is a severe, muscular human man in his late thirties. He wears his dark blond hair long and sports a bushy handlebar moustache.

Athone takes great pride in his position in Tristor, and makes it clear to the group that he has been stationed here by the Divine Guidance of Ogon Tillit, Protector of the People and State. As it is his job to protect the town, he is interested in the strange adventurers. Unless they impress him with the urgency of their needs, however, he reminds them that his troops need training, and that he does not have much time to spare if he is to prepare them for a possible ORC invasion.

When dealing with something that can help his station in the eyes of his superiors, Athone can be a diligent man. If the heroes mention the ORC map recovered at the Aramis farm, he becomes excited and directs them to his quarters within the garrison barracks. Once inside, he asks to see the map. If the gatehouse guards confiscated the map, he sends a subordinate to retrieve it.

The ORC map verifies many of Athone's suspicions. He confirms its veracity, explaining that the x's represent villages and towns in the northern Theocracy of the Pale. Thanks to the adventurers, patrols in those areas will be increased immediately.

Athone takes the map from the PCs, assuring them that they will get "proper credit" for the find. He suggests that the adventurers stay at the Sogenford Inn if they plan to remain in town, and warns them that he and his men do not shirk from enforcing the martial law currently in place in Tristor.

The sergeant does not know much about the animal killings, though he believes that they are probably the work of orcish spies trying to scare the populace. He does not have any proof to back up this theory, but Athone is not the type of soldier who always requires proof. The sergeant is obsessed with the orcs and hopes to bring an end to these terrible raids, as soon as his soldiers have been properly trained in the art of warfare. He is aware that Constable Parsons has offered a reward for the capture of the person or persons responsible for the animal mutilations, but he does not know the details of the offer.

The sergeant's trainees are the sons and daughters of the remaining residents of Tristor. All are frightened, and none of them are particularly suited for military training.

The garrison is home to Athone's entire detachment of trained guards, a total force of sixteen men and women. At any one time, eight guards can be found within. At least four guards sleep during the day, conserving energy for the night patrol.

➔ **Rontir Athone (Sergeant):** hp 40.

➔ **Athone's Trainees (12):** hp 5, 4, 4, 4, 4, 3, 3, 3, 3, 3, 3.

➔ **Tristor Guards (human) (8):** hp 8, 6, 6, 5, 4, 4, 3; 2 gp.

3. Jail

A squat, drab stone building stands in the shadowy corner of the garrison courtyard. A heavy, ironbound door marks the structure's southern wall, framed by two barred windows. Two sets of criminal stocks stand empty before the building.

This is Tristor's modest jail. It contains four 10-foot x 10-foot uncomfortable cells and is manned by two guards. Unless the PCs have broken the law, the jail is currently empty.

Cell doors are fitted with decent locks (DC 18). The bars are strong iron. The main door remains locked (DC 20) throughout the day, requiring a key to open from both sides.

➔ **Tristor Guards (half-elf) (2):** hp 6, 6; 2-way jail key, 4 gp.

4. The Sogenford Inn

A three-story white stucco building with black shutters stands just inside Tristor's main gate. Sounds of conversation beyond two large double doors can be heard. A small lad, perhaps 10 years old, stands in front of a hitching post, where several horses have been tethered.

The young boy, Master Tim, offers to stable the PCs' horses at the cost of 2 cp per steed (per day).

Though martial law has put a damper on the business of this establishment, it remains the primary gathering place for Tristor's remaining residents and the only commercial accommodations available to those who have come to claim Constable Parsons' reward.

Caged firewasp cast erratic illumination about the inn's large common room. Thick wooden posts, adorned with genuine war-damaged round shields bearing the heraldry of the northern barbarian clans, support a tall ceiling. Two well-stoked fireplaces heat the room, where (during business hours) patrons dine at one of a dozen tables. A slight blonde human girl of fifteen busses tables, while an older boy takes orders from the kitchen to customers. A hulking man of friendly demeanor mans the bar.

The Sogenford Inn charges standard Player's Handbook prices for food, drink, and lodging.

NPCs: The barrel-chested bartender and proprietor, Anders Sogenford, inherited Tristor's inn thirteen years ago after defending the hamlet during one of the regions infamous "Troll Winters," when the mists surrounding the Troll Fens grow deep, and bands of trolls raid into Tenh and the Pale. Since then, the amicable man has done his best to make the Sogenford a welcoming, friendly place. He greets newcomers with a wide smile and a hearty pat on the back, kindly ushering them to a table.

Go Directly To Jail

Throughout this adventure, the PCs may find themselves in Tristor's jail for a number of different reasons. If arrested for suspicious behavior, such as skulking around at night (first offense only), having a lousy explanation for owning an ORC map, or roughing up Maccabin the Hunter, an honest apology is usually good enough to get released after the offending PCs have had a few hours to sit on a stone bench and think about their crime, of course.

If an adventurer is arrested and jailed for a serious offense, such as theft or murder, everything gets more complicated. The standard sentence for theft from a commoner is one week per 10 gp (or fraction thereof) of stolen goods. Theft from the church is punishable by the Test of Endurance.

The Test of Endurance involves being imprisoned in the town jail without food for a period of time up to the whim Tristor's ranking priest (1 week x 1 d6 = a number of days equal to the PC's Charisma modifier). If the prisoner survives the Test of Endurance, he is set free and banished from Tristor forever.

Murderers are given a short (some would say "mock") trial and are then drowned in the village stream (the hanging tree having fallen out of fashion in the last two decades).

Breaking PCs out of jail is an unlawful act and meets with resistance on behalf of the guards on duty, and possibly the guards in the garrison.

Anders hails from the lands of the Snow Barbarians, in the distant north. Once a warrior in service to his king, he has long since left the fighting life behind. His skin is ruddy from too much sun. He speaks with a slight northern accent and is fluent in Common and Fruz, the language of the northlands.

Anders' family helps him run his business. His wife Birgit commands the kitchen with a stern eye and good sense, while his eldest daughter Angrid (19) is in charge of reservations and cleaning up after the guests. His younger children, Gretchin and Rälff, help in the kitchen and common room.

➤ **Anders Sogenford:** hp 36.

➤ **Birgit, Angrid, Gretchin, and Rälff (humans):** hp 4, 3, 2, 1; small knife, 5 gp.

As Anders is something of a central hub of local gossip and history, it is likely the PCs will count on him to provide information on the animal mutilations or the reward. If they do so, the proprietor launches into a speech that nearly seems prepared.

"There's some strange things going on around Tristor, but I've learned to mind my own business and take everything in stride. Some unsavory types live here who might be responsible for some of the strangeness. You see, mutilated animal carcasses are getting some folks more than a bit upset.

"Bounty hunters have come to Tristor looking for whatever is after the animals. The reward is pretty tempting. If you're after it too, I would not let the bounty hunters know, or else they might get rid of you to lessen their competition."

Anders is not sure, but he believes Constable Parsons' reward is 1,000 gp to the person or persons who put a stop to the killings.

A number of patrons currently enjoy the hospitality of goodman Sogenford. Most are happy to talk to the PCs, though a surreptitious Listen check (DC 18) can often reveal additional information.

The Patrons

Farmers

Two middle-aged human men wearing straw hats and dressed in dirty, well-used clothing hunch over a table filled with empty mugs. They speak in hushed whispers, casting furtive glances around the inn.

These farmers will not speak to the PCs, fearing they are spies for Sergeant Athone, whom they do not trust. Eavesdropping PCs who succeed in a Listen check (DC 18) hear the men discussing the "monster attack" at the Corris place, a nearby farm that recently fell victim to Reuven's ministrations. These suspicious, superstitious farmers think that the constable should hire reputable

mercenaries to investigate the matter. Both men respect the decree of martial law and will not linger long after dusk.

➤ **Farmers Nerrin and Sturn (humans):** hp 3, 2; used handkerchief, 8 cp.

Men In Leather

Two young human men dressed in leather armor sit around a large table, feasting on beef stew. Their loud, boasting voices dominate the common room.

These toughs, Rennit and Stiv, are more trouble than they are worth. Bullies from a neighboring village, they heard about the reward offered by Constable Parsons and decided to try their hands at the hero business. Far from heroes, the men are petty, provincial, and rude.

Their attempts to solve the mystery, however, have not gone completely to waste. The larger of the two, Rennit, picked up a trail near the site of one of the most recent mutilations. He thought for sure the tracks were those of a bear, but something happened that caused him to doubt his conclusion. If the PCs buy the men a round of drinks, Rennit explains that, after about a half-mile, the tracks simply vanished, as if the bear simply flew away. In fact, the bear did not fly away. Rennit simply lost the trail. He's too proud (and arrogant) to admit his failure, however.

If the PCs seem particularly friendly (or particularly inexperienced), Rennit and Stiv offer to join the party for an equal share of the reward. They will not risk their lives for any of the PCs, and will in fact turn on the group if it appears as though it will do them financial good to do so.

➤ **Rennit:** hp 16.

➤ **Stiv:** hp 11.

Drunken Halfling

Nestled in a corner near a warm fireplace is the body of a small halfling male dressed in a fine suit of supple leather. The man rests against the wall, his head tilted to the side in sleep. An empty bottle lies on its side in a puddle near his left leg.

Though the locals give this strange man a wide berth, the halfling, Finney Goodbarrel, is one of the friendlier inhabitants of the town. The PCs have encountered him at the end of a rather embarrassing drinking spree. If awakened from his stupor, Finney is cordial and surprisingly sharp. He asks the strangers to share a table and seems interested in what they have to say.

Finney is blunt, in a friendly sort of way. He does not have much time for Pholtus or his stingy followers, professing openly that the only reason he came to this gods-forsaken place was to avoid bounty hunters from his home nation of Nyronnd, where he was caught stealing the gem collection of a minor noble.

Finney does not know anything about the animal mutilations, but he smells an adventure, and wants in. If given

the opportunity, he offers to join the party for an equal stake in the reward money (and, later, any treasure gained).

➤ **Finney Goodbarrel:** hp 9.

Soldiers

Three uniformed figures sit at a long table near the rear of the bar. Two men chat with one another while cutting into large chops of mutton while the third figure, a female half-elf, surveys the common room. All three are armed with longswords, and three shields rest against the nearby wall.

If the PCs have previously visited the Tristor garrison or gatehouse, they recognize the uniforms as those of the town guard. The three guards are leery of sharing information with the party and refer them to Rontir Athone. They are off duty, however, and are more than happy to share a few drinks with the PCs.

After three rounds of drinks and more than an hour of conversation, the PCs can learn that a local farmer named Bind Corris lost two cattle and five goats to the animal killer just yesterday. One of the soldiers, Prendrin, mentions that he heard that the goats' throats had been slit, as if with a knife, as opposed to the cows (and most of the other mutilations thus far), who had been savaged as if by an animal or monster.

The woman, Istella, believes that supernatural forces are at play and that the entire affair is "a dirty Rhennee curse." As if to prove her theory, she mentions that the first corpse was found near the old hanging tree. Once she mentions the tree, however, the other two guardsmen become quiet and the conversation abruptly (and uncomfortably) ends.

If the PCs investigate the Corris farm, they can confirm the guards' story. No additional clues remain at that location.

➤ **Istella (half-elf), Prendrin, and Flent (Tristor Guards):** hp 5, 7, 6; 4 gp.

Jagadis Deadknife

An imposing figure in a dull brown hooded cloak sits at a small table in a secluded corner of the common room. He sips sparingly from a goblet, silently observing everyone in the room.

The hooded figure is Jagadis Deadknife, a demented hunter who came to Tristor five years ago, attracted by the strange game native to the Troll Fens. The man's face bears a frightening scar on the left side, running from the hairline, through a jaundiced eye, to the jaw. He wears a large curved knife on his belt, and his mouth seems set in a perpetual sneer.

Unfriendly in the extreme, Jagadis is not interested in the PCs' company. If approached, he spits out a warning, telling the PCs that "only women gossip in this place." If the heroes press the matter, he tells them to visit him in his home near the river at some time in the future. He

then asks them to leave him be, so he can listen to the tavern's idle chatter.

➤ **Jagadis Deadknife:** hp 60.

5. Stables

Nestled between the high walls of the village inn and Tristor's eastern stockade wall is a long structure surrounded by a high wooden fence. A half dozen horses and three mules stand within the fence. A dark-skinned, shirtless man walks from animal to animal, feeding them from his hand.

The PCs may stable their mounts at Tristor's stable at the rate of 2 cp per day.

NPC: The ostler is MUYAH, a strong, pleasant Flannae man of fifty years. MUYAH knows a lot about horses and has an inherent quality that makes even temperamental beasts trust him. A simple man, MUYAH knows little of the problems outside the village walls. Business has increased, and some farmers have decided to stable their favorite horses in Tristor.

MUYAH's best friend is an eleven-year-old boy, Master TIM, an orphan who lost his parents in a house fire six years ago. TIM works hard at the most menial stable tasks and hopes to one day run the Tristor stable, a position he considers very honorable.

➤ **MUYAH (human):** hp 3; Str 16; small knife, 42 gp hidden in small chest under hay in unused stable stall.

➤ **Master TIM (human):** hp 1; 3 sp.

6. Baug's Brewery

The smell of hops and malt wafts over the low stone wall of a large, wooded yard. Beyond the open gate, two stout dwarves roll a barrel from the front door of a one-story structure to a wagon parked nearby. The dwarves shoulder the barrel into the wagon and head back into the building.

This large, low-ceilinged building is the home, warehouse, and brewery of Trebor Baug, one of Tristor's few dwarf residents. He and his assistant, Vergun, spend most of the day at work in the brewery, loading up the wagon for deliveries as needed. Anders Sogenford is Baug's best customer, of course, though his recipe is justly famous throughout the region. Baug sells his stuff wholesale for 3 sp per gallon. Customers interested in a single serving are referred to the Sogenford Inn.

NPCs: Baug is a very paranoid, believing that everyone is out to steal his recipe for homemade ale. He is not completely mistaken. A dwarf in the neighboring village is indeed after the recipe but is biding his time, hoping Baug will slip up and reveal the ingredients.

Baug is in relatively good spirits, as he has received ale orders from nearby towns and hopes this means his business will increase further. If the PCs do not place an order for his ale immediately, he becomes suspicious of them, thinking they are after his recipe. If the heroes

start questioning the dwarf about anything, he gets more suspicious.

Baug believes that the orcs are responsible for the animal mutilations, but he is confident the town is safe thanks to Sergeant Athone's soldiers. He harbors suspicions that the orcs are after his ale recipe. "Orcs are suckers for good ale," he whispers conspiratorially.

Baug remembers the Rhennee incident with pride, believing that the gypsies got what they deserved. He does not remember that Reuven was set free but admits that he could have forgotten if asked about it directly.

➤ **Trebor Baug:** hp 24.

➤ **Vergun:** hp 13.

7. Trader

A large two-story building stands just off the western edge of Tristor's main road. The door has been propped open, revealing several shelves within. A large sign depicting a sword and a wheel of cheese dangles by a chain from the overhanging second floor.

The interior of this shop is lined with shelves containing a number of oddments geared toward the needs of farmers, townsfolk, and travelers. General items (food, clothing, rope, but not weapons or armor) can be purchased from the elderly trader, "Grandma" Parkal, at the standard prices listed in the *Player's Handbook*.

NPC: If the PCs wander about the store, Grandma Parkal asks them to bring anything they want to buy to the counter. She is not as young as she used to be, so she cannot charge around the store.

If the heroes ask her about the orcs or the animal mutilations, she directs them to the Sogenford Inn. She says she does not involve herself in "such horridness." However, she knows people there talk about it.

If the PCs ask Parkal about the Rhennee family who visited Tristor twenty years ago, she answers quickly, as if she thinks of them often. Grandma Parkal openly admits that she participated in the hangings, even claiming to have "led the charge against the heretics." To this day she finds Rhennee distasteful, creatures of ill habits who do not worship proper deities. She is proud of what she and her fellow villagers did, and hopes the small boy they let leave Tristor has seen the light of Pholtus.

➤ **Grandma Parkal (human):** hp 3; knitting needles, 21 gp in change box under counter.

8. Blacksmith

This low brick building is covered with black soot and dirt. The front doors stand wide open and the sounds of clanging metal can be heard from within.

The shop's cramped interior pulses with heat from the large hearth against the back wall. The walls of the structure's single room are covered with horseshoes, metal wagon wheels, and weapons. The powerfully built half

elf blacksmith, Baris Hellem, spends most of his day at the forge, seeing to the needs of his rural clientele. Hellem can repair damaged weapons and metal armor at 20% of the base *Player's Handbook* cost for a replacement item of similar quality.

NPC: Baris Hellem keeps to himself, preferring the company of his tongs and hammer to the company of his peers. Though skilled in weaponwork, violence makes him uncomfortable. If he could get along with making only horseshoes, he would.

If the PCs purchase something from his shop, Baris opens up to them. Though not talkative, the blacksmith is a good source of information about Tristor, where he has lived his entire adult life. He knows that this is the first time in three decades that animal mutilations have plagued the region. If the PCs mention a curse, or bring up the Rhennee affair, Baris explains the story. He does not believe in curses, however, and does not remember that the townsfolk released the young boy, Reuven. In fact, he is trying to forget the entire unfortunate incident, which he sees as "distasteful stuff." He did not participate.

➤ **Baris Hellem (half-elf):** hp 6; leather armor, longsword (hanging on peg in the workshop), chest containing 54 gp (buried under a pile of heavy metal rods), pouch containing 12 gp (on person).

9. Church of Pholtus

A set of stairs leads up a small hill dominated by one of the largest structures in Tristor. Obviously a temple, the lowest story of the building is comprised of stone masonry. The rest of the church, including a thin steeple nearly 60 feet tall, has been constructed from planks of whitewashed wood. The massive double doors at the front of the temple stand closed, and have been painted with a large symbol of a full moon with a smaller, waxing moon partially eclipsing it.

A small bell attached to a post stands before the doors. The post seems to bear some sort of sign.

The sign reads "Please ring before entering." Civilized PCs recognize the holy symbol on the doors as that of Pholtus, patron deity of the Theocracy of the Pale. The congregation of Tristor gathers at this church every Godsdays to hear the prayers of the temple's influential priests (who, with the constable and the sergeant, administer the town in the name of the Theocrat).

The church's interior includes a large gathering room (capable of seating 100 parishioners in uncomfortable, straight-backed pews), a robe room, storage space, a small library, and living quarters for the three resident clerics.

On Godsdays, all but a few of the remaining Tristorans flock to the church, leaving the rest of the town virtually deserted.

The Pholtan clerics at the temple are a good source of magical healing, a service they gladly provide, for free, as best as they are able. If a member of the party behaves rudely to them, or worse, blasphemes against Pholtus,

they will not heal that person and will ban them from entering the temple, on threat of imprisonment.

NPCs: The three clerics, Aam, Arim, and Abbot Bartho serve the townspeople and are as friendly to the PCs as if the characters had lived in Tristor for years.

The most senior of the clerics, Abbot Bartho, is a human man of fifty-seven years with severe features and piercing eyes. He wears a straight beard on his chin. Bartho runs the church (and Tristor itself) in an efficient manner.

Bartho's juniors, Aam and Arim, share a devotion to Pholtus, if not to Bartho or each other. Aam, a bald, corpulent thirty-eight-year-old human, follows the Blinding Light closely, having put out his own eyes years ago to deny himself the distractions of the material world. Despite his injury, or perhaps because of it, Aam follows his deity with good-hearted zeal

and is a great source of pride in the community

Arim, a bitter elf male of fifty-four years, believes he should be the local Abbot. His jealousy for Bartho's position has been noted by the bulk of the Tristor congregation, and Arim is not popular.

Six underpriests (human commoners) see to the day-to-day upkeep of the church.

The recent animal mutilations caused a great deal of worry in the church, as the clerics (as worthy servants of the Blinding Light) instantly began to worry that some nefarious agent sought to offer the murdered animals in a grim sacrifice to a diabolical master. Though one priest

(Aam) still harbors such opinions, divinations cast by Bartho two weeks ago suggested that the killings might be the work of a wild animal.

If asked about the Rhennee hangings, the clerics relate that, twenty years ago, an entire Rhennee family was hanged when their medicines poisoned two Tristorans and crippled another. One of the priests, Brother Arim, was present at the time and tried to stop the hangings, to no effect. He certified that all of the hanged Rhennee had died, and helped to bury them in an unmarked mass grave beneath the old hanging tree. Arim does remember that Reuven was released but will not reveal that information unless asked directly. He has no idea what happened to the boy after he was sent on his way.

➤ **Bartho (Abbot):** hp 28.

➤ **Aam:** hp 20.

➤ **Arim:** hp 24.

➤ **Underpriests (human)** (6): hp 2; holy scripture book, wooden holy symbol.

10. The Home of Jagadis Deadknife

A small path leads from the edge of the Yol River to a dense copse of pine trees within Tristor's walls. A small shack stands in the shadows at the end of the path. Animal skins stretched on racks are situated around the shack. Animal skulls have been nailed to the shack's walls, their jaws open in ghastly grins. The rank stench of rotten meat mixed with tree pine hangs heavy in the air.

Buying Potions

The priests of Pholtus have a small collection of potions, which they will sell to anyone they believe is acting in the best interests of their community.

Potion	Price (each)
Cure light wounds (6)	50 gp
Protection from evil (3)	50 gp
Speak with animals (1)	300 gp



This is the home of Jagadis Deadknife, easily Tristor's least popular resident. A hunter by trade and an alienator of the common man by hobby, Jagadis prefers his solitude and possesses an almost sixth sense for trespassers. If the PCs approach the front door of the shack, read the following:

The door opens and a tall, robed figure emerges. He stops and pulls back his hood. The man is middle-aged, his skin weathered by the sun. He holds a curved dagger in his left hand, and brushes his long hair out of his face with his right, revealing a deep scar that runs from the top of his head, through a jaundiced eye, to his jawline. "What can I do for you?" he rasps. "I am Jagadis Deadknife, and you are trespassers."

NPC: Jagadis is willing to talk to the PCs for a while. He thinks a bear is responsible for the animal deaths but will not willingly provide the heroes with that information. He tracks the beast for a while after each mutilation, but it seems it can cover its trail.

If asked directly about bears, Jagadis discusses the subject with a mixture of respect and enthusiasm. He knows a great deal about fighting bears. A bear caused the scar on his face. "A bear tries to drag you off, kicking and screaming," he says, "burying you alive with a scream of death on your face."

Deadknife works alone and is certain he will discover the creature killing the local animals. "If anyone gets in my way," he warns, "their heads will adorn the side of my house."

If the heroes ask him too many questions, Jagadis warns them away from Tristor and goes inside his house. He does not come out again.

Jagadis does not know anything about the hanging tree or Rhennee, having lived in Tristor only five years. If the heroes met Jagadis at the inn, then came here, Jagadis will not accuse them of trespassing, but he will be no friendlier, either.

To hunt in the evening without being arrested for violating the martial law, Jagadis bribes the gate watchmen.

➤ **Jagadis Deadknife:** hp 60.

I. Druid's Abode

A footpath leads from Tristor's main gate to a copse of trees northeast of town. The path twists and turns through the trees until it ends at the base of a small knoll surrounded by stone pillars. In the center of this clearing rests a small cottage made of stone. A worn path leads to the front door.

This is the home of Sheaves Thunderash, the area's resident druid. He keeps to himself and only enters town on rare occasions. PCs investigating the ground near the cabin may make a Search check (DC 10) to notice a large number of bear tracks. If a PC makes a successful Track check (DC 14), she sees the bear tracks stop and human footprints begin.

NPC: Sheaves is a night person. If the heroes come here during the day, Sheaves is asleep inside the cabin. If they visit after the sun goes down, Sheaves is not home; he's out wandering in the wilderness. Sheaves is investigating the deaths of the animals in the area and has

elected to do his work at night when all the mutilations supposedly occurred. He has not yet figured out who or what is responsible, but he will not give up until he has found an answer. He believes that a human is involved, however, claiming that animals do not kill so maliciously and with no apparent purpose.

Sheaves is responsible for the bear tracks around his cottage, as he has been doing his investigating in animal form.

If the heroes come here during the day and awaken Sheaves, he is polite and admits that he is investigating the animal deaths but does not have any clues. He will not work with the heroes, as he is a loner.

The druid is willing to coordinate efforts with the PCs, agreeing to search different parts of the region (he is currently investigating the farms and wildlands south of Tristor). Should the PCs agree to this plan, Sheaves suggests that they reconvene the following evening to compare notes. He does not want them to come back too early, because he needs his sleep.

Sheaves has lived in the area five years and does not know about Rhennee or curses or the hanging tree.

Sheaves' favorite wild *shape* forms are that of a grizzly bear, an eagle, and a small viper.

➤ **Sheaves Thunderash:** hp 41.

12. Mill

Near Tristor's northern wall, a two-story structure stands on the eastern bank of the Yol River. A massive wooden water wheel dips beneath the surface of the river, the current turning it very slowly. An empty wagon stands before the house, and small dog barks from the building's porch.

The mill provides the town with all types of ground grains. The owner is Escorel Aramis, a simple man who lives alone on the outskirts of town.

NPC: If the PCs bring Gaeren and Brynn to the mill, Escorel thanks them for saving and protecting his relatives. In recognition for their efforts, he invites the heroes to sleep in the back room of the mill while they remain in Tristor.

Escorel believes a monster or pack of monsters is the cause of the animal mutilations, and is hopeful something can be done to stop the killings. They affect the farmers' lives, which in turn affects the mill. Escorel is not concerned about the orcs and does not believe they are responsible for the animal deaths. He has lived in town 12 years and does not know much about what happened in Tristor prior to that. He does know that there was some problem with Rhennee 20 years ago but does not know specifics. He refers the party to the smith, Baris Hellem, who has lived in Tristor long enough to know the full story.

➤ **Escorel Aramis (human):** hp 4; dagger, 17 gp.

First Night in Tristor

On the first night after the PCs arrive at Tristor, Reuven and his trained circus bear strike to the west of the town, at the farm of Tarn Selford. Whether the PCs sleep at the Sogenford Inn or at the mill, the sound of

Tristorans congregating by the gatehouse rouses them from their slumber.

By the time the PCs arrive on the scene, the area near the gatehouse is crowded with townspeople. A young human boy, his shirt besmirched by a spray of drying blood, stands at the center of the throng. He does his best to keep cool while surrounded by the villagers, and relates the following tale.

"My dad heard our cow bellowing out in the barn. When he got there the barn just seemed to explode. I heard the noise and ran outside. My dad was near the back of the barn and was tore up something awful. I took him to the chapel. I hope they can help him. My ma's hysterical. She says if dad gets better we're moving. Our farm's destroyed. All of the animals are dead."

The townspeople surround the PCs and begin appealing to them to save them from whatever is killing the animals.

If the heroes insist, they can talk to the young Selford lad. However, he has already told everything he knows. He did not see the barn explode. He just heard it.

Mrs. Selford is at the church, watching over her grievously wounded husband. She has no helpful information, but if the PCs can convince the clerics to let them get a glimpse of Tarn Selford, they see that his body is covered with burns, and that his chest bears deep scratches.

At some point during the evening, Constable Ebben Parsons, who has just arrived from his tour of orc-ravaged farms to the east, contacts the PCs.

The Car-stable

If the heroes question the constable before leaving to investigate the Selford farm, they learn that the mutilations started about a month ago. In the beginning they were very sporadic. In fact, the constable believes it is possible the animal mutilations had been going on longer than a month, but the townsfolk and farmers did not realize there was malicious intent until the attacks happened with more frequency.

There has not been any pattern to the mutilations-if a farmer left livestock out overnight, it usually was found dead the following morning. In the past two weeks, most of the farmers have been getting more and more careful, bringing their livestock inside their barns for the night. Parsons suspects that Selford had all his animals in the barn, and that the killer was forced to become bolder.

Parsons does not understand the violence, and contends that no one in Tristor could have done anything to provoke the mutilations.

If the heroes mention Rhennee, Parsons replies that there have not been any Rhennee in the area for the past 20 years. "A bunch of gypsies were killed by upset townsfolk about 20 years ago because the Rhennee killed some people with poison medicine." Parsons came to town shortly thereafter.

The constable does not like Jagadis Deadknife. If the heroes mention Jagadis, the constable points out that he might be a suspect, since he seems to enjoy killing animals.

Parsons also believes it is a possibility that the Watcher's

ORCS are behind the killings, hoping to drive away those who would stand against them without risking orcs in actual attacks against armed humans. On the other hand, his visit to the farms of the east left few doubts that the ORCS would have attacked people far earlier than this.

Parsons confirms the 1,000 gp bounty on the solution of this mystery, and is pleased if the PCs offer to help. He asks that they report to him after they have investigated the Selford farm.

➔ **Constable Ebben Parsons:** hp 34.

THE FARMS OF TRISTOR

It takes two hours to reach the Selford farm by foot, traveling on the main road west of Tristor, about half that if the characters are mounted.

A well-worn path diverges north from the main road, over a small hillock. The fields nearby show signs of farming, though the yield looks sickly and small. The outline of a small farmhouse is visible beyond a line of Yarpick trees. The smell of burnt wood and flesh fills the air.

The scene is eerily silent, as if the nightbirds have abandoned the farmstead for safer ground. The remains of the Selford barn, roofless and gutted by fire, lie beyond the empty farmhouse.

Though signs of fire are evident within the barn itself, the ground around the structure shows no sign of flames, suggesting that the fire in the barn was intensely hot, and did not last long enough to spread.

The fresh corpses of chickens, ducks, and cows are strewn about the yard, both inside the animals' grazing pen and around the barn and farmhouse. The necks of these creatures have been savagely mutilated.

The farmhouse is intact, fully furnished, and seemingly untouched by whatever killed the animals.

PCs making a successful Search check (DC 10) of the soft earth surrounding the barn discover animal tracks. A successful Wilderness Lore check (DC 10) identifies the tracks as those of a large bear. Human tracks leading from the farmhouse to the barn are present, as well, though it is impossible to tell who left them.

INVESTIGATING THE BARN

Reuven resolved to begin his attacks on the residents of Tristor with a bang. Using a *fireball* scroll he picked up in the Bandit Kingdoms, the Rhennee immolated the Selford barn, leaving the remaining walls extremely unstable. If these walls are touched, the entire barn collapses. Anyone inside the structure suffers 2d6 points of damage from falling debris, Reflex save (DC 15) for halfdamage.

The barn's interior smells of burnt wood, animal hair, and meat. The remains of several animals can be found-

within. A few minutes after the PCs enter the barn, they hear the whining of a small calf that has been trapped under a fallen beam. The creature is badly wounded, and requires magical healing.

To release the calf, the heroes must lift the beam—a feat that requires a successful Strength check (DC 25, up to three characters may cooperate). Anyone with skills relevant to carpentry or architecture may make a skill check (DC 15) to realize that the beam supports a pile of rubble that in turn supports the bulk of one of the barn's damaged walls, and that moving it might further destabilize the damaged barn. In fact, the entire barn collapses one minute after the beam has been moved, dealing 2d6 points of damage to all within (as above). If the calf is in the barn at the time of the collapse, it is killed.

If a member of the party casts speak with animals on the calf, it whines about its injuries and asks to be fed. The calf is anxious and confused about the situation. Through coaxing and friendly conversation, the party can learn the following:

☛ The calf wandered into the barn after the fire. It was hungry and was looking for food. The beam fell on it and hurt it.

☛ The calf saw a large, hairy, four-pawed beast with a mouth as big as farmer Selford's hat and teeth like a pitchfork. When the beast breathed, a horrid smell came out of its mouth. Its eyes glared red.

☛ The calf thinks "the beast" killed everything.

☛ The creature attacked without warning. Most of the animals were in the barn. The barn doors were thrown open, the beast charged in, and the calf escaped in the chaos. Later, the barn caught fire.

☛ Calf: hp 4 (currently 1).

The Bull (EL 2)

The calf in the barn was not the only survivor of Reuven's cruel attack. Cedric, the family bull, managed to escape death at the hands of the bear, though it is wounded and mad with pain. Afraid to leave the farmstead, the bull wanders the wheat fields, waiting for its fear and rage to subside.

Anyone venturing into Selford's fields encounters the bull. Those searching the fields may make a Spot check (DC 15) to notice the bull before it makes a mad charge for them. Those who fail this check are surprised when the battle begins.

Creature: Cedric is a capable opponent, but is driven by fear, not by a desire to do harm to the PCs. It begins the encounter Hostile toward the PCs. A successful use of the Animal Empathy skill (DC 20) can influence Cedric to an Unfriendly attitude (per the NPCs Attitudes section of Chapter 5 of the DUNGEON MASTER'S Guide).

If the heroes cast speak with animals on the bull, they learn that it was attacked by the bear and managed to injure the creature. The bull is confident it would have killed it if the bear had not fled. The bull did not pursue the bear, as it wanted to look for the cows (which were all killed).

☛ **Cedric the Bull:** hp 41 (currently 32).

Moving On

The bear tracks surrounding the barn lead to the east, through the Selford fields and into the nearby woods.

Should the PCs follow the trail, they eventually emerge upon a neighboring farmstead (see The Bosko Farm, below). If they decide to return to Tristor to report to Constable Parsons, proceed to Jagadis Deadknife, below.

The Bosko Farm

If the PCs follow the bear trail from the Selford farm, they emerge from a light woods onto the property of Surd Bosko and his wife, which has just been hit by Reuven and his bear. The bodies of the Boskos and animals are fresh.

As you get closer you can see that the barn is untouched, but the animals are dead. The house has been broken into, as the front door hangs loosely on its hinges.

All of the animals: cows, chickens, and ducks have been killed, apparently all by a bear. If the PCs investigate the tracks, they can tell that only a few of the animals tried to run from the bear; most did not put up a fight. All of the animals were dragged outside of the barn.

The back door of the house also has been torn off its hinges.

Bear tracks can be found (DC 10) in the yard, in and around the barn, and going up to the front and back doors of the house. Deep claw marks score the front and back doors, indicating that the bear tore the doors off their hinges.

Inside the house, furniture has been overturned, cupboards opened, and pillows and mattresses slashed. However, no claw marks exist inside the house, and it is obvious that the beddings were slashed with a knife, not claws.

Items strewn about inside the house include men's and women's clothing. Under a bed is a large painting of an old man and woman. Under another bed is the body of the woman in the painting. The woman's body has a broken-off metal prong lodged in its back. (The prong is a broken tine from the metal claws Reuven wears while on his revenge missions.)

Heroes making a successful Search check (DC 10) discover numerous tracks in the ground outside the house. Human tracks, possibly belonging to the Boskos, are present, as well as strange marks that suggest something heavy was dragged from just outside the house to a line of trees nearby.

If the PCs follow the drag marks, they discover a man's body, half-buried in a crudely dug hole (the bear buried the man, planning to return and eat him at a later time). The old man has been mauled. The bones of his ribcage have been crushed, and his neck is broken.

Suffering from cuts inflicted by farmer Bosko and Cedric the bull, Reuven's bear left a bloody trail, allowing PCs making a successful Search check (DC 10) to follow it to the east. PCs with the Track feat may make a check (DC 20) to notice very light human bootprints next to the bear's trail.

Following the Bear Tracks

If the heroes follow the tracks, they find that they lead to another nearby farm. The tracks circle the farm, but

they do not go to the house or the barn. Regardless of the PCs' tracking skill, they lose the trail at this site (Reuven, suspicious that they might be leaving a trail, imbued a potion of *pass* without trace, feeding a similar elixir to Tasptaddle.)

The Cullen Farm

A small, two-story farmhouse stands at the center of a yard ringed by a low stone wall. An animal pen beyond the home lies empty, its tall wooden door creaking quietly as it swings open and shut in the wind. Faint candlelight emerges from closed shutters on the first floor windows of the farmhouse.

The farm is owned by Zebble Cullen, a grouchy, middle-aged gnome who became angered at the animal mutilations, slaughtered his own animals, and took the carcasses to market. He plans to restock his herd when the threat of the killer has passed.

Cullen's grouchiness may have saved his life. Because no animals were present, Reuven ordered his bear onward, deciding to put an end to the evening's violence.

If the PCs approach the farmhouse, continue with the following:

As you approach, the front door of the farmhouse swings open quickly, and a wrinkled runt of a gnome charges out of the house, brandishing a rusty *halfspears*.

"What are you doing on my land? the farmer asks with a scowl. "Ain't seen you around here. If you're animal killers you're out of luck. I already killed my stock and sold the meat. Beat you to it, I did."

NPC: This is Zebble (Zeb) Cullen. Though he puts up a good show of defiance, he is a coward at heart, and does not wish to fight the PCs.

If the heroes tell Zeb they are investigating the animal mutilations, he warms up to them a little and begins asking them what they have learned.

If the heroes take a few moments to talk to Zeb, he tells them that last night while cleaning the barn he heard movement in the trees nearby. He became a little frightened, fearing that the sounds might be the animal killer. The noise persisted and Zeb hurried into the house. He thought he heard something growling in the trees, but he could not swear to it. He locked his house up tight and sat by the front door with his spear until he fell asleep early this morning.

Zeb does not know that the Boskos and Selfords were killed. If the heroes tell him about the murders, he shakes his head. "I told those Boskos," he says. "I told them not to keep their animals. I told them to slaughter them and sell them and restock after this is all over. But they wouldn't listen. They thought someone was going to play the part of a hero and get what's killing the animals. They should have listened to me."

➤ **Zebble Cullen (gnome):** hp 4; halfspear, 22 gp, four 10-gp gems buried near outhouse.

Jaquadis Deadknife

At some point, the PCs decide to return to Tristor to report their findings to Constable Parsons. When they do so, continue with the following:

The road to Tristor seems barren and lifeless. Sparse growths of wheat line either side of the highway. Faint hoofbeats hint of a rider approaching from the south. Moments later, the traveler appears from behind a bend. A tall, cloaked figure, he rides his mount hard in your direction, pulling up a few feet short of your group. The figure jumps from his horse, pulling back his hood to reveal a scarred face and jaundiced eye.

The rider is, of course, Jagadis Deadknife, a strange character whom the PCs may have met in Tristor. Whether the party recognizes him, he's been keeping tabs on them. Jagadis has made it his business to know everything there is to know about those who seek Constable Parson's prize.

Jagadis informs the party that the constable left Tristor a few hours ago, presumably to locate the PCs. "Perhaps he had some information for you," he says mockingly. The hunter admits to seeing the constable waiting near a copse of trees to the south, but does not know where he is now.

"Maybe the bear got him," he says with a disturbing grin. At mention of the bear, Jagadis takes the opportunity to warn the PCs away from "his" quarry "Things could get difficult of it came to blows between you and me," he says, his hands on the hilt of his sheathed knife.

When faced with an overt threat, some parties will fight Jagadis. The dishonorable lout is not interested in challenges or the like, but he fights back if attacked. He is much more powerful than any one member of the party, and unless the PCs get lucky with some well-placed spells or critical hits, he likely will best them in melee combat. Jagadis uses his kukri, and strikes to kill. After he has felled one PC, he offers the rest a chance to call off their attack. "Perhaps you can visit Tristor in a few years, when you have learned how to handle your weapons," he says with a derisive grin.

➤ **Jagadis Deadknife:** hp 60.

Development: If the heroes kill Jagadis, they will not have the encounter, "Exit Jagadis," detailed later in the adventure.

Revenge

Given Jagadis' comments about the constable waiting for the party near the copse of trees nearby, most parties probably approach the location. If they do so, they can find the constable's horse tethered to a tree off the eastern edge of the road.

PCs making a successful Search check (DC 10) discover the constable's tracks in the soft earth just off the road. Apparently, Parsons paced a good deal before leaving his horse and moving quickly east, into the woods.

The tracks are not difficult to follow, as they lead past broken branches and fallen leaves. The trail leads several hundred yards before emerging in a field of high grass.

Constable Parsons lies, wounded and dying, 100 yards east of the edge of the copse, deep within the field of grass.

While waiting for the PCs, Parsons was approached by Reuven, who lured him into the underbrush, claiming to be a woodsman with information about the animal attacks. While the pair walked, the Rhennee signaled the bear by whistle. It crashed through the brush and scared the Constable, who began running. The bear overcame him, slashed at him, and was called off by Reuven. The Rhennee cut off the Constable's fingers as a warning to the residents of Tristor.

NPC: Constable Parsons is delirious, within moments of death, and needs to be taken to the clerics in Tristor. Any curing abilities of the party will help him, but will not do anything to combat the emotional trauma associated with his disfigurement.

As the PCs see to his wounds, Constable Parsons mutters, "Help me, help me. The **Burrens!** The Burrens!"

Parsons heard Reuven mention that the **Burrens'** farm would be next, but he is too incoherent because of the pain to elaborate on his statement.

Unless the PCs thought to have one of the Tristor residents map out the region (including farm names) prior to their investigation, the group must return to Tristor to gain more information regarding Reuven's next target.

PCs with the Track feat may attempt a check (DC 25) to note that the tracks of a large bear and humanoid companion lead to the north, away from Tristor. The trail leads on for hours, eventually becoming impossible to follow.

Reuven stole Parsons' magical potions (which he has used), his gold, and the ruby reward. Ironically, the PCs will have to get their payment from their quarry himself

➤ **Constable Ebben Parsons:** hp 34 (currently 0); masterwork bastard sword, mighty [Str 16] masterwork composite longbow, full plate, large steel shield, 20 arrows.

RETURN TO TRISTOR

The return trip to Tristor is without incident. Any resident of Tristor can identify the **Burrens** as a human farming family who own land southeast of the city, The **Burrens** harvest wheat, but specialize in beef cattle. Those who know of the family can give directions to the farm.

If the PCs take Constable Parsons to the church, Abbot **Bartho** informs them that, though they can heal his body, the damage to his soul he must heal himself. The cleric suggests that it may be several days before the constable comes out of shock and is well enough to speak.

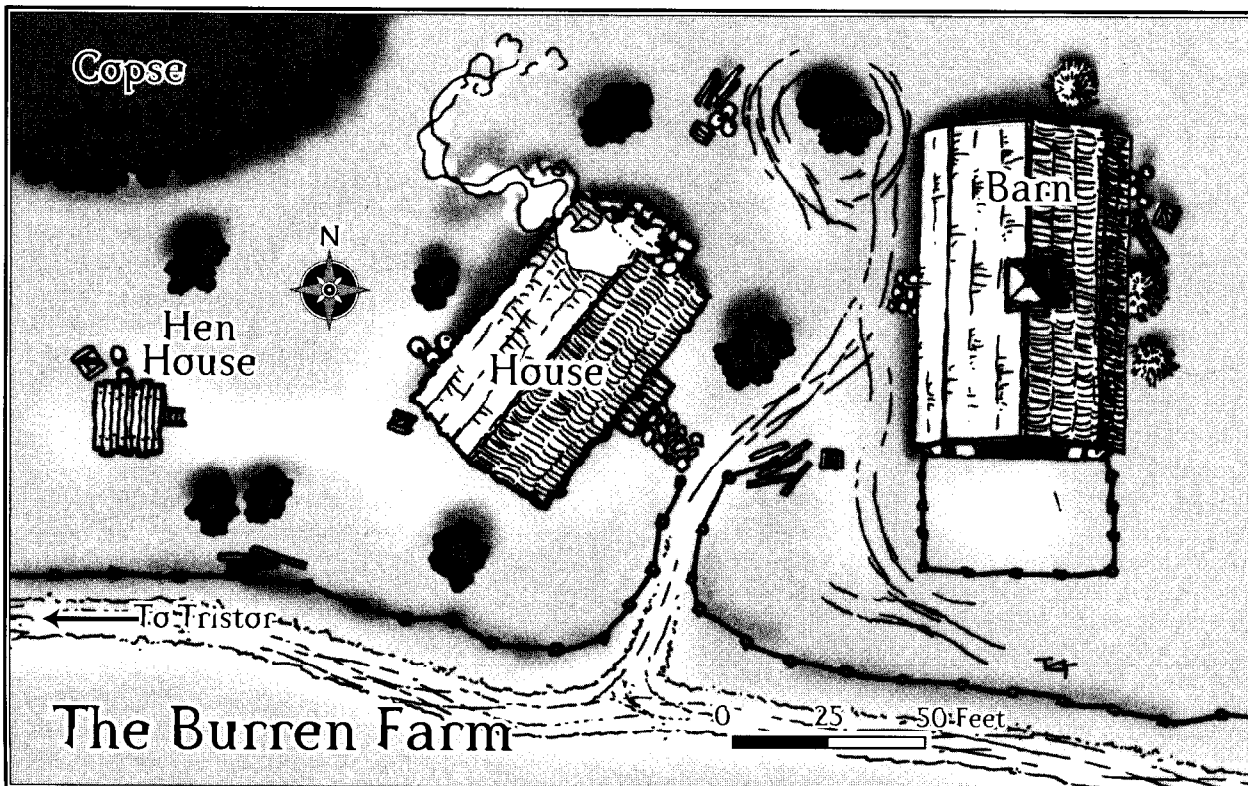
Bartho also regretfully informs the party that farmer **Selford** did not survive the morning. He will be buried the following day. If the PCs healed **Selford**, then he lives, but has fallen into a deep state of unconsciousness.

If the PCs did not investigate the **Bosko** farm, the priests inform them that **Surd Bosko** missed an appointment this morning, and, given his farm's proximity to that of the **Selfords**, there may be cause for alarm.

The party will most likely make haste to the **Burrens'** farm.

The Burr-ens' Farm

About four dozen healthy cows graze in a large pen outside the barn. Candlelight flickers from the



farmhouse's shuttered windows, and a plume of smoke rises from the home's modest chimney

Farmer Burren and his wife are well aware of the animal attacks in Tristor and know that if they lose their cows they lose their livelihoods and quite possibly their lives. In order to stave off an attack, Burren and his wife stay awake in shifts, watching the animals in the pen. The barn stays empty throughout the day and night, as the couple are not able to keep an eye on animals beyond closed doors.

NPCs: If the PCs do not take precautions to hide themselves while approaching the farmhouse, they will be accosted by a crossbow-wielding farmer Cend Burren. Burren cuts an imposing figure, his black hair and long mustache do little to hide the lines of hardship in his weathered face. Burren is not afraid to shoot if he feels threatened, but is willing to give the strange PCs a chance to explain themselves. He is, at heart, a reasonable man.

Cend Burren asks the PCs many questions, such as if they know the identity of the killer(s), what farms have been hit recently, and if they know why the killer is attacking Tristor. He has not heard about the Selfords or Boskos, and reacts to the news of their deaths with great sadness. Unless the PCs have announced their suspicions regarding Reuven's next target, the farmer reluctantly asks them if they think his farm will be next.

Once the party has gained Burren's trust, he invites them into his home. He takes a moment to wake up his tired wife, Edrani, and introduces her to the party. Edrani Burren stands nearly as tall as her husband. Her

long blonde hair shows signs of gray. Her hands are coarse with years of working the land. She is a kind woman, and is thankful for the presence of the PCs.

The couple shows the party around their modest, two-story home. In the kitchen, a number of simple knives have been laid out on the counter ("just in case," as Edrani explains).

With the knowledge that their farm may be next, the Burrens invite the PCs to stay the night. Give the players a copy of the map of the Burrens' farmstead, allowing them to sketch out a plan of defense.

The tip from the wounded Constable Parsons was accurate. Reuven indeed plans to hit the Burrens farm this very evening. He has not, however, counted on the presence of the PCs.

➤ **Cend Burren (human):** hp 3; light crossbow, 10 bolts, dagger, 18 sp.

➤ **Edrani Burren (human):** hp 2; various kitchen knives.

The Attack (EL 6)

As evening falls a deep fog begins to set in, creating an eerie, disturbing effect. The fog provides total concealment beyond 10 feet to any creature on the Burrens farmstead (refer to table 8-10: Concealment in Chapter 8 of the *Player's Handbook*). The fog also blocks the vision of flying familiars, completely masking Reuven's approach and making a birds-eye view of the farmstead all but impossible.

Reuven's plan of attack is simple. No longer content to order Tasptaddle to attack animals, he has decided to go



straight for the kill. Wearing his cloak of *elvenkind*, the Rhennee killer approaches the Burrens' farm from the north. He hides out in the copse of trees directly northwest of the farmhouse, casting the following spells on his ursine companion: enlarge, *mage armor*, and blur. Once all spells have taken effect, he orders the bear to charge the farmhouse, burst through the back door, and kill farmer Burren and his wife.

NPCs: If one or more party members hides in the copse of trees, they have an opportunity to see Reuven cast the spells on the bear. Disguised as a simple woodsman, Reuven is not immediately identifiable as Rhennee. He appears to be at least 30 years of age, and wears his dark hair and beard long and wild. Reuven's Spot skill is +4 for purposes of noticing a hidden character. Remember the thick fog-unless within 10 feet of the Rhennee, the hiding PC(s) will only hear his quiet spell-casting and violent order to attack.

➔ **Reuven the Rhennee:** hp 26; poison claws, light crossbow, *bracers of armor +1*, cloak of *elvenkind*, ring of *protection +1*, 1,000-gp ruby (stolen from Constable Parsons).

➔ **Tasptaddle (black bear):** hp 19.

Tactics: At Reuven's command, the bear bursts through the fog toward the back of the house. It takes 1 round for the bear to make it to the back door and a second round to burst the door in and move inside. Assuming the bear is not interrupted before reaching the back door, continue with the following:

Suddenly, the back door explodes off its hinges, revealing a horrible creature. The beast resembles a massive black bear, but the image seems distorted, as if blurred around the edges. The animal lets loose a fierce growl, rears up on its hind legs, and advances.

Tasptaddle is not expecting to encounter serious armed resistance. If faced with a PC, it attacks, attempting to kill. If it takes more than 10 points of damage, however, the bear turns to flee, running at full speed to the copse of trees, and from there to safety. Reuven follows. He has no desire to kill the PCs at this point. They were not present twenty years ago and do not factor in his bid for revenge.

The fog can help cover the pair's escape and will make it impossible for the heroes to follow them quickly.

The combat ends as quickly as it started. The fog becomes thicker, and the sounds of insects and frogs resume.

Development: The deep fog makes tracking impossible for those without the Track feat (DC 12 for those with it). After the fog lifts, the heroes can search for tracks. PCs may make a Search check (DC 10) to discover bear and human tracks leading from the copse of woods to the north. The trail leads three miles (requiring three successful Wilderness Lore checks at DC 10) to a small clearing. Those who follow the entire trail may continue to the next encounter, Exit Jagadis. If the PCs lose the trail, they may return to Tristor. In that case, proceed to the next chapter, The Horde of Tristor.

Exit Jagadis

The bear and human tracks continue through the cold northland for several miles, eventually emerging in a small clearing near a stream. The remains of a roan horse lie near the stream. A broken *longbow* lies across the horse. The ground is spattered with blood. The tracks lead through the camp and into the woods beyond.

The tracks continue to a grove of sablewood trees, where the ground is saturated with more blood. The body of Jagadis Deadknife lies in a nearby shrub.

In their flight from the Burren farm, Reuven and Tasptaddle stumbled into the camp of Jagadis Deadknife. During the ensuing battle, the bear killed the horse and wounded the hunter. Jagadis wounded Tasptaddle, and pursued the bear rather than worry about his own health. He caught up with the bear in the grove and was killed by Reuven, whom he did not notice.

If the PCs search the ground around the grove (DC 10), they discover that Jagadis apparently was tracking the bear when someone came out of the brush behind the hunter and murdered him.

A successful use of the Track feat (DC 14) reveals that the bear and human tracks continue, this time to the west, in the direction of Tristor. Increasingly worried about pursuers and wounded from the battle with Jagadis, Reuven took time to cover his trail. The trail leads three miles west, cuts north for a mile, and then seven miles northeast to the Cave of the Forester, Reuven's lair, described in the Fright at Tristor section (below).

Treasure: Reuven hurried away from the scene of butchery, leaving Ripper, Jagadis' +2 keen *kukri*, for the taking.

THE HORDE OF TRISTOR

As you venture back to Tristor, a wagon approaches, moving quickly behind a team of four horses. A middle-aged human woman sits at the front of the wagon, whipping the horses onward. She notices you and pulls the reins tight, slowing the wagon to a crawl.

The woman in Prin Falen, the wife of Hiram Falen, a former adventurer who moved to the Tristor farmlands seven years ago. Prin's daughter, Sara, left the family home to pick berries this morning, and has not been seen since. Prin frantically explains that her husband went looking for Sara, but found only her basket and scarf. She tried to convince Hiram to seek the help of Constable Parsons, but he grabbed his bow and quiver, muttering something about how someone had to take care of the killer once and for all. He headed into the woodlands near the marsh (to the north) several hours ago and has not returned.

Prin is horrified by the thought that her daughter might be dead and that her husband might be killed by whatever is murdering all of Tristor's animals. She sobs wearily, begging the PCs to help her.

➔ **Brin Falen (human):** hp 3; 7 gp.

AFTER SARA (EL 4)

Sara is not dead. While looking for berries, the young girl walked to a nearby stream to take a drink. She fell in, and was swept away by the current. The girl would have died if not for the intervention of a wild bear, who plucked her from the swift flow. The bear recently lost a cub to Jagadis Deadknife, and has "adopted" Sara as its own. Sara has not left the bear's den because she thinks it's fun to have an animal friend.

The bear's cave is well camouflaged. It takes 5 hours of searching for the PCs to discover it. The cave itself is a simple den (no map is provided) that extends some twenty feet into a rocky hill.

Creature: The mother bear, known as "Brownie" by local woodfolk, is a peaceful beast. She does not take well to intruders, however, and defends Sara from the PCs. Brownie has an Unfriendly attitude toward intruders, which can be modified by use of the Animal Empathy skill. If attacked, Brownie fights to protect Sara as if the girl were one of her own cubs.

➔ **Brownie (brown bear):** hp 51.

NPC: Sara Falen is a bright six-year-old girl. She is fond of her new friend, and can act as mediator between the bear and the PCs if a member of the party reminds her that her family misses her. If they do so, Sara promises to return to the den regularly. Somehow, the creature seems to understand, and allows her to leave with the party.

If the PCs kill Brownie, Sara cries, explaining that the bear saved her life.

➔ **Sara (human):** hp 2.

A Night In The Wilderness (EL 2)

As it took the PCs most of the day to locate Brownie's den, which itself lies several hours from the main road and civilization, they will probably have to spend the evening in the woods (the bear, even if friendly to the PCs, does not allow them to rest in her den).

About three hours after midnight, allow any wakeful sentries to make a Listen check (DC 10) to hear sounds, perhaps the tread of a half dozen men, in the distance.

If the PCs investigate by venturing closer to the noise, they discover a group of four bestial figures (orcs) pulling a human man along by a chain behind them. The orcs converse quietly in their feral tongue, arguing about whether to return to their camp or to search the wood for additional captives.

The chained human figure matches the description of Hiram Falen (if the PCs thought to ask Prin for such).

Creatures: These superstitious orcs are a scouting party from the larger camp in the Troll Fens. They discovered Hiram Falen while scouting the woods, and are frightened about what they call the "demon bear," the creature that has been killing the animals and farmers of Tristor.

➔ **Orcish scouts:** hp 5, 4, 3, 3.

NPC: Hiram Falen was captured four hours ago as he explored the forest looking for his lost daughter. Though dedicated to his simple farming life, there was a time when Hiram considered himself an adventurer. During his travels, he managed to pick up a smattering of Orcish. He heard the scouts talk about taking him to "the Horn of the Minotaur."

Hiram is certain that the orcs were referring to the Blue Dragon's Tusk, a local landmark at the southern edge of the Troll Fens, a few miles to the north. He believes that the orcs may have an encampment there.

If reunited with his daughter, Hiram is overjoyed, hugging Sara tightly while unsuccessfully attempting to stifle tears of joy. He tells the party that his family owes them a great debt of gratitude.

➔ **Hiram Falen (human):** hp 5.

Development: Armed with the possible location of an orcish outpost and accompanied by two civilians, the PCs need to make a difficult decision. If they decide to proceed directly to the Blue Dragon's Tusk, Hiram wishes them luck, departing their company to take his daughter home. If they decide to return to Tristor, however, Hiram asks if they plan to move against the orcs. If they do, he bravely volunteers to help them in an attack on the camp, inviting them to drop by his farmstead to pick him up. In either event, the farmer is happy to provide the party with directions to the landmark.

If the PCs return to Tristor, continue with the next section. If they press on to the orcish outpost, jump ahead to Attack on the Orcish Encampment.

TRW-OR. AGAIN

The PCs may decide to return to Tristor for any number of reasons—to report their findings, to alert the town to the death of Jagadis Deadknife, to check on the constable, or to recruit help for an attack upon the orc encampment.

Constable Parsons remains at Tristor's church. Though his ~~lan & ave ben ban dage dandhe~~ has come out of his stupor, he remains distant, slipping in and out of consciousness. He remembers that a dark, bearded man coaxed him into the forest, telling him that he had information on the murders. If asked directly whether the man was a Rhennee, Parsons supposes that he could have been. The two had not gone far when something attacked him from behind. He remembers nothing else about the attack. If told about the orc camp near the Blue Dragon's Tusk, Parsons suggests that the PCs report their findings to Rontir Athone.

Should the PCs inform Sergeant Athone about their findings, he becomes very interested, seeing in their report a chance to further himself with his superiors in Wintershiven. He assigns four soldiers to assist the party in the attack (allow each player to control one soldier), and wishes the heroes good luck on their attack, apologizing that he cannot give them more aid.

NPCs: The four soldiers assigned to the group by Sergeant Athone are young recruits from the army of religious warriors stationed in Wintershiven. They are steadfast in their dedication to Pholtus, often uttering a small prayer before charging into battle. They are dedicated to helping

the PCs defeat the orcs, but they are not stupid. They will not tolerate being treated as "human shields," and will do their best to spread out in the party's marching order.

➤ **Vasht, Ragen, Tellis, and Kline (male human guards):** hp 7, 6, 6, 5.

Attack on the Orc Encampment

The orc encampment, built in the shadow of the Blue Dragon's Tusk, has been constructed on a series of wooden docks reaching into the fetid water of the Troll Fens. The marsh's depth ranges from about one foot near the shore to up to 10 feet near the far edge of the docks. Within 40 feet of the shore, swamp grass grows to a height of five feet, obscuring vision and adding +10 to Hide checks of anyone standing still or treading water within it. Moving through the dense grass is difficult, however; anyone doing so suffers a -10 penalty to Hide checks.

Cubrah, a malicious, proud bugbear captain runs the camp in service to the Watcher. Excessively arrogant, Cubrah has set only a skeleton guard. Three goblin archers (Spot +3) watch over the docks from a tall mound of earth (area 2), ready to send a volley of arrows into any would-be intruders.

Due to the large number of combatants, most parties will have a difficult time with a straightforward attack of the camp. Reconnaissance of the area alerts careful parties to the large number of troops present here. Those who come equipped with soldiers from Tristor and who choose stealth over brawn have a much easier time defeating the encampment.

➤ 1. Pit Trap (EL 4)

The wooden dock has been set with a simple deadfall trap (Search DC 15, Disable Device DC 15) 35 feet from the shore. Anyone stepping on the S-foot-square of trapped dock triggers a mechanical swivel that drops the dock section out from under the victim, dumping him or her into 6 feet of water.

Though the noise of the splash is likely to alert the goblin sentries (Listen +3) from area 2, it causes no physical damage. Victims can feel thin walls surrounding the S-foot-square beneath the trapped dock. The walls have very small holes in the sides, allowing water to fill the "cage" they form.

The cage contains four giant leeches (Hide +8), who attempt to attach themselves to victims (see Creature Appendix).

➤ **Giant leeches (4):** hp 4 each.

2. Mound of Earth (EL 1)

A large mound of hard earth emerges from the bog to a height of 35 feet. Three goblins (Hide +6) stand guard at the top of the mound, hidden behind tall leafy trees (which provide 50% cover). A rickety wooden ladder has been set against the north face of the mound, allowing access to the peak.

➤ **4 Goblin archers:** hp 5, 4, 3, 3.

3. Goblin Barracks (EL 2)

A long, crudely constructed wooden hut partially shaded by swamp trees provides shelter for the

encampment's 12 goblin skirmishers. At any one time, eight goblins are present.

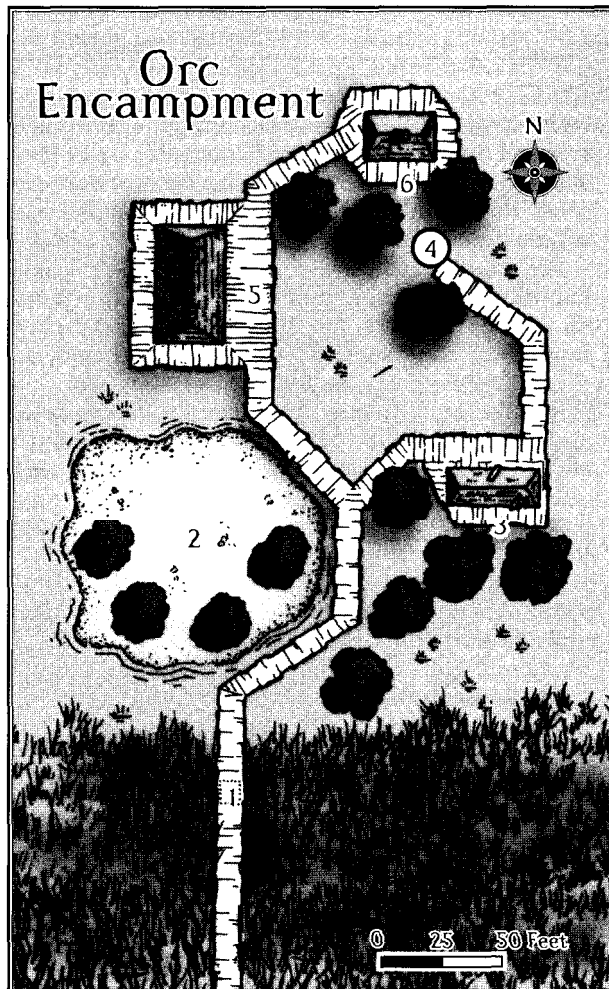
Treasure: Aside from the goblins' shabby equipment, a careful search of the barracks reveals assorted coins worth 150 gp, a small 20-gp sapphire, and a broken wooden spoon engraved with a holy symbol of Erythnul the Many

➤ **8 Goblins:** hp 6, 5, 4, 4, 4, 4, 3, 3.

4. Soaking Cage

Six feet from the terminus of the eastern dock, a large wooden cage has been partially submerged in the water. The cage holds three prisoners submerged to their necks, a male half-orc who appears to have been severely beaten, a female human dressed in leather armor, and a similarly garbed, bearded human male. The male appears to have lost consciousness, his head propped above the waterline by the woman beside him.

NPCs: The three beings in the soaking cage are trappers recently captured by a band of orc scouts. They are not warriors, and will not help the party in combat, even if completely healed.





The trappers believe that the countryside crawls with orcs, and that only the walls of Tristor will provide them with safety. Besides, they have heard the orcs worriedly speak of a demon bear loose in the northlands, and want as little to do with that as possible.

The trappers confirm that the orcs follow some being known as the Watcher, who seems to lair in the Raker Mountains far to the northeast. Gubrah, the bugbear who runs this encampment, is the highest-ranking servant of the Watcher in the region.

If asked about the northern woods, the trappers can give directions to the home of Tadda, a reclusive sorceress whom they believe is in league with the orcs and who may have summoned the demon bear.

➤ **Furthak (half-orc):** hp 7 (currently 4, and suffering from 3 points of subdual damage).

➤ **Meriss (human):** hp 5 (currently suffering from 3 points of subdual damage).

➤ **Gerbrun (human):** 5 (currently 0).

5. Orc Barracks (EL 3)

Behind the earthen mound lies a large, well-constructed wooden cabin. Gubrah's orcs lair within, in a large room appointed with 20 crude cots and footlockers. The northern quarter of the cabin is the makeshift kitchen for the encampment, to which hunters bring nightly kills for preparation.

Creatures: The bulk of Gubrah's orcs are in the field (and may very well have been dispatched by the PCs). A small squad of five can be found within the cabin at any one time, usually playing at dice or wrestling with each

other. Those who remain in the cabin resent "marsh duty," and wish to return to the Rakers. Brutish and not exceptionally loyal, the orcs are willing to fight to the death only if they fear for their lives or are in the presence of Gubrah, whom they fear more than the PCs.

The smallest of the orcs, the shaman, Lebmak, remains loyal to Gubrah. If attacked, he immediately casts shield upon himself. Thereafter, he hides behind the other combatants, attempting to pick off enemies with *magic missiles*.

➤ **Orcs (4):** hp 5, 5, 4, 4.

➤ **Orc Shaman (Lebmak):** hp 7.

Treasure: A search of the footlockers reveals 200 gp in assorted coins, a copper statue of Gruumsh One-Eye worth 25 gp, and a steel breastplate fashioned with the heraldry of the Duchy of Tenh. A larger chest (1 in. thick; Hard 5; hp 1; AC 5; Break DC 18) protected by an average lock (Open Locks DC 25) contains two flasks of alchemist's fire, three doses of antitoxin, a 200-gp bloodstone, and a 400-gp bar of solid silver.

6. Gubrah's Lair (EL 5)

The northern edge of the orc encampment is dominated by a large wooden building, the lair of Gubrah.

Creature: A fierce combatant, Gubrah charges from his home at the first sign of trouble, ready to smite his enemies with his mighty double-bladed sword.

➤ **Gubrah:** hp 29.

Treasure: Assorted coins worth 650 gp, set of five finely-crafted silver daggers (worth 50 gp each), 55 gp diamond earring, *potion of spider climb*, *potion of reduce* (at 5th level).



THE FRIGHT AT TRISTOR

This final chapter includes a handful of locations well outside Tristor's walls that might be visited during this adventure.

THE SORCERESS'S COTTAGE

A short path leads from the rough northern road to a small cabin roofed with pine boughs. A root garden dominates the structure's front yard. An old fur hangs over the hut's door.

This modest structure is the home of Old Tadda, a reclusive herbalist. Tadda spends the bulk of her days mixing salves and unguents, which she sells to the forest folk who make their homes nearby.

NPC: Tadda is very distrusting of strangers, preferring the company of her pet wolverine to that of other humans. The recent animal mutilations around Tristor have troubled her greatly, as she sees it as her part to assist the local wild animals. Naturally, she believes strangers from the south are to blame for the murders.

If the PCs convincingly explain that they are looking for the animal murderer, she becomes more pleasant, and invites them inside.

➤ **Tadda:** hp 14.

➤ **Wolverine:** hp 25.

The inside of Tadda's cabin is very neat and clean, with jars and vials stacked on shelves along each wall. Tadda explains to the PCs that so many strangers fear the forest, seeing it as a place of danger. She sees it as a garden for curing the sick. She's lived here for more than fifteen years, and has not been ill a single day.

She offers to create some healing ointment for the group if any PC looks particularly wounded. This foul-smelling stuff heals 2d4 hp per application. Tadda has enough ingredients for three applications, which she provides free of charge. The salve must be used quickly, she explains, as it goes bad within three days.

If the PCs ask Tadda about a bear, she tells them that the only bear she knows about is Brownie, a creature who sounds suspiciously like the bear who "abducted" Sara.

Tadda admits, however, that she does not get around much. If they are looking for a specific animal in the area, she suggests they talk to Old Redder or the Forester.

Old Redder, Tadda explains, is a crippled hermit who lives deeper in the woods. He claims he is a great shaman, though Tadda thinks he is long past insane. "He does not act quite human," she whispers, as if the walls of her hut had ears. Still, she admits, there may be something to his claims, and perhaps he has powers, after all.

The Forester, Hosk, lives in a cave just off a nearby stream. He keeps to himself, trapping animals for a

living-an occupation she does not respect. Tadda discusses the Forester with reluctance and tight lips. PCs may make a Sense Motive check (DC 15) to determine that Tadda is hiding something.

In fact, Hosk was once Tadda's lover. He romanced the older woman with tales of past derring-do. Despite a large scar on his left cheek, she loved him deeply, and the two shared a romance that lasted nearly five years. About ten years ago, they had a falling out, and have not spoken since. Tadda still loves Hosk, but is too proud to contact him. Unfortunately, Reuven killed Hosk more than a month ago, and has been using his cave (and identity) ever since.

Tadda can give directions to Hosk's cave and Old Redder's home.

The Forester's Cave (EL 6)

An ancient cairn of piled stone slabs and tree trunks stands at the center of a small clearing in the northern woodlands. A dark entrance marks the front of the cairn.

The ground immediately in front of the cairn entrance (to a range of about 30 feet) has been sprinkled with dry sticks and gravel. Anyone attempting to sneak through the area suffers a -10 penalty to Move Silently checks. Though this tactic helps Reuven detect unwanted visitors, it also makes it easier for the PCs to detect the tracks of the Rhennee and his companion.



(DC 8). Beyond the gravel and twigs, detecting signs of their passage requires the **Track** feat (DC 15).

NPC: Reuven lives in this cave under the assumed guise of the trapper, Hosk. He wears his hair and beard long, and has adopted a very rustic lifestyle, adding a dab of makeup and an assumed accent (Bluff +5, Disguise +9) to round out the ruse. Assuming he hears the PCs as they approach (Listen +4), "Hosk" emerges from the cave holding an armload of furs and animal traps. He acts surprised at the appearance of the PCs, and greets them with a smile.

If the PCs mention bears or the animal tracks near the cairn, Reuven explains that a large bear, probably seeking shelter, wandered into his cave about three hours ago. He was lucky to scare it off with a woodcutting axe.

Anxious to get the PCs away from his cave (and from the wounded Tasptaddle, who rests within the cairn), Reuven suggests that they visit the home of Old Kedder, a strange hermit who lives at the edge of the marsh. Kedder, he claims, keeps a large bear as a pet. The animal that visited him earlier could have been Kedder's creature. Reuven warns the group that Kedder is sneaky, however, and that they should watch their backs if they decide to pay him a visit.

If the heroes buy the Forester's story about Old Kedder and his bear and go off the visit the hermit, Reuven and Tasptaddle will escape. The Rhennee plans to move on to another town, rest up, heal his bear, and return to Tristor later for more revenge. If the heroes come back here after dealing with Old Kedder, they find the cave deserted.

If the PCs prove insistent, Reuven allows them into the cave, attempting to usher them all inside while remaining at the back of the party. His fighting claws (which have been smeared with the last of his sleep poison), are secreted within the furs he holds in his arms. Once the PCs have entered the cave, Reuven whistles loudly, signaling Tasptaddle to attack.

➤ **Reuven the Rhennee:** hp 26.

➤ **Tasptaddle (black bear):** hp 19 (currently 11).

Treasure: Though Reuven's goal in his farm attacks has not been financial, he has on occasion helped himself to some treasure. This he keeps in an unlocked chest near the back of the cairn. The chest contains 250 gp (in assorted coins), a 200-gp silver candelabra (stolen from the Bosko farm), and a 1,000-gp ruby (stolen from Ebben Parsons).

Old Kedder's Place

The journey to Old Kedder's takes the heroes through a boggy area, in which can be found a number of animal tracks. Some of these tracks are undoubtedly from bears (the creatures are not uncommon in this region). Eventually, the party comes upon Old Kedder's home, a dilapidated hovel that resembles a pile of discarded lumber. The ground around the home has been stripped back to the bare, hard earth. To the northeast is a wild tangle of weeds that once apparently was a garden.

A thin, feeble, strand of smoke rises from the makeshift chimney. The front door of the home

seems to lean against the house rather than serve as an entrance.

The ground here is so hard that tracking is impossible.

Old Kedder, a human man of 40 who looks twice his age, lives alone in the modest structure. Blind and without the use of his legs, Kedder lost his mind several years ago. Now he crawls around his home, explaining his prophetic visions to the walls and furniture. Old Kedder has come to think of himself as a shaman or a great and powerful oracle. If the heroes begin to ask him questions, he will slip into his shamanistic mode.

"I can answer all things unseen questions. The power of the deities grants me this ability. What do you wish to know? Ask quickly, for my mind begins to wander."

The old man does not know about the Forester. He knows about Tadda, whom he once took a fancy to until he decided she was daft. He expounds upon anything the heroes ask about; feel free to make up wild and unusual answers. His answers do not need to make sense.

He can, however, provide one piece of interesting information. If the heroes ask Kedder about Rhennee or the incident in Tristor 20 years ago he becomes very sad and quiet. Slowly, as if speaking about someone else, he explains the story of Kedrick, a young man from Tristor who suffered from chest pain and turned to a group of Rhennee for help. Their bottled cure blinded the man and ruined his legs. Two other sickly villagers died after drinking their miracle cures. Kedder explains softly that the other villagers had the Rhennee killed for their crimes.

At mention of the Rhennee's punishment, the man begins to cry softly. The young man, Kedder explains, always felt guilty about the affair, as if the blood of the Rhennee were on his hands. His only saving grace, the one thing that has kept him going all these years, is that the youngest of the Rhennee, a boy named Reuven, was spared from the hanging tree. Kedder explains that Kedrick, wherever he is, hopes that that little boy had a full life, and was able to put the madness behind him.

➤ **Old Kedder (human):** hp 3.

THE PEACE OF TRISTOR

After the PCs have dealt with Reuven and Tasptaddle, chances are they will return to the hamlet of Tristor. Though Parsons' reward was recovered at Reuveris cave, a return trip to Tristor allows the group a chance to play at being heroes.

Both Ebben Parsons and Rontir Athone thank the party for their efforts, though they urge them to keep the real reason behind Reuven's attacks quiet. It would not do, they say, to upset the populace of Tristor into thinking they brought these affairs upon themselves (which, of course, they did).

If played as part of the **LIVING GREYHAWK** campaign, the events of *The Fright at Tristor* end here, after the heroes have reported their victory. If, however, the

CONCLUDING THE ADVENTURE

adventure is being used as part of an ongoing campaign, a number of options for continuing play exist:

Though the overt menace of the animal mutilations has been taken care of, the Watcher and his orcish horde remain a threat. If the heroes were successful in defeating Reuven and were willing to keep the whole story quiet, Parsons and Athone likely offer them another reward to investigate the mountains to the northeast, in hopes to learn more of the Watcher. If the PCs are causing trouble, perhaps the rulers of Tristor offer a greater reward, all the better to tempt the PCs into leaving town as soon as possible.

By the time the group returns from the battle at Reuven's cave, Constable Parsons has emerged from his depression over having lost his fingers. Since a fingerless officer of the law is of little use to the community, he plans to venture to Wintershiven, the capital of the Theocracy of the Pale, where he hopes to purchase a regenerate spell with the small wealth he has accumulated over his lifetime. With marauding orcs, the travel will be arduous, and he will need guards.

One of the farmers killed by Reuven left no heirs, leaving his land to be granted at the whim of Athone, Parsons, and Abbot Bartho. Lawful parties, particularly if one or more members of the group reveres Pholtus, might find themselves the owners of a frontier farm as thanks for their part in investigating the fright at Tristor.

The *Fright at Tristor* should promote a group of four 1st-level PCs to 2nd level. It's possible (but not likely) that a group of four 2nd-level characters might advance to 3rd level, if all encounters are defeated with little difficulty.

In the **LIVING GREYHAWK** campaign, special paper certificates represent magic items. Likewise, experience points are tracked in an official Character Log. If the adventure is being played as part of **LIVING GREYHAWK**, you need to fill out the form below in order to receive official certificates for any magical treasure claimed and experience gained. If a magic item does not appear within the pages of this adventure, it cannot be claimed (for instance, if the PCs ventured to Wintershiven to purchase expensive magic items, those items will not be made official in the international campaign).

The Dungeon Master should record the names and RPGA membership numbers of all players on the form included below (remember that only **GUILD-LEVEL** members of the RPGA are eligible to have their results "count"). Answer the additional questions at the bottom on the response form, and attach the form to a short summary of how the adventure played out. Send the response form and adventure summary to: Living Greyhawk Results, RPGA Network, PO. Box 707, Renton WA 98057-0707. Hard copies only, please.

RPGA HQ will return a packet of magic item and experience point certificates to the Dungeon Master within two weeks of receipt of the response form and adventure summary. It is the Dungeon Master's responsibility to get the certificates to her players.

THE FRIGHT AT TRISTOR RESPONSE-FORM

Dungeon Master Name: _____ RPGA#: _____

Address: _____

email: _____

Player Name: _____ RPGA#: _____

Player Name: _____ RPGA#: _____

Player Name: _____ RPGA#: _____

Player Name: _____ RPGA#: _____

Player Name: _____ RPGA#: _____

Player Name: _____ RPGA#: _____

Roughly how many hours did it take to play *The Fright at Tristor*? _____

Would you be interested in participating in another "at home" **LIVING™** campaign event at some point in the future? _____

Please attach a summary of the adventure, including a list of all treasure claimed (broken down by party members), and where it came from.

CREATURE APPENDIX

➤ **Aam, male human Clr3:** CR 3; Medium-size humanoid; HD 3d8+6; hp 20; Init +0; Spd 15 ft.; AC 10; Atk +3 melee (1d6/1d6, quarterstaff); SQ Blind; AL LG; SV Fort +5, Ref +1, Will +8; Str 11, Dex 10, Con 15, Int 10, Wis 16, Cha 9. (5 ft. 3 in. tall)

Skills and Feats: Concentration +7, Diplomacy +2, Knowledge (religion) +1, Listen +5; Blind-Fight, Brew Potion, Iron Will.

Special Quality: Brother Aam is blind, suffering the attendant difficulties as explained in Chapter 3 of the DUNGEON MASTER'S Guide.

Possessions: Masterwork quarterstaff, wooden holy symbol, liturgical beads.

Spells Prepared (4/4/3): 0—*cure minor* wounds, detect poison, *purify* food and *drink*, *resistance*; 1st—*endure* elements, magic weapon, *protection from evil*, *remove fear*; 2nd—*heat metal*, lesser *restoration*, *make whole*.

➤ **Anders Sogenford, male human Bbn4:** CR 4; Medium-size humanoid; HD 4d12+12; hp 36; Init +2 (Dex); Spd 40 ft.; AC 12; Atk +8 melee (1d12+4/crit 19-20/x2, greatsword); SA Bbn rage 2x/day; SD Uncanny dodge; AL NG; SV Fort +7, Ref +3, Will +2; Str 17, Dex 15, Con 16, Int 11, Wis 13, Cha 15. (6 ft. 5 in. tall)

Skills and Feats: Climb +8, Intimidate +7, Jump +7, Listen +5, Ride (horse) +7, Spot +5, Wilderness Lore +5; Power Attack, Sunder, Weapon Focus (greatsword).

Possessions: Greatsword kept under bar, 57 gp in lockbox under bar, 132 gp kept in hidden compartment under bed in upstairs quarters.

➤ **Arim, male elf Clr3:** CR 3; Medium-size humanoid; HD 3d8+3; hp 24; Init +2 (Dex); Spd 30 ft.; AC 12; Atk +4 melee (1d6/1d6, quarterstaff), +5 ranged (1d8/crit x3, longbow); AL LN; SV Fort +4, Ref +3, Will +5; Str 13, Dex 14, Con 12, Int 14, Wis 15, Cha 8. (5 ft. 2 in. tall)

Skills and Feats: Concentration +5, Heal +6, Knowledge (arcana) +8, Knowledge (religion) +8, Listen +4; Dodge, Toughness, Weapon Focus (longbow).

Possessions: Masterwork quarterstaff, longbow, 20 arrows, wooden holy symbol, healer's kit.

Spells Prepared (4/4/3): 0—*create water*, *cure minor* wounds, *read magic*, *virtue*; 1st—*comprehend* languages, *divine favor*, *endure* elements, *protection from evil*; 2nd—*gentle repose*, *heat metal*, *zone of truth*.

➤ **Athone's Trainees, male and female Com1:** CR 1/2; Medium-size humanoid; HD 1d4+1; hp 3; Init +0; Spd 30 ft.; AC 11; Atk +1 melee (1d8+1/crit 19-20/x2, longsword); AL LG; SV Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 11, Cha 10. (5 ft. 6 in. tall)

Skills and Feats: Listen +3, Spot +1, Ride (horse) +2; Martial Weapon Proficiency (longsword).

Possessions: Longsword, padded armor, 2 sp.

➤ **Bartho (Abbot), male human Clr5:** CR 5; Medium-size humanoid; HD 5d8+5; hp 28; Init +0; Spd 30 ft.; AC 10; Atk +3 melee (1d6-1, mace); AL LN; SV Fort +6, Ref +2, Will +8; Str 9, Dex 11, Con 12, Int 16, Wis 17, Cha 12. (6 ft. 1 in. tall)

Skills and Feats: Bluff +3, Concentration +5, Diplomacy +8, Gather Information +3, Heal +10, Intimidate +3, Knowledge (religion) +11, Listen +5, Spot +5; Brew Potion, Scribe Scroll, Skill Focus: Knowledge (religion).

Possessions: Masterwork mace; silver holy symbol; scrolls: *Protection from elements*, *cure light wounds* (x5); *cloak of resistance* +1.

Spells Prepared (5/5/4/3): 0—*create water*, *cure minor* wounds, detect magic, detect poison, *mending*; 1st—*bless water*, *comprehend* languages, *cure light wounds*, *protection from chaos*, *protection from evil*; 2nd—*animal messenger*, *augury*, calm emotions, delay poison; 3rd—*create food* and water, locate object, magic *circle* against chaos.

➤ **Brownie (brown bear):** CR 4; Large animal; HD 6d8+24; hp 51; Init +1 (Dex); Spd 30 ft.; AC 15; Atk +11/+11/+6 melee (1d8+8 [x2], claws; 2d8+4, bite); Face/Reach 5 ft. x 5 ft./10 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +6, Will +3. Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Swim +14.

Special Attacks: Improved Grab (Ex): On a successful claw hit against a Medium-size opponent, Brownie may attempt a grapple as a free action without provoking an attack of opportunity.

Special Qualities: Scent (Ex): Brownie can detect other creatures within 30 feet by sense of smell. As a partial action, she can note the direction in which the scent lies. She can determine the exact location of any creature within 5 feet.

➤ **Brynn Áramis, female human Com1:** CR 1/2; Medium-size humanoid; HD 1d4; hp 4; Init +1 (Dex); Spd 30 ft.; AC 11; Atk -2 melee (1d4-2, dagger); SV Fort +2, Ref +1, Will +1; AL NG; Str 7, Dex 12, Con 14, Int 11, Wis 12, Cha 16. (5 ft. 3 in. tall)

Skills and Feats: Handle Animal +4, Listen +3, Profession (cook) +4, Ride (horse) +3, Spot +3; Skill Focus: Profession (cook).

Possessions: Dagger, 9 cp.

➤ **Cedric the Bull:** CR 2; Large animal; HD 5d8+15; hp 41 (currently 32); Init +0; Spd 30 ft.; AC 12; Atk +6 melee (1d8+6, butt); Face/Reach 5 ft. x 10 ft./S ft.; SQ Scent; AL N; SV Fort +7, Ref +4, Will +1; Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +8, Spot +5.

Special Quality: Scent (Ex): The bull can detect other creatures within 30 feet by sense of smell. As a partial action, it can note the direction in which the scent lies. The bull can determine the exact location of any creature within 5 feet.

➤ **Constable Ebben Parsons, male human Ftr4:** CR 4; Medium-size humanoid; HD 4d10+8; hp 34; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21; Atk +9 melee (1d10+5, masterwork bastard sword), +6 ranged (1d8+3 /crit ×3, mighty [Str 16] masterwork composite longbow); AL LG; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8. (5 ft. 11 in. tall)

Skills and Feats: Climb +7, Jump +7, Ride +8, Swim +9; Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword).

Possessions: Potion of *cure moderate* wounds, potion of endurance, masterwork bastard sword, mighty [Str 16] masterwork composite longbow, full plate, large steel shield, 20 arrows, 23 gp, one 1,000-gp ruby (the reward).

➤ **Finney Goodbarrel, male halfling Rogl:** CR 1; Small humanoid; HD 1d6+2; hp 9; Init +4 (Dex); Spd 20 ft.; AC 17; Atk +1 melee (1d6/crit 19-20/×2, short sword), +1 ranged (1d8/crit 19-20/×2, light crossbow); AL CG; SV Fort +2, Ref +7, Will +1; Str 10, Dex 18, Con 15, Int 12, Wis 10, Cha 14. (3 ft. 2 in. tall)

Skills and Feats: Bluff +6, Climb +2, Disable Device +5, Hide +12, Jump +2, Listen +4, Move Silently +10, Open Lock +8, Pick Pocket +8, Search +5; Toughness.

Possessions: Short sword, light crossbow, 10 crossbow bolts, leather armor, grappling hook, common lamp, oil (2 pints), thieves' tools, three 200 gp gems pilfered from a minor Nyronal noble.

➤ **Furthak, male half-arc Com2:** CR 1; Medium-size humanoid; HD 2d4+2; hp 7 (currently 4, suffering from 3 points of subdual damage); Init +2 (Dex); Spd 30 ft.; AC 12; Atk +4 melee (1d3+3 subdual, unarmed strike); AL N; SV Fort +2, Ref +2, Will +1; Str 17, Dex 14, Con 15, Int 8, Wis 13, Cha 10. (6 ft. tall)

Skills and Feats: Profession (trapping) +4; Toughness.
Possessions: None.

➤ **Gaeren Aramis, male human Com2:** CR 1; Medium-size humanoid; HD 1d4; hp 8 (currently 6); Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d6+2, pitchfork); SV Fort +1, Ref +0, Will +2; AL NG; Str 15, Dex 10, Con 13, Int 13, Wis 14, Cha 9. (5 ft. 10 in. tall)

Skills and Feats: Craft (animal husbandry) +4, Craft (farming) +4, Handle Animal +1, Listen +4, Ride (horse) +2, Spot +4, Use Rope +1.

Possessions: Pitchfork (simple weapon, 1d6 damage, reach), 32 gp.

➤ **Gerbrun, male human Com2:** CR 1; Medium-size humanoid; HD 2d4; hp 5 (currently 0); Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d3 subdual, unarmed strike); AL N; SV Fort +0, Ref +0, Will +0; Str 12, Dex 10, Con 11, Int 11, Wis 10, Cha 11. (5 ft. 7 in. tall)

Skills and Feats: Handle Animal +4, Profession (trapper) +5, Spot +2, Wilderness Lore +2.

Possessions: None.

➤ **Goblin:** CR 1/4; Small humanoid; HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15; Atk +0 melee (1d8-1, morningstar) or +2 ranged (1d6/crit ×3, shortbow); SQ Darkvision, 60 ft.; AL NE; SV Fort +0, Ref +3, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8. (3 ft. tall)

Skills and Feats: Hide +6, Listen +3, Move Silently +5, Spot +3; Alertness.

Possessions: Morningstar, shortbow, 10 arrows, studded leather.

➤ **Gubrah, male bugbear Ftr2:** CR 5; Medium-size humanoid; HD 3d8+3 + fighter 2d10+2; hp 29; Init +1 (Dex); Spd 30 ft.; AC 17; Atk +5/+5 melee (1d8/crit 19-20, two-bladed sword), +5 ranged (1d8/19-20, light crossbow); SQ Darkvision, 60 ft.; AL CE; SV Fort +6, Ref +5, Will +2; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9. (7 ft. tall)

Skills and Feats: Climb +6, Jump +4, Swim +6; Ambidexterity, Exotic Weapon Proficiency (two-bladed sword), Two-Weapon Fighting.

Possessions: Masterwork two-bladed sword, light crossbow, 20 crossbow bolts, half-plate (with armor spikes), cloak of *resistance* +1.

➤ **Hiram Falen, male human Ftr1:** CR 1; Medium-size humanoid; HD 1d10+1; hp 10; Init +1 (Dex); Spd 30 ft.; AC 11; Atk +3 melee, +2 ranged; AL LG; SV Fort +3, Ref +1, Will +2; Str 15, Dex 12, Con 12, Int 11, Wis 10, Cha 13. (5 ft. 6 in. tall)

Skills and Feats: Climb +4, Handle Animal +5, Jump +6, Ride +5; Iron Will, Toughness, Weapon Focus (longsword).

Possessions: None.

➤ **Horse, Heavy:** CR 1; Large animal; HD 3d8+3; hp 16; Init +1 (Dex); Spd 50 ft.; AC 13; Atk +6/+6 melee (1d6+3, hooves); Face/Reach 5 ft. x 10 ft./S ft.; SQ Scent; AL N; SV Fort +5, Ref +4, Will +2, Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +6, Spot +6.

➤ **Jagadis Deadknife, male human Rgr6:** CR 6; Medium-size humanoid; HD 6d10+18; hp 60; Init +1 (Dex); Spd 30 ft.; AC 13; Atk +12/+7 melee (1d4/crit 18-20/×2, kukri), +7/+2 ranged (1d8/crit ×3, longbow); SA Favored enemies: Animals +2, Vermin +1; AL CE; SV Fort +8, Ref +3, Will +2; Str 17, Dex 12, Con 17, Int 9, Wis 10, Cha 5. (6 ft. 8 in. tall)

Skills and Feats: Climb +5, Hide +10, Listen +2, Move Silently +5, Search +1, Wilderness Lore +8; Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (kukri).

Possessions: Ripper, +2 keen *kukri*, longbow, 20 arrows, leather armor, bear-tooth necklace, cloak, 22 gp.

➤ **Maccabin the Hunter, male human War2:** CR 1; Medium-size humanoid; HD 1d10; hp 8; Init +0; Spd 30 ft. (50 ft. when mounted); AC 13; Atk +4 melee (1d8/crit 19-20/×3, longsword), +0 ranged (1d8/crit 19-20/×2, light crossbow); AL NG; SV Fort +3, Ref +0, Will -2; Str 14, Dex 10, Con 11, Int 9, Wis 6, Cha 10. (5 ft. 11 in. tall)

Skills and Feats: Ride (horse) +2, Handle Animal +1, Wilderness Lore +1; Mounted Combat, Track.

Possessions: Longsword, light crossbow, 10 crossbow bolts, hide armor, bear cub corpse, wild boar corpse, leather sack containing 8 sp, six squirrel pelts, a broken hammer handle, and a five-in. long length of rotten tree bark.

➤ **Meriss, female human Com2:** CR 1; Medium-size humanoid; HD 2d4; hp 5 (currently suffering from 3 points of subdual damage); Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d3 subdual, unarmed strike); AL N; SV Fort +0, Ref +0, Will +0; Str 12, Dex 10, Con 11, Int 11, Wis 10, Cha 11. (5 ft. 7 in. tall)

Skills and Feats: Handle Animal +4, Profession (trapper) +5, Spot +2, Wilderness Lore t2.

Possessions: None.

➤ **Orc:** CR 1/2; Medium-size humanoid; HD 1d8; hp 4; Init +0; Spd 20 ft.; AC 14; Atk t2 melee (1d12+3/crit ×3, greataxe), or +0 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort t2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8. (6 ft. tall)

Skills and Feats: Listen +3, Spot t2; Alertness.

Possessions: Greataxe, javelins (2), scale mail.

➤ **Orc Sergeant, male orc Bbn2:** CR 2; Medium-size humanoid; HD 2d12+4 (Bbn); hp 16; Init +1 (Dex); Spd 30 ft.; AC 15; Atk +5 melee (1d12+3/crit×3, greataxe), or t3 ranged (1d6+2, javelin); SA Bbn rage 1/day; SQ Darkvision 60 ft., light sensitivity; SD Uncanny dodge; AL CE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 12, Con 15, Int 12, Wis 8, Cha 8. (6 ft. tall)

Skills and Feats: Climb t6, Intimidate t3, Jump t6, Listen t3, Swim +6; Weapon Focus (greataxe).

Possessions: Greataxe, javelins (2), scale mail, 2d6 gp.

➤ **Orc Shaman, male orc Sor1:** CR 1; Medium-size humanoid; HD 1d4; hp 7; Init t2 (Dex); Spd 30 ft.; AC 12; Atk +0 melee (1d4/crit 19-20, dagger) or +2 ranged (1d10/crit 19-20/×3, heavy crossbow); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +1, Ref +2, Will +1; Str 10, Dex 14, Con 13, Int 9, Wis 8, Cha 12. (5 ft. 8 in. tall)

Skills and Feats: Concentration +5; Toughness.

Possessions: Dagger, heavy crossbow, toad familiar.

Spells Known (S/4): O-daze, *flare of frost*, *resistance*; 1st—*magic missile*, shield.

➤ **Owlbear (starving):** CR 2; Large beast; HD 5d10+20; hp 47 (currently suffering from 22 points of subdual damage); Init +1 (Dex); Spd 23 ft.; AC 15; Atk: +5/+5/+0 (1d6+5 [×2], claws; 1d8+2, bite); Face/Reach 5 ft. × 10 ft./5 ft.; SA Improved grab, hug; SQ Scent; AL N; SV Fort t6, Ref t3, Will +0. Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10.

Skills and Feats: Listen t6.

Special Attacks: Improved Grab (Ex): An owlbear that hits with a claw attack attempts to start a grapple as a free action without provoking attacks of opportunity. Hug

(Ex): An owlbear that gets a hold on a grab attack automatically deals 2d8+7 points of damage every round until the victim escapes.

Special Qualities: Scent (Ex): The owlbear can detect other creatures within 30 ft. by sense of smell. As a partial action, it can note the direction in which the scent lies. The owlbear can determine the exact location of **any** creature within 5 feet (suffering no miss chance due to blindness).

➤ **Rennit, male human War2:** CR 1; Medium-size humanoid; HD 2d10+4; hp 16; Init +0; Spd 30 ft.; AC 12; Atk +6 melee (1d8+3/crit 19-20, longsword), t2 ranged (1d8/crit 19-20, crossbow); AL CN; SV Fort +5, Ref +0, Will +0; Str 16, Dex 10, Con 14, Int 8, Wis 10, Cha 11. (5 ft. 10 in. tall)

Skills and Feats: Listen t2, Ride t4, Wilderness Lore +1; Martial Weapon Proficiency (longsword), Track.

Possessions: Leather armor, longsword, light crossbow, 10 crossbow bolts, 16 sp.

➤ **Reuven the Rhennee, male human Sor4/Rog2:** CR 5; Medium-size humanoid; HD 2d6+2 + 4d4+4; hp 26; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13; Atk +1 melee (1d4+1, claws), +1 ranged (1d8/crit 19-20, light crossbow); SA Poison claws, sneak attack; AL NE; SV Fort t2, Ref +5, Will +3; Str 12, Dex 13, Con 12, Int 16, Wis 9, Cha 17. (5 ft. 8 in. tall)

Skills and Feats: Bluff +5, Concentration t7, Disguise +9, Escape Artist +6, Handle Animal t7, Hide t6, Innuendo +4, Intimidate t8, Intuit Direction +4, Listen +4, Move Silently +11, Search +2, Spot t4, Wilderness Lore t3; Exotic Weapon Proficiency (claws), Dodge, Improved Initiative.

Special Attack: Poison claws. Victims struck by Reuven's poison claws must make a Fort save (DC 15) or fall asleep for 10 minutes. Those who save successfully suffer no deleterious effect. A save must be made for each successful hit. The claws have been applied with enough poison for five hits (regardless of whether the victim saves or not).

Possessions: Claws, light crossbow, 10 crossbow bolts, bracers of armor +1, cloak of elvenkind, ring of protection +1.

Spells Known (6/7/4): 0—*dancing lights*, *daze*, *ghost sound*, *light*, *ray of frost*, *resistance*; 1st—*enlarge*, *mage armor*, *ray of enfeeblement*; 2nd—*blur*.

➤ **Rontir Athone (Sergeant), male human Ftr5:** CR 5; Medium-size humanoid; HD 5d10+10; hp 40; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 20; Atk t9 melee (1d8+3/crit 17-20, longsword), +1 ranged (1d8/crit 19-20, light crossbow); AL LG; SV Fort t6, Ref t2, Will +1; Str 16, Dex 12, Con 14, Int 8, Wis 10, Cha 10. (5 ft. 11 in. tall)

Skills and Feats: Heal +1, Listen t4, Ride t6, Spot +5; Alertness, Combat Reflexes, Improved Critical (longsword), Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: Longsword, light crossbow, half-plate, large steel shield, 25 gp.

➤ **Sheaves Thunderash, male human Drd8:** CR 8; Medium-size humanoid; HD 8d6+8; hp 41; Init +0; Spd 20 ft.; AC 13; Atk +7/+2 melee (1d6/crit 18-20, masterwork scimitar), +6/+1 ranged (1d4, sling); AL N; SV Fort +7, Ref +2, Will +9; Str 11, Dex 11, Con 13, Int 10, Wis 17, Cha 9. (6 ft. tall)

Skills and Feats: Animal Empathy +10, Concentration +12, Listen +5, Knowledge (nature) +11, Spot +5, Swim +11, Wilderness Lore +14; Alertness, Dodge, Endurance, Track.

Possessions: Scrolls: *cure light* wounds (3), *endure* elements (2), *warp* wood, call lightning (2), neutralize poison (2), speak with plants (2), flame strike (2); boots of the winterlands, horn of fog, necklace of prayer beads (bead of blessing), masterwork scimitar, sling, 20 sling bullets, hide armor, 36 gp.

Spells Prepared (6/5/4/4/2): 0—detect magic, detect poison, guidance, know direction, light, resistance; 1st—*cure light* wounds (2), entangle, pass without trace, summon nature's ally I; 2nd—*animal* trance, *charm* person or animal, hold animal, tree shape; 3rd—*cure moderate* wounds, neutralize poison, plant growth, snare; 4th—*control* plants, summon nature's ally IV.

➤ **Stiv, male human War2:** CR 1; Medium-size humanoid; HD 2d10; hp 11; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15; Atk +3 melee (1d6+1/crit 18-20, rapier), +3 ranged (1d8/crit 19-20, light crossbow); AL NE; SV Fort +3, Ref +3, Will -1; Str 12, Dex 17, Con 10, Int 14, Wis 8, Cha 12. (5 ft. 4 in. tall)

Skills and Feats: Climb +5, Listen +1, Ride (horse) +7, Spot +1, Swim +5; Improved Initiative, Weapon Finesse (rapier).

Possessions: Leather armor, rapier, light crossbow, 10 crossbow bolts, 10 gp.

➤ **Tadda, female human Adp3:** CR 1; Medium-size humanoid; HD 2d6+2; hp 14; Init +1 (Dex); Spd 30 ft.; AC 11; Ark +1 melee (1d4/crit 19-20, dagger); AL NG, SV Fort +2, Ref +2, Will +5; Str 10, Dex 12, Con 13, Int 14, Wis 15, Cha 11. (5 ft. 3 in. tall)

Skills and Feats: Alchemy +10, Concentration +6, Handle Animal +6, Heal +7, Spellcraft +5, Wilderness Lore +8; Brew Potion, Dodge, Toughness.

Possessions: Alchemist's lab, dagger, 22 gp.

Spells Prepared (3/3): 0—*create water*, *cure minor* wounds, guidance; 1st—*comprehend* languages, *cure light* wounds, sleep.

➤ **Tasptaddle (black bear):** CR 2; Medium-size animal; HD 3d8+6; hp 19; Init +1 (Dex); Spd 30 ft.; AC 13; Atk +6/+6/+1 melee (1d4+4, claw [x2], 1d6+2, bite); SA Poison claws; SQ Scent; AL N; SV Fort +5, Ref +4, Will +2, Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Climb +8, Listen +4, Spot +7, Swim +8.

Special Attach: Poison claws: Victims struck by Tasptaddle's poison claws must make a Fort save (DC 15) or fall asleep for 10 minutes. Those who save successfully suffer no effect. A save must be made for each successful hit. The claws have been applied with enough poison for three hits (regardless of whether the victim saves or not).

Special Quality: Scent (Ex): Tasptaddle can detect other creatures within 30 feet by sense of smell. As a partial action, it can note the direction in which the scent lies. The bull can determine the exact location of any creature within 5 feet.

➤ **Trebor Baug, male dwarf Exp6:** CR 3; Medium-size humanoid; HD 6d6+6; hp 24; Init -2 (Dex); Spd 20 ft.; AC 8; Atk +4 melee (1d4-1, dagger); AL N; SV Fort +3, Ref +0, Will +11; Str 9, Dex 6, Con 13, Int 11, Wis 18, Cha 6. (5 ft. 3 in. tall)

Skills and Feats: Appraise +8; Bluff +4; Forgery +4; Knowledge (local bars and alehouses) +8; Listen +8; Profession (brewing) +13, Sense Motive +13, Spot +10; Iron Will, Skill Focus: Profession (brewing), Skill Focus: Sense Motive.

Possessions: Dagger, expensive hat, pouch containing 32 gp, 198 gp hidden in empty keg in back room of shop.

➤ **Tristor Guards, male or female human War 1:** CR 1/2; Medium-size humanoid; HD 1d10+1; hp 6; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17; Atk +3 melee (1d8+2/crit 19-20, longsword), +1 ranged (1d8/crit 19-20, light crossbow); AL LG; SV Fort +3, Ref +1, Will -1; Str 14, Dex 12, Con 13, Int 9, Wis 9, Cha 10.

Skills and Feats: Handle Animal +2, Listen +3, Ride (horse) +3, Spot +3; Alertness, Improved Initiative.

Possessions: Longsword, light crossbow, 10 crossbow bolts, chainmail, small wooden shield, 1d3 gp.

➤ **Tristor Guards, male or female half-elf War 1:** CR 1/2; Medium-size humanoid; HD 1d10+1; hp 6; Init +1 (Dex); Spd 30 ft.; AC 17; Atk +3 melee (1d8+2/crit 19-20, longsword), +1 ranged (1d8/crit 19-20, light crossbow); AL LG; SV Fort +3, Ref +1, Will -1; Str 14, Dex 12, Con 13, Int 9, Wis 9, Cha 10.

Skills and Feats: Listen +4, Spot +4; Alertness.

Possessions: Longsword, light crossbow, 10 crossbow bolts, chainmail, small wooden shield, 1d3 gp.

➤ **Tristor Resident, male or female gnome Com1:** CR 1/2; Small humanoid; HD 1d4; hp 3; Init +1 (Dex); Spd 20 ft.; AC 12 (+1 Dex, +1 size); Atk -1 melee (1d4/crit 19-20, dagger); AL NG; SV Fort +1, Ref +2, Will +1; Str 8, Dex 10, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Listen +6, Spot +6; Alertness.

Possessions: 1d6 sp, dagger.

➤ **Tristor Resident, male or female human Com1:** CR 1/2; Medium-size humanoid; HD 1d4; hp 2; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d4/crit 19-20, dagger); AL LG; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Listen +5, Spot +3, Ride (horse) +2; Alertness, Endurance.

Possessions: 1d6 sp, dagger.

➤ **Tristor Resident, male or female half-elf Com1:** CR 1/2; Medium-size humanoid; HD 1d4; hp 2; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d4/crit 19-

GIANT LEECH

20/×2, dagger); AL LG; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Listen +5, Search +1, Spot +2, Ride (horse) +1; Alertness.

Possessions: 1d6 sp, dagger.

➤ **Tristor Resident, male or female halfling**

Com1: CR 1/2; Small humanoid; HD 1d4; hp 2; Init +1 (Dex); Spd 20 ft.; AC 12 (+1 Dex, +1 size); Atk -1 melee (1d4/crit 19-20, dagger); AL NG; SV Fort +1, Ref +2, Will +1; Str 8, Dex 12, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +1, Jump +1, Listen +6, Move Silently +3, Spot +2; Alertness.

Possessions: 1d6 sp, dagger.

➤ **Vergun, male dwarf War2:** CR 1; Medium-size

humanoid; HD 2d8+4; hp 13; Init +4 (Improved Initiative); Spd 20 ft.; AC 10; Atk +5 melee (1d6+2/crit 19-20, short sword), +2 ranged (1d10/crit 19-20, heavy crossbow); AL NE; SV Fort +5, Ref +0, Will +0; Str 15, Dex 11, Con 14, Int 10, Wis 10, Cha 6. (4 ft. 9 in. tall)

Skills and Feats: Escape Artist +1, Listen +2, Ride +1, Use Rope +2; Weapon Focus (short sword).

Possessions: Short sword, heavy crossbow, 10 crossbow bolts, pouch containing six 100 gp **gems** and a letter implicating him in a scheme to steal Baug's ale recipe and send it to a tavern in a nearby village.

➤ **Wolverine:** CR 2; Medium-size animal; HD

3d8+12; hp 25; Init +4 (Dex); Spd 40 ft., burrow 10 ft., climb 10 ft.; AC 16; Atk +7/+7/+2 melee (1d4+5, claws [×2], 1d6+2, bite); SA Rage; SQ Scent; AL N; SV Fort +7, Ref +7, Will +2; Str 20, Dex 19, Con 19, Int 1, Wis 12, Cha 10.

Skills and Feats: Climb +15, Listen +7, Spot +7.

Special Attacks: Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. An enraged wolverine gains +2 Str, +2 Con, and -2 AC. The creature cannot end its rage voluntarily.

Special Qualities: Scent (Ex): A wolverine can detect other creatures within 30 feet by sense of smell. As a partial action, it can note the direction in which the scent lies. It can determine the exact location of any creature within 5 feet.

Small Vermin

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 10 ft., swim 20 ft.

AC: 11 (+1 size)

Attacks: Bite, +0 melee

Damage: Bite 1d4-3

Face/Reach: 5 ft. × 5 ft./5 ft.

Special Attacks: Anesthetize, blood drain, disease

Special Characteristics: Vermin, camouflage, salt vulnerability

Saves: Fort +2, Ref +0, Will +0

Abilities: Str 6, Dex 10, Con 11, Int 1, Wis 6, Cha 2

Skills: Hide +8, Move Silently +8

Climate/Terrain: Temperate and tropical marshes

Organization: Solitary or group (2-10)

Challenge Rating: 1/4 or 1

Treasure: None

Alignment: Always neutral

Advancement Range: —

The giant leech is a dangerous parasite common in tropical forests, marshes, and waters. It is drawn to warm-blooded creatures in water or damp areas and sucks blood from its unsuspecting victims. The creature's saliva anesthetizes the unfortunate victim, who may not even notice the attack until he leaves the water. or the blood loss renders him weak and light-headed.

Combat

Giant leeches instinctively seek to attach themselves to any creature passing near their hiding-spot. They lurk in shallow waters where large mammals are likely to pass, swimming up to attach themselves with a horrid sucker-like mouth. Alert characters have little to fear from the giant leech.

Anesthetize: If the leech attacks a nonaquatic creature in water, the victim might not detect the attack. The victim is entitled to a Spot skill check against DC 16 to notice the attack. If the Spot check fails, the victim may make another Spot check against DC 16 each round the leech is attached to notice the vermin. Many victims feel nothing more than a sense of weakness and lassitude, easily ascribed to fatigue or illness.

Blood drain: On a successful attack, the leech attaches itself to the victim. In each subsequent round it does 1d2 points of Constitution damage, to a maximum of 6 points of damage. Victims recover 1 point of Constitution per day of rest.

Disease: Any creature bitten by a giant leech must make a Fort save against DC 15 or fall victim to the red ache (incubation time 1d3 days; damage 1d6 Strength).

Camouflage: Giant leeches have a +4 racial bonus to hide checks in water due to their protective coloration.

Salt Vulnerability: A handful of more of salt inflicts 1d4+1 points of damage to the leech on contact and causes the creature to detach itself from its victim.

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