

THE GUILD

GUILD COMPANION PUBLICATIONS

ADVENTURER

PUTTING ADVENTURES BACK INTO ROLEPLAYING

ISSUE 2

HUNTING SEASON

BY ROBERT J DEFENDI

THE ECHOES OF HISTORY

BY ROBERT J DEFENDI

ROSE PETALS AND SNOW
LIONS

BY TERRY AMTHOR

VORLORI'S REST

BY ALLEN MAHER

THE SELKIE'S SECRET

BY BRENT KNORR



WELCOME

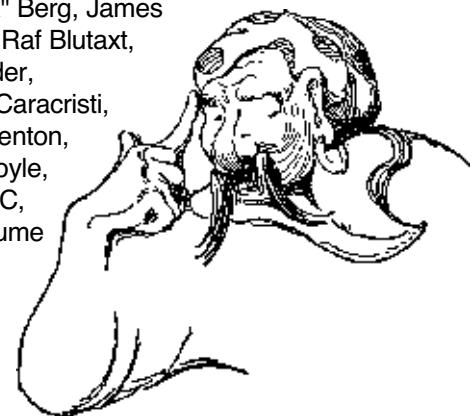
To the second issue of The Guild Adventurer. Once again, our aim is to give GMs first-class adventures and adventure material for Rolemaster, Spacemaster, Shadow World, and HARP. This issue's adventures are intended to support more extended play; consequently two are double-length and the Shadow World scenario is a first glimpse into the land of Xa-ar, which will feature in a future TGC module. As ever, we hope that you will enjoy the articles and we welcome your feedback so that we can make TGA #3 and beyond even better.

The Guild Adventurer #2 was produced using the "ransom" or "distributed patronage" model. An army of Patrons stepped forward and pledged their financial support to buy one or more copies of this issue. Whilst we did not make the official pledge number, Patronal support plus the extra sales of TGA#1 that have happened since it was ransomed, ensured that The Guild Adventurer #2 could be published without breaking the bank. All of us who have worked on this project are sincerely grateful to all of our Patrons. Thank you for your support.

Best wishes,
Nicholas HM Caldwell

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VORLORI'S REST



BACKGROUND

The Gaol of the Black Mask, a feared center of incarceration and demise in generations past, has been here in some form for centuries. Nearly half a century ago the building complex burnt nearly entirely. A minor cell block with two wings escaped the conflagration. It was later purchased by a wealthy local merchant who restored it as an abbey of Vorlori the Aspect of the Body. The merchant later joined the order and became its abbot. His nephew also joined the order leaving behind a wife, child and successful business.

The first abbot has since passed away, and a new abbot was appointed. The nephew remains among the elder monks to this day. Most other monks are drawn from the local population; many of them are very unlikely candidates for monastic life. Men and women, who live normal lives one day, announce their intent to become order initiates the next. The order has nearly seventeen members, with five senior monks and the abbot supervising the eleven initiates.

The monks of Vorlori are committed to worship through respect for the needs of the body. They do not indulge the wants, merely the needs, and so an Inn and place of healing becomes an act of devotion for the monks of the order. The services close in the early evening and the monks retire for vespers. A few locals tend to the guests at night while the monks are sequestered.

Travelers and locals come here for healing and reasonably priced food and shelter from the small group of monks. The small kennel draws the ire of many locals but only occasionally when howls and nocturnal shenanigans interrupt the quiet neighborhood.



GROUND LEVEL

1. The Main Thoroughfare

It is fairly recent to the city, built after the fire that destroyed the Gaol. Several small shops line the street. An entrance to the sewers is blocked by an ornate capstone, which has not been opened in ages. Rumors persist about the Gaol dungeon ruins down amongst the sewers and debris that was buried so long ago. The street is busiest during the morning and afternoon. In the late evening it is nearly deserted.

2. Healers Chamber

Here the locals come for healing of everything from mundane illnesses to curses and magical afflictions.

Vorlori's Rest

Ground Level

On rare occasions a patient is put up in a cot in the room. Most often an empty room in the Inn is used for critical patients.

Adept Disqueni is the main practitioner though he does have two apprentice monks with him. At night at least two hounds from the kennel guard this room.

3. Apothecary

A wide variety of herbal remedies is kept in stock and the prices, while not rock bottom, are never exorbitant. Only the best quality herbs are sold here and the proper storage is followed giving herbs a long shelf life. At night at least two hounds from the kennel guard this room.

4. Brewery

Adept Alatara was an accomplished brew mistress before she became a monk and took over the Rest's brewing. She is fond of heavily roasted mash and takes great care with her double and triple fermentations. She is still regarded as one of the best brewers in town. The kettles and kegs are a tight fit in this space when she is roasting a mash or brewing.

Rafting the beer into kegs is done with help from the initiates who lug the kegs from the waiting area and then roll the filled kegs to the cellar with great care.

5. Kennel

Eight hounds are housed here in a group of ten cages during the day. They are walked twice daily by one of the initiates and held in these cages until evening. They are placed around the Rest at night to watch for intruders. New initiates are never allowed to work with the hounds and the hounds are very aggressive to the initiates during their first few years. Adept Korrin has pet names for each of the fierce hounds.

6. North Wing

Here three adepts have their cells. These cells still

have functioning bars and locks that are well oiled. The chambers are nearly as stark and drab as when this was the Gaol. One cell has been converted to a kennel storage room. It has an array of restraints, nets, poles and chains for dealing with problematic hounds. The main door to the wing locks as well. At night all cell doors are locked.

7. Garden Workshop

The tools and supplies for the large gardens in the courtyard are stored here. A hound from the kennel watches the door at night.

8. Storage Room / Larder

Canned and dried garden produce are stored here, as well as other larder items purchased in large quantity. Supplies are taken from here to the kitchen as needed.

9. Linen Storage/ Stairs

When laundry is finished, and after drying on lines in the garden, it finds its way in here and is stored on shelves along the wall opposite and the wall under the stairs. The stairs leads to the second level.

10. West Wing

Here the abbot and the rest of the adepts have their cells. The cells are identical to the north wing (Room 6) except that the first cell has a secret door to a hidden room. The door requires a Very Hard Perception maneuver to detect, and has a Very Hard locking mechanism. The abbot has the only key.

The abbot is the last monk to be locked into his cell at night. He locks himself and the others in after evening vespers. He stores the keys in a small puzzle box that he opens in the morning. The box requires a few minutes to open and takes a Very Hard Reasoning maneuver for those who are unfamiliar with it.

In the secret room are the Holy relics of the Rest. These include a Net of Binding (+20, but +40 versus Lycanthropes), which is a relic of Vorlori, and the Shackles of Quiet which when worn will turn a shape shifter back to their basic form, plus many ornate robes and ceremonial items. Some of the Holy Sutras of Vorlori and the Blessed Pantheon are stored here as well.

11. Atrium Chamber

At the center of this atrium is a stone statue of Vorlori; she tends to the wounds of Voroth with one hand and feeds him with another. He rests across

her lap and faces upwards to the open sky so many levels above. Walkways ring the atrium on higher levels.

12. Keg Storage

Here kegs are made ready for the finished brew. They are stacked several high along the walls. At night a hound from the kennel guards this room.

13. Store Room

This is the Rest's main dry goods storage. It serves both the inn and the monastery. A wide assortment of mundane items are here. A hound is on guard here at night.

14. Utility Room/ Cellar Entrance

This utility room holds various mops, bedpans and sundry supplies. It has a large trap door leading to a short set of stairs into the cellars under the new section of the building.

The cellars are where the beer and occasional bottle of wine are stored. The preserves and house cheese also have shelf space down below.

A sewer inlet is in the corner by the servery. Removing the tightly attached lid reveals a 3' square maw of unpleasantness that runs to the main sewer.

When water is abundant, the outlet is flushed regularly. A water trap midway down the tunnel keeps the worst gases out of the rest. A strong stomach and a tolerance for tight spaces would allow any normal sized person to make their way along this route into the sewer. The water trap would be disturbing but not difficult to pass through.

15. Servery

Here the initiates that attend the hall store utensils, plates and the like. All the bric-a-brac of the dining room is stored here when not in use.

16. Dining Hall

A simple hall with plain rugged tables, the monks stagger their dining times so as not to interrupt the regular customers. The food is basic, but well prepared and flavorful. The service is likewise pleasant and utilitarian.

17. Kitchen/Laundry

The kitchen for both the monastery and the inn portion of the Rest are here. The kettles for the overnight stocks serve dual purpose in the afternoon doing the laundry. Sheets are changed once a week whether they need it or not making this one of the

busiest rooms in the Rest. The cooking and laundry is performed by initiates under the guidance of Adept Varannia, the keeper of the Rest's inn. She pops into the kitchen from the front desk if anything out of the ordinary is heard.

18. Tavern

One of the few taverns in the city that a respectable man can walk into and out of openly. The beer is dark black and excellent, having a slightly sweet smell from the oatmeal the brewer uses. Sometimes when the berries in the courtyard are in season a light amber lambic is brewed. Service by the initiates is slow and somber but competent. Outlandish behavior is discouraged and the rowdy are escorted out politely.

Except for guests, the tavern closes just after dark when the monks retire for vespers. A few locals mind the tavern in the late evening.

19. Reception Desk

Adept Varannia coordinates the Inn Rest from here. Her rates are reasonable, though only a basic common room and semi private rooms are available. Clergy of the Blessed Pantheon pay only in chores for a stay here and members of the Order of Shepherds does not pay at all. The desk is simple and the room keys are kept in a drawer. The registry is a simple book kept with tremendous precision by Adept Varannia. The main doors are locked at night and a man from the neighborhood watches the door in the evening when the monks retire for vespers.

20. Side Street

A young lad, one of three who takes turns from one of the larger houses just 50' down the street, will flank the main doors to the Inn portion of the Rest. He offers to stable any mounts for a reasonable fee. He has a scroll with the abbot's sanction on it. The service is utterly reliable.

The side street is less busy and has few merchants of note. In the evenings it is all but deserted.

21. Courtyard

A large rock by the well still carries the inscriptions of the former inmates of the Gaol. The courtyard has become a lush garden. Clotheslines stretch across the courtyard. A tall twenty foot wall encloses the courtyard and obscures all but the roofs of a few surrounding buildings.

SECOND LEVEL

22. The Common Room

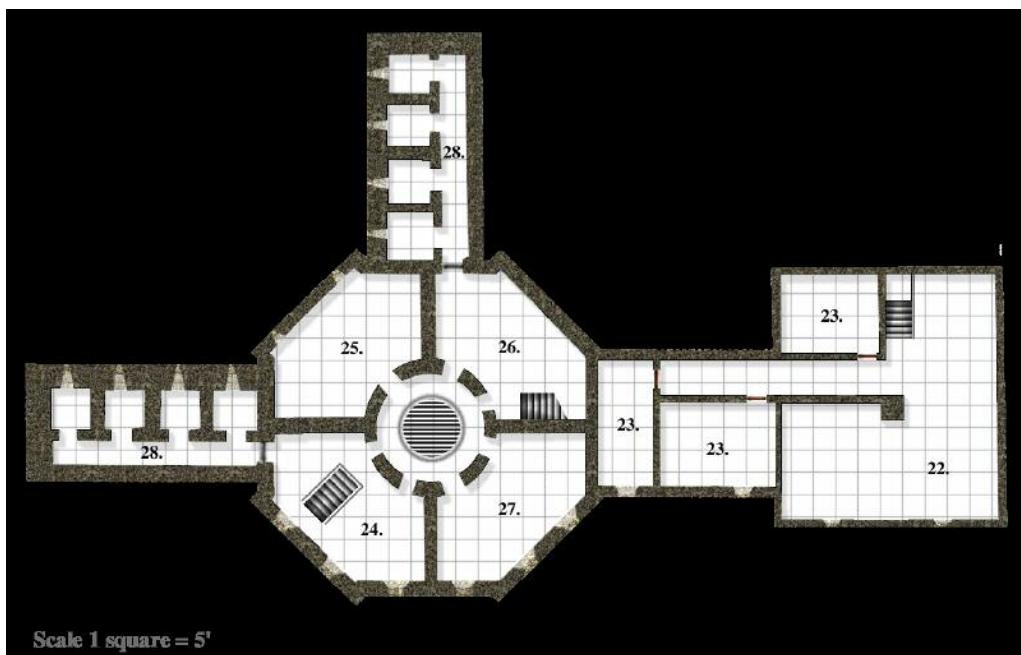
This is a very clean common room with cots at least two arms length apart; verily the height of luxury for common rooms. Some guests will cluster cots when in a group. Most patrons are fairly reputable. Paintings of the Blessed Pantheon hang on the walls and at the top of the stairs a simple wooden statue of Vorlori sits on a stand flanked on either side with incense.

23. Semi-Private Rooms

Like the common rooms, these fit four beds each and additional cots on request. Simple, clean and affordable.

24. Monk's Common Room

Here the monks have space to pursue their own interests, an assortment of desks, tables and shelves line the room. In the spare moments they practice every type of hobby and craft common to the locals.

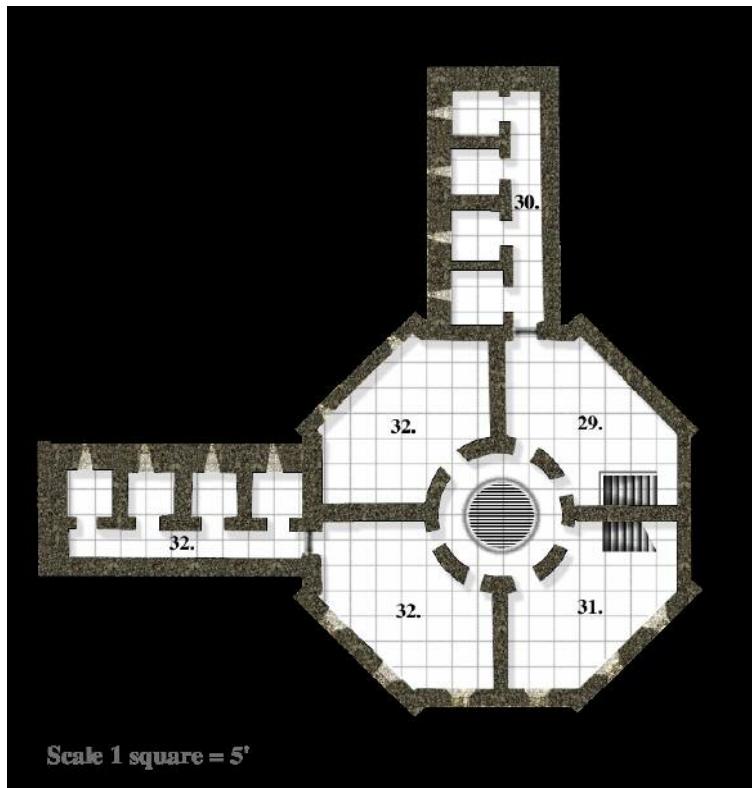


25. Meditation Room

A series of mats and stark blank walls are all that mark this room. Abbot Corneal is commonly found here teaching students the fine arts of concentration.

26. Library

Adept Ovanni keeps a well-stocked library in modest disarray. The library is very broad in nature. A few seats and a table are here though the lighting is better in the common room during the day. The Adept can find anything in this library or the storage upstairs, but few others have come to grips with his system.



27. Sanctuary

Wooden benches and an ornately painted wooden statue of Vorlori are in this chamber. Vespers are held here in the early evening of every day with the Abbot or one of the adepts presiding.

28. Monastic Cells

The Intermediate initiates have their cells on this level. They are as stark as those of the Adepts. Like the others, all cells are locked at night.

THIRD LEVEL

29. Records and Storage

The order's scrolls, inn logs and other records are shelved here with the overflow of the library. The room is kept in an orderly state of chaos. Finding records in this disorganized room is a Hard task.

30. New Initiates' Cells

These cells are for the newest of the initiates. They are the first to be locked in at night and the last to be let out in morning. Sometimes the senior monks will observe their meditation progress at night.

31. Empty Room / Stairs

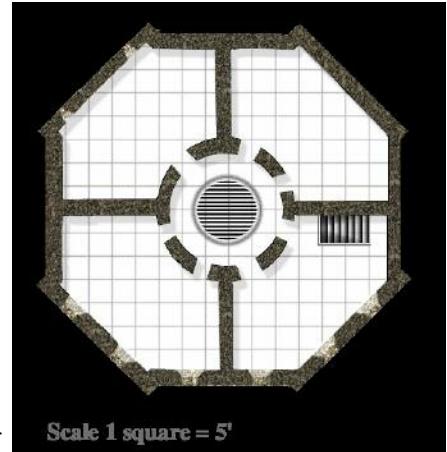
An unused stairs to the fourth level is here. The dust is thick on the floor.

32. Empty Rooms

These rooms are unused and empty except for years worth of dust.

FOURTH LEVEL

The fourth level is empty, dust covered and has not seen use in a dozen years. No wings of cells branch off at this level. It was once used for administration in the days of the Gaol, but has seldom been visited since.



USING THIS MONASTIC INN

There are several ways in which this inn can fit into a setting. It offers healing, an apothecary, and a subdued tavern that passes for respectable. It also offers modest accommodation. The monastic order described here is part of the Blessed Pantheon described in The Guild Companion, and in Friends & Rivals. You may substitute another religious order to suit your setting if needed.

THE DARK SECRET

The dark secret of the Rest is that it was founded as a place to rehabilitate people who were afflicted with Agalori's curse of lycanthropy. The senior monks try and intercept the victims before the curse is sealed in innocent blood. Once the victims turn into werewolves and kill an innocent, the curse cannot be lifted by Vorlori. The monks try and prevent the spread of the disease and do quite well for the most part.

Those that cannot be redeemed from the curse must choose between a life of meditation and service in the Rest, or death. The monks do know the skill of shifting and use it to resist the change. Meditation coupled with herbal balms mean that most monks can control the change within a few months of coming to the Rest.

The cells and the hounds are there to protect the public from any monks that might fail in their meditation. The adepts and abbot have such great control that they can move about at night when the need is great. They stay locked in cells when not required as a precaution and in solidarity with the newer initiates.

ADVENTURE SEEDS

There are a few obvious adventure seeds that the Rest lends itself too. You can use these as a side adventure while staying at the Inn or as an impetus to bring your players here.

A WOLF IN MONK'S CLOTHING

One of the intermediate monks secretly resents the order and follows Agalori. He has found a way to escape his nightly prison through the atrium and over the roof. The adepts and abbot are desperately trying to control the ensuing outbreak and find the culprit, often out hunting with some of the hounds at night.

THE GAOL OF THE BLACK MASK

The sewer mouth on the main street leads to the remains of the dungeon of the Gaol of the Black Mask. Dark things are rising at the call of something truly sinister in the depths under the neighborhood. There are rumors of people going missing, and things lurking in the shadow. The dark legacy of the Gaol has drawn a Night Lord to the shadows below.

DRAMATIS PERSONAE

Abbot Corneal – A very bold and witty man. He has many interests and is well versed in small talk. In his life before the monastery he was an influential politician. He still keeps an eye on local affairs.

Adept Disqueni – A quiet and ancient man, he was one of the first monks along with his uncle. He occasionally receives visits from his grandchildren. He abides with a great sadness since he did not see his wife after he joined the monastery until her funeral a few years ago.



Adept Alatara – Once a prominent brew master, now an aging woman still in love with her craft. She finds her place in the Rest fitting and is often rumored to taste her brews overmuch.

Adept Varannia – A handsome middle-aged woman. Once a gad-about-town, now she has the care and direction of the Inn to throw herself into. She is a pleasant hostess and reserves her rumor mongering for her fellow monks. She is a hard taskmaster to the initiates under her direction.

Adept Korrin – A rough man at the cusp of middle age, he began as an animal trainer on his parents' farm. He came in to town to sell trained guard dogs and riding horses when an unfortunate set of circumstances brought him here.

Adept Ovanni – A scuttling old man with a prim accent and an absent-minded manner. He plunges into his personal study, but is ready with good humor to help anyone find something in his uniquely ordered stacks.

Initiate Venrith – A man of guttural accent and mind. He is uncomfortable with monastic life. He is always looking for an angle on things or a way to avoid work. His sense of humor keeps him out of much of the punishment he deserves. He is well liked among the initiates, and works well in the apothecary. (He secretly allies himself with Agalori of the Cadre of Corruption)

Initiate Intermediate – These initiates come from a wide variety of walks of life and backgrounds. They do not leave their cells at night for any reason and most have come to terms with their lives here at the Rest.

Initiate New – Troubled, frightened, walking around like men who have seen too much battle. They typify a new initiate in any order. The hounds harass them and so they avoid them. The hounds take a good deal of time to become accustomed to initiates.

DRAMATIS PERSONAE QUICK STATS

Name/Profession	Level	Size	BMR	Init	DB	Hits	Attacks	Skills/Notes	Stamina	Will	Magic
Abbot Corneal Speaker/Cleric	4/16	M	9'	16	40 [60]	115 [153]	+80 M-Crush (Quarterstaff) +80 M-Grapple (Net) {+123 M-Puncture (Bite) +123 S-Slash (Claws)}	Perception (20) +85 Lore Local Region (15) +75 All Spells (16) +77 Shifting (40) +115 {Stalk/Hide (63) +123 Tracking (63) +133 Ambush (63) +123}	70	70	50
Adept Disqueni Trader/Cleric	3/15	M	8'	12	25 [45]	86 [144]	+60 M-Crush (Quarterstaff) +70 M-Grapple (Net) {+114 M-Puncture (Bite) +114 S-Slash (Claws)}	Perception (20) +80 Trading (20) +80 All Spells (20) +80 Shifting (40) +100 {Stalk/Hide (54) +114 Tracking (54) +124 Ambush (54) +114}	65	75	55
Adept Alatara Urban Craftsman/Cleric	7/9	M	11'	11	35 [55]	91 [138]	+65 M-Crush (Quarterstaff) +60 M-Grapple (Net) {+108 M-Puncture (Bite) +108 S-Slash (Claws)}	Perception (30) +90 Craft: Brewing (30) +110 All Spells (9) +60 Shifting (30) +90 {Stalk/Hide (48) +108 Tracking (48) +118 Ambush (48) +108}	50	55	40
Adept Varannia Artisan/Cleric	3/10	M	10'	10	20 [40]	103 [132]	+55 M-Crush (Quarterstaff) +65 M-Grapple (Net) {+92 M-Puncture (Bite) +92 S-Slash (Claws)}	Perception (20) +80 Craft: Hospitality (20) +80 All Spells (10) +65 Shifting (30) +90 {Stalk/Hide (42) +102 Tracking (42) +102 Ambush (42) +102}	55	60	25
Adept Korrin Outdoor Craftsman /Cleric	4/8	M	13'	15	35 [55]	107 [129]	+75 M-Crush (Quarterstaff) +75 M-Grapple (Net) {+104 M-Puncture (Bite) +104 S-Slash (Claws)}	Perception (15) +80 Animal Handling (20) +80 All Spells (8) +55 Shifting (30) +90 {Stalk/Hide (39) +101 Tracking (39) +104 Ambush (39) +101}	65	45	40
Adept Ovanni Scholar/Cleric	4/9	M	7'	14	15 [35]	87 [132]	+35 M-Crush (Quarterstaff) +65 M-Grapple (Net) {+102 M-Puncture (Bite) +102 S-Slash (Claws)}	Perception (4) +30 Lore History (30) +95 All Spells (9) +60 Shifting (30) +95 {Stalk/Hide (42) +102 Tracking (42) +112 Ambush (42) +102}	45	55	65
Initiate Venrith Scoundrel/Cleric	3/4	M	12'	12	30 [50]	90 [114]	+45 M-Crush (Quarterstaff) +45 M-Grapple (Net) +65 S-Slash (Dagger) {+92 M-Puncture (Bite) +92 S-Slash (Claws)}	Perception (10) +70 Duping (20) +90 Shifting (10) +60 {Stalk/Hide (33) +92 Tracking (33) +102 Ambush (33) +92}	40	35	30
Initiate Intermediate Urban Craftsman/Cleric	2/4	M	10'	10	15 [35]	75 [111]	+55 M-Crush (Quarterstaff) +45 M-Grapple (Net) {+90 M-Puncture (Bite) +90 S-Slash (Claws)}	Perception (8) +60 Craft Skill (9) +65 Shifting (20) +80 {Stalk/Hide (30) +90 Tracking (30) +100 Ambush (30) +90}	35	40	25
Initiate New Urban Craftsman/Cleric	2/1	M	10'	5	10 [30]	60 [104]	+40 M-Crush (Quarterstaff) +20 M-Grapple (Net) {+81 M-Puncture (Bite) +81 S-Slash (Claws)}	Perception (6) +40 Craft Skill (9) +65 Shifting (3) +25 {Stalk/Hide (21) +81 Tracking (21) +91 Ambush (21) +81}	25	30	20
Hounds Fighter	3	M	7'	20	45	120	+85 M-Puncture (Bite)	Perception (12) +65 Tracking (12) +115	65	40	25
Local Inn Helper Urban Craftsman	1	M	10'	5	10	50	+20 Brawling	Perception (2) +20	20	15	15

Notes:[] stats in square brackets are for Lycanthrope form.

All Adepts possess the following spells Major Healing, Herbal Enhancements, Lifekeeping, Cure Disease, Remove Curse, Bless, Tree Skin.

All of the intermediate initiates have Major Healing, Herbal Enhancements, Bless at base level.

THE SELKIE'S SECRET

PREREQUISITES: This adventure is statted for HARP and requires access to HARP and Monsters: A Field Guide. HARP College of Magics (CoM) is also recommended. The article on Selkies for HARP, originally published in the March 2005 issue of the Guild Companion, has been included as an appendix to this scenario.

THE SETTING: The adventure starts in the town of Bayview (or any seaside town with a population of 2000 to 5000 people). It takes place in the late fall, but while the weather is still pleasant. The coastline has several beaches along it as well as areas with large cliffs at the shore. Several miles out of town along one of these cliffs is an abandoned watchtower, one of several along the road that follows the coast. The region around the town is particularly suited for apples, peaches, grapes and other similar fruit trees. The final crops for these fruits are being gathered at this time of year. There are several wineries near town as well. There is also a chain of small islands some 50 miles away from the town, one of which is used as a base for a group of pirates.

INTRODUCTION: This adventure is more than the typical find and kill the monster scenario that it first appears to be. A group of PCs whose first solution to every problem is to engage in combat to the death will have a harder time completing this adventure than a group who shows restraint and takes the time to interact with both the friendly NPCs they encounter and more importantly, the unfriendly NPCs.

ADVENTURE OVERVIEW: The adventure breaks into two major but related parts. The first involves investigating reports of werewolf attacks near the town of Bayview, as people at several remote wineries have been attacked during the last three full moons. The next full moon is coming up in three days. The heroes will likely acquire an amulet that can detect shape shifters to assist them in their investigations. The opportunity to rescue a mermaid from a merchant ship may also arise in the course of the adventure.

As the story progresses, a second mission should present itself: track down a group of pirates that operate nearby and retrieve the sealskin of Shaughna the Selkie. The PCs will need to locate the pirate's base, get aboard their ship and find the hidden compartment where the sealskin is hidden. This will be made much easier if the PCs are clever enough or skilled enough to capture rather than kill one or more of the werewolves in the first half of the adventure and/or successfully rescue the mermaid.



BACKGROUND:

Selkies are a gentle folk who appear to be Grey Seals but have the ability to take human form by removing their sealskins. Six months ago, Shaughna the Selkie was captured by pirates. The captain of the pirate ship Raven stole Shaughna's sealskin and hid it in a secret location in his cabin. Later the same night the pirates attacked another ship, the Sea Sprite, which had a family of werewolves on board. The Raven's captain was killed, and many other pirates were killed or injured fighting the werewolves. Shaughna escaped overboard and made her way to the outskirts of the town of Bayview and the Sleeping Seal Inn, where she has been working for the last six months. She was not able to recover her sealskin before escaping. It remains on board the Raven, although none of the surviving pirates know that it is hidden on board, or even where the secret compartment in the captain's cabin is. Shaughna knows only that the sealskin is somewhere in the Captain's cabin.

The surviving pirates carefully watched their injured crewmates. Any of them that appeared to be turning into werewolves the next night were thrown overboard. Several of these managed to make it to shore and have now wandered close to Bayview and have holed up in an old watchtower several miles outside of town. They have not yet developed the control needed to master the shapechanging and have attacked several people in the environs of the town over the last three months. Their predations are not limited to the times that they become werewolves; they have also robbed several travellers and carried out some minor burglaries. At any time over the last month, one of the werewolves has usually been in town posing as a worker from one of the nearby farms or vineyards. They rotate this duty and the lycanthrope can usually be found frequenting one of the seedier pubs and occasionally buying some supplies at the market. Whichever werewolf is in town will generally try and blend into the background and listen in on various conversations, hoping to overhear any plans for hunting down the werewolves or any information on travellers who might be worth robbing.

THE ADVENTURE:

PART I: AROUND TOWN

GETTING INVOLVED: There are several ways that the Player Characters (PCs) could get involved in the story. The simplest is to have the Town Council hire them to assist the Werewolf Hunter (Granico) investigate the werewolf attacks. The Council will inform them that they have hired Granico and he has requested additional assistance as he is close to finding the werewolves and hopes to eliminate them in three days when the moon is full, if not earlier. The Council tells the PCs that they have arranged rooms for them at the Sleeping Seal Inn where Granico also lodges. The Council has scheduled a meeting with Granico for tomorrow morning. The PCs are welcome to attend or they can try and arrange their own meeting with Granico at the inn.

NOTE: Granico has actually been killed the night before the Council first meets with the adventurers, but no one is aware of this yet. The Council will be concerned when he doesn't show as he has always been very punctual and reliable in the past.

An alternate way of getting involved is if the PCs are travelling by sea in a previous adventure. They could easily be on the Sea Sprite, the same ship that encountered the pirates six months ago. Someone on board could tell the story of the werewolf attack (see notes under the Drunken Dolphin Inn) and add that the werewolves have been spotted near the town that is their next port of call. The ship will be stopping there for a week anyway, and that would give the PCs time to investigate. Note: the mermaid is held captive on the Sea Sprite (see the notes under The Sea Sprite) and the PCs could also discover her during the voyage.

About the Attacks: The attacks are getting closer to town each month. Four months ago some travellers were attacked many miles away, three months ago a remote farm was attacked, and two months ago a monk from the nearby monastery was attacked. He survived the attack and was taken back to the monastery. Last month three nearby wineries were attacked but, because the owners had been warned by Granico of a potential attack, they only lost some livestock.

SHAUGHNA THE SELKIE: A great deal of the plot of this adventure revolves around the NPC Shaughna the Selkie. There is a good chance that she will

initially be misidentified as being a werewolf. There are several factors that could lead to this:

Firstly the amulet that the PCs will likely acquire does not distinguish between different types of shapeshifters. Because werewolves are being actively hunted, anyone that the amulet identifies will probably be suspected of being a werewolf.

Secondly is Shaughna's recent background. She showed up naked and shivering at the Sleeping Seal Inn at dawn after the night of a full moon six months ago and always seems to go missing when the moon is full. The PCs can find this out if they take the time to get to know the staff at the Sleeping Seal Inn.

Shaughna does disappear during the nights when the moon is full. She meets other selkies that come to the beaches on those nights to dance and frolic.

To add to the suspicion, anyone successfully following her will see her removing her clothing and carefully hiding it once she has left the town proper and just before she gets to the beach to meet the other selkies. To complicate the plot, it would be good to have the players lose track of Shaughna before she meets the other selkies. This event will take place late in the first half of the adventure and can be adjusted as needed.

Shaughna will follow the main road for about two miles out of town. There is a point where the road bends. Just after that bend is where she exits the road and moves to a hidden path that leads down from the cliff to a small beach. Roll a Stalk & Hide maneuver for Shaughna, looking the result up on the Resistance Roll column of the Maneuver Table (pg 66 HARP). This will be the target number for the PCs Tracking roll.

Being a selkie, Shaughna in her human form is very beautiful and almost irresistible to normal humans. She is not averse to using her talents and skills to her best advantage. As a result, several of the townsfolk have become enamoured with her. These

young men can usually be identified by the fact that they are wearing seashell necklaces made by Shaughna and will often show up for meals at the Sleeping Seal. After the PCs have been out mixing with the public in Bayview for several hours or

have enjoyed a meal at the Sleeping Seal let them make a Medium (+0) Perception maneuver to notice the necklaces.

Early in the adventure, Shaughna should fall for one of the Player Characters, inciting jealousy among NPC's (and possibly other PCs) who have been charmed by Shaughna. However, most of the competitors for her affection will have skills, connections and/or items that could be very useful in the overall goal of retrieving her sealskin. A further complication will be that some of the NPCs, if they discover Shaughna's true nature will want to keep the sealskin themselves and use it to control Shaughna. Two such NPCs, Jasper and Randel, have been

included, but the GM should feel free to create additional ones, particularly if the PCs have need for someone with a particular skill.

There is another ship in port, the Sea Sprite, possibly the one the heroes arrived on. The crew of this ship has captured a Mermaid. The party could rescue the mermaid and acquire help from her later to track down the pirates. To add a complication, if the party plans to take on the pirate ship at sea, the Sea Sprite is the only one in port of a suitable size to find/fight pirates. The party would have to convince



the ship crew to do this. The party would need to be careful and clever to rescue the mermaid and still retain the Sea Sprite crew as allies.

Below is a suggested timeline of events as they are most likely to occur. Of course actions by the PCs can greatly influence this or they may do some of the investigating in a different order.

SUGGESTED TIMELINE

Day -1 – Granico the Werewolf Hunter is killed by the Werewolves.

Day 1 – The PCs arrive in Bayview, meet with the Council and get settled into the Sleeping Seal Inn and encounter Shaughna for the first time.

Shaughna will try to talk to all the PCs and form an opinion of them.

Day 2 – Granico does not show up for the meeting in the morning, PCs should investigate his room and discover the amulet and the journal. If any of the PCs are particularly interested in Shaughna and ask Lara or Andrew about her, they may tell the story of how she arrived in Bayview if the PC has made a good impression up to that point. Shaughna is at the market selling necklaces during the morning and into the early afternoon, returning to the Sleeping Seal in time to prepare for dinner.

In the afternoon the PCs may do some additional investigating around town. If they activate the amulet near Shaughna it will glow. It should also go off at least once more if the PCs are in the Market as one of the werewolves will be in town buying some supplies.

In the event that the PC with the amulet figures out that Shaughna is setting it off and starts questioning her too vigorously, she will use her abilities to charm that PC.

In the evening the PCs will probably investigate the Drunken Dolphin and find out about Adrina the mermaid and uncover enough information to find the body of Granico.

Day 3 – PCs could spend time travelling to the Monastery and/or the Winery to get additional information, or they may try a rescue of Adrina if they did not do this the previous night. They should also find out that Shaughna has booked the evening off. If they haven't been told this before and the PCs are on good terms with Andrew, he may let it slip at

this point that Shaughna always disappears on the night of the full moon.

The PCs will likely need to choose whether they are going to confront Shaughna during the day, attempt to follow her during the night, or if they will go to the Winery and await the werewolves there, or some combination of these. If they do confront Shaughna but do so in a reasonably friendly fashion she will tell her story - unless they have given her reasons to distrust them.

Night 3 – Shaughna plans to slip away to meet the other selkies, see below for details. The werewolves will attack the Winery and a small orchard near the edge of town unless stopped by the PCs.

Day 4 – If the PCs did not fight the werewolves during the night, they will find out about the Winery and the farmhouse being attacked. They should be able to track the werewolves back to the Watch Tower if they start early in the morning. By noon, the werewolves will leave the Watch Tower and be travelling to a point along the road where they can ambush the merchants (see Sleeping Seal room g) in the evening.

IMPORTANT LOCATIONS:

Sleeping Seal Inn

This is a higher class inn located on a hill overlooking the ocean near the outskirts of town. Shaughna is currently working here. The Sleeping Seal is run by Lara Vargas and her 14 year old son Andrew. Lara is in her early thirties, still quite attractive, very neat and well organized. She has a fair complexion and blonde hair. Her son Andrew is a very sociable fellow, always eager to hear stories from travellers and to offer his services as a guide around town. He has dark hair and a darker complexion than Lara which he inherited from his explorer father who left on an expedition five years ago never to return.

If the party is hired by the Town Council, then they will initially arrive at the Inn in the late morning and Lara will have Andrew show the PCs to their rooms. Shaughna will not be at the Inn; she will be at the Market.

If asked, Andrew can point out which room belongs to Granico the Werewolf Hunter (10f) and



will mention that he hasn't seen him yet today but that isn't unusual. Granico will often come down to the bar for lunch before heading out on his investigations, so they may be able to meet him then.

During the first evening that the Player Characters are at the Inn either for an evening meal or for drinks later they will meet Shaughna. She will be very friendly and will discreetly try and find out a little about all the members of the party. If any of the male party members seem to be of a particularly heroic nature, she will really turn on the charm. This can be represented by making a Duping maneuver for Shaughna, although she is not actually trying to convince the PCs to do anything at this point. Be sure to include the modifiers for her Intense Eyes talent. She has correctly figured out that the werewolves plaguing the area are pirates from the ship she was on, and, in fact, recognized one of them in the market a couple of weeks ago. She had considered sharing the information with Granico, but his fanatical nature has made her very nervous so she chose not to.

She plans to take several days to decide if she can trust any party members sufficiently to share her story with them. Several things can influence this time line. If she finds out about the mermaid on the Sea Sprite, she will encourage the party to rescue the mermaid. If they do, she will be more inclined to trust them, especially if she did not have to resort to her charm abilities to get them to do it.

If the party ends up tracking her on the evening of the full moon and confronts her, then she may also share her story at that point if they have not done anything to cause her to distrust them.

1 – Kitchen: This is a large, well stocked kitchen which also serves as the office and general work area for the Inn. There are two large wood burning stoves, several cupboards with dishes and cutlery, supplies of the commonly used cooking ingredients and spices. A boy from a nearby farm delivers fresh eggs and milk each morning. One or both of the serving girls will go to market each morning to pick up fresh produce and meat for the day's meals.

2 – Storage Room: This room contains 3 extra cots, 4 extra chairs and several sets of extra bedding.

3 – Stairway to Cellar: This stairway leads down to the cellar. The cellar is ten feet by ten feet and contains a rack with 50 bottles of wine of various vintages and pantry shelves with assorted foodstuffs.

4 – Shaughna and Alisa's Room: This small room contains two beds and is shared by Shaughna and Alisa. There are several wall hooks where extra clothing is hung and the beds have 3 drawers each in them for storing additional clothing and personal effects. One of the drawers in Shaughna's bed is full of sea shells and a small box which contains the string, wire and small tools that she uses to make necklaces. Because of the small size of this room and room 5 beside it, the door opens out into the hallway rather than into the room. Fortunately the occupants of these rooms are usually careful to open the doors slowly to avoid any collisions with people that are walking down the hallway

5 – Barkeep / Handymans Room: This room is similar to room 4 and is shared by Jasper the barkeep and Fredrick the handyman.

6 – Laundry / Bath room: This room has several shelves with cleaning supplies and a large tub that is used both for bathing and for doing laundry. Any guests wishing to use the bath can do so for 1sp. The door for this room can be barred from the inside.

7 – Lara & Andrew's room: This is a large room that is shared by Lara and her son Andrew, there is a large wardrobe where Lara stores her clothes, a sitting table which contains some cosmetics, perfumes, hairbrushes and other items. There is a chest at the foot of Andrew's bed which contains his toys and assorted treasures and a small table with some books and craft items. The beds each have three drawers where additional clothing and items are stored. The wardrobe has a false bottom which is very well made (Hard (-20) Perception maneuver to locate) which

opens into a floor space where Lara has stashed her savings. This is 100 gp plus several small gems worth another 25 gp. She also has a lockbox which has 3d10 sp's which she keeps under her bed at night. During the day it is usually with her in the kitchen and is used as the "cash float" for customer transactions at the Inn.

8 – Banquet Room: This room is used to host large banquets but occasionally gets used as a common room if there are a particularly large number of visitors in town. The large table can be turned on its side against the wall and the chairs stacked up between the table legs. Normally the door between this room and the kitchen is barred from the kitchen side, it is only open when there is a banquet taking place in the room.

9 – Dining Room / Bar: This room has several tables of various sizes which can sit from four to eight people each. For larger groups, a couple of tables can be pushed together. There is also a bar at one end of the room which can seat six people. The bar stocks an assortment of local wines, beers and liquors as well as a small selection of imported beverages. Prices are slightly higher than average, but all of the drinks are of high quality. Jasper tends the bar in the afternoon and evenings, Either Shaughna or Alisa will handle serving food and drinks during the lunch hour, both of them will usually be serving during the evening, and there will often be one or two additional local girls that work part time either when it is particularly busy or if Shaughna or Alisa are not working. On the nights when Shaughna is working there are usually several more young men that come to the bar than on the nights she is not working. There is one particular fellow, Randal, who sits at by himself at a small table in the far back corner most nights. He is well dressed and seems to be fairly well off. He arrived in Bayview about a month ago, seemed to ask a lot of questions at the various businesses for the first couple of days, then settled in at the Sleeping Seal and has seldom ventured forth since then.

Jasper the Barkeep: Necromancer – Jasper is working as the Barkeep and occasional bouncer. He is in disguise as he is actually a Necromancer who was supposed to raise some undead to assist a lord in a battle, but lost control of them and they attacked the lord's own troops instead. The lord has posted a 200 gp bounty on him. He is fairly young and is

enamoured by Shaughna (but not charmed). He could be fairly helpful in battling the pirates, but if he finds out she is a selkie, he would want to retrieve the sealskin for himself and use it to achieve control over Shaughna. He could also be used to get information from the dead werewolves/pirates or Granico by use of the Speak with the Dead Spell (CoM pg 88).

Randel: Thief – From a Thieves Guild in a larger city, he was sent to look into setting up a protection racket in Bayview. He was supposed to check out the local businesses to see if it would be worthwhile to set up a "branch office" but got charmed by Shaughna after she felt he was questioning Lara too vigorously. He should have returned to the city a week ago, but hasn't been able to bring himself to leave, and, he hasn't gathered the information he was supposed to get either. Eventually someone from the Guild will be sent looking for him. If he does figure out that he has been charmed and manages to break free of the charm, he will be very upset and will become quite dangerous. Killing Shaughna and burning down the Sleeping Seal would not be beyond him. Acquiring her sealskin and keeping her under his power would be even more appealing to him if he learns that much about her.

10 – Guest Rooms: There are eight guest rooms at the Sleeping Seal. The rooms are larger than normally found at most Inns. Each room contains a large rug in front of the door, either one or two beds, several wall hooks, a small table and chair with a washing basin, an oil lamp and enough room for an additional cot if required. The beds are made of wood with feather mattresses, linen sheets, two pillows and two blankets. Additional pillows and blankets are available if needed and the bedding is washed between guests or once a week for patrons who are staying for an extended length of time. The rooms that are against the outside wall each have a small shuttered window which can be locked from the inside. Lara generally rents these rooms out first, renting out the inside rooms (a, b, and c) only if a suitable room with an outside wall is not available.

The doors have regular locks on them (Medium (+0) Locks & Traps maneuver to pick) and also have a bar on the inside for added security. Lara has a master key that can open any of the rooms.

a. Double Room – Currently empty.

b. Single Room – Currently empty.

c. Double Room – Currently empty.

d. Single Room – Currently empty.

e. Single Room – Currently empty.

f. Granico's Room – The PCs should want to investigate the Werewolf hunter's room when it becomes obvious that he is missing. It is a standard room, with a scattering of extra clothing and personal items. There are two items of particular interest that the party will discover. One is an amulet, the other is a journal. Both of these are in a drawer in the bedside table. The amulet glows whenever there is a shapeshifter within 100 yards. An Attunement roll is required to be able to use the amulet. If the party investigates the room in the evening when Shaughna is working in the Inn and the Attunement roll is successful, then the amulet will glow. If they are there during the day when she is out at the market or elsewhere, it will not glow. If the PCs read the Journal before trying to make the Attunement roll then they will get the +10 bonus for knowing the abilities of the item. The amulet is activated by the command word "shifter" and remains active for one hour. It then remains inactive for two hours, after which it can be activated again.

The Journal goes back over a year, but there are several entries of particular interest, as well as a handwritten note stuck in the pages after the last entry.

It is obvious from Granico's journal that he has been chasing a group of four werewolves for about three years now. They are a family, the father's name is Jared, his wife's name is Kristine, they have a boy 15 years old named Mark and a daughter of 13 named Rachelle. There is a sketch of the family on one of the pages near the front of the journal.

JOURNAL ENTRIES:

6 months ago:

"I can't believe I missed them, 5 minutes earlier and I would have caught Jared and the rest of his devil-spawned family. They must have bribed the

Captain of the Sea Sprite to leave early. The next ship heading to the same port doesn't leave for a week. They could get off anywhere in between. It could take months to get close to them again.

5 months ago:

"What luck, the Sea Sprite has put into port for an additional week for repairs. Seems they ran into pirates two weeks ago near Bayview and my quarry jumped over to the other ship, the Raven. It shouldn't be too hard to track them down."

3 months ago:

"I'm certain now that all four of them survived the attack on the pirate ship and are headed back towards Bayview, there were some travellers attacked on the road not far from here last month, and a farm was attacked last night. They seem to be traveling along the coast road to Bayview, but taking their time. A clever bunch they are, but they are getting reckless. They used to be much more careful with hiding their kills."

6 weeks ago:

"I've been in Bayview for a couple of weeks now, it's been quiet up until now, I was beginning to think



I had guessed wrong, but now I found out that a monk was attacked a couple of weeks ago. He survived and the other monks insist that they can look after him. The place he was attacked is only a couple of hours out of town, they are close! The amulet lit up twice while I was on the road to the monastery, and it has lit up a few times in the market as well. I've been talking to the town council, I've convinced them of the threat and they've agreed to cover my expenses and put me up at the better inn."

4 weeks ago (last full moon)

"I was right, they went after the Wineries near where the monk was attacked last month. Fortunately the residents heeded my warnings and had everything locked up tight. They lost some livestock but nothing else. Too bad it rained so heavily and the tracks were useless. They hit three different ones that night, but I'll bet that they will hit at least one of them next month too, probably the closest one to town since they have the biggest herd of sheep."

2 weeks ago:

"Nobody seems to recall seeing a young couple with two children anywhere in town, yet the amulet says they are here. They must have found some way to hide themselves or have some accomplices. I'm sure I'm not mistaken, all the evidence says they are in the area somewhere."

Three days before disappearance:

"The amulet has become useless, it glows almost continuously, the family is very close and must be hiding nearby, I've let it be known that there is a reward being offered for anyone that can tell me where they are, hopefully that will flush them out. I'm certain that I will be able to catch them this time, and have asked the town council to round up some help for me. I'll need a few more swords to take the family on, they seem to have become more vicious since encountering the pirates."

Hand written note stuck in the Journal after the last entry.

"I know where to find the family you seek, meet me at the Dolphin after sunset and I'll lead you to them."

Granico has come to some incorrect conclusions. The family did not survive the attack on the pirate

ship. The werewolves that have been involved in the attacks in the area are former pirates that were injured by the family and have themselves been turned into werewolves. They found out about the hunter when he started making inquiries about the attacks in the area and asking questions about the family. The werewolves decided that he would eventually figure out what was happening and decided to ambush and kill him before he got much further. One of them left the note and led him a little ways out of town, then all of them attacked and killed him. See "Finding Granico" for additional information.

g. Double Room – Currently rented to a merchant couple and their two sons, ages 16 and 18. They will be in Bayview buying and selling wine for the next four days. Their wagon and horses are located at a stable elsewhere in town. The merchant has 75 gp in coins of various denominations that he keeps in a locked chest with him at all times. He will be spending about 20 gp per day purchasing wine and spirits. Once they leave Bayview, they will be traveling inland to nearby large towns to deliver the merchandise to various inns. NOTE: If for some reason the werewolves have not been dealt with during the full moon, there is a very good chance that they will ambush the merchants during their trip home.

h. Randel's Room – A single room with several nice sets of clothing hanging on hooks. Several silver pieces (14) can be found in the pockets of the various items of clothing. There is also a small chest under the bed. The chest is locked and trapped with a Poison Needle Trap (see page 78 HARP). The needle is coated with Klyun paste (see page 142 HARP). Detecting the trap is a Very Hard (-40) Perception maneuver, disarming it is a Hard (-20) Locks & Traps maneuver. Unlocking it is a Medium (+0) Locks & Traps maneuver. If the trap is sprung, the PC must make a Resistance Roll of 80 to shake off the effects of the poison; if this is failed, the PC will lapse into a coma for 1 – 10 days.

The chest contains a set of thief's tools, a chain mail shirt and four high quality daggers.

11 – Outhouses: These are standard issue outhouses. There is a bucket in each one that contains ashes and a scoop and a small sign encouraging guests to drop a scoop of ashes down the hole after each "visit" to keep down the flies and the smell.

12 – Toolshed: This contains some hammers, nails, rakes, shovels, pails and other tools and items needed for general maintenance at the Inn.

Drunken Dolphin Inn - A rough and tumble Inn near the docks. Crewmembers from visiting ships often stop here, and the pirate Werewolves will frequent it. The Inn is on uneven ground, the entrance is on the northside and is level with the ground, but the south end is supported on pillars above the ground. The pillars have sunk unevenly over the years, which has caused the floor to slant down towards the southwest corner, which is now about a foot lower than the other corners. The owner has taken advantage of this and has put a drain in that corner. At the end of the night, a couple of large pails of water are splashed onto the floor and everything that has fallen on the floor gets washed out.

The bar takes up the main floor. There is a large common room on the second floor as well as two private rooms for the owners.

Jordon Lacatus is the majority owner of the Drunken Dolphin. He was a sailor for many years, first mate on a large merchant ship. Eventually he figured that he could make more money running an Inn than working on a ship and face less dangers. He usually runs the bar and keeps order in the Inn.

Martat Himith is a Halfling who is part owner of the Drunken Dolphin Inn. He used to be the cook on the same ship that the Jordon was on. An adequate cook, he is a better baker, with his speciality being fruit pies that are simply amazing. His bakery is attached to the Drunken Dolphin Inn. He keeps in contact with some of the sailors on the ships that come to Bayview regularly and they keep him supplied with the exotic spices that he uses in his pies.

If the PCs are here during the evening, one of the crewmembers from the Sea Sprite will buy a couple of rounds for the bar and brag about how he will soon be rich. He will initially be reluctant to explain where his newly found wealth will be coming from. After a few drinks he will spill the beans and let slip that he and a couple other crewmen have captured a mermaid and have arranged to sell her to a circus at the Sea Sprite's next destination.

There are also several crewmembers at the inn who can relate the story of the werewolf attack on the Sea Sprite from six months ago if the subject

comes up. (If the PCs travel to Bayview on the Sea Sprite at the beginning of the adventure, they could hear this story at that point as well.)

The Sailors Story:

“We were up this way about 6 months ago, it had been a fairly uneventful trip, we were carrying mostly lumber, some furs and a few passengers. It was a full moon and clear skies so the Captain had decided to keep sailing since we were only a couple of hours away from port. Problem was, we weren’t the only ones out sailing that night, we had the misfortune of sailing right into the path of a pirate ship. Captain figured we couldn’t give them much of a fight, and the stories about the pirates in this area was that they weren’t a particularly bloodthirsty lot. If you didn’t give em too much grief they’d take your stuff and let you go pretty much unharmed. Guess they figured if they let you go they could rob you again later. Any hows, the pirates drop a couple of gang planks over, and start loading the furs when one of ‘em figures they should haul the passengers out on deck and see if any of them are worth taking. All of a sudden, this family of four starts shaking and moaning and sprouting fur all over the place. Before anyone really knows what’s happening, they’ve changed into these huge man-wolf beasties and have ripped up the pirates what hauled ‘em out of their cabin. Quick as a wink, they’ve jumped over to the pirate ship and have started tearing into the crew over there. Let me tell you, I’ve been in a few battles in my day, but I ain’t ever seen that much blood and guts before. We dumped the gangplanks quick as we could and put as much distance between us and that ship as fast as we could. We put into port here less than an hour later, and let me tell you, I think we damn near emptied the cellars at the Dolphin here, ain’t that right Jordon?”

One of the werewolves is usually at the Inn in human form. There is a one in six chance (or GM’s choice) that it is the same one that arranged the meeting with the Werewolf Hunter. If the PCs are just talking about the recent werewolf attacks, he won’t pay too much attention as it is a fairly common topic of conversation. However, if they start talking about hunting the werewolves or asking who the Werewolf Hunter met at the Dolphin, he will attempt to get closer to their table and listen in. A Hard (-20) Perception maneuver can be made by the PC with the best skill to notice this. If any of the PCs

have specifically stated that they are watching for eavesdroppers then they will get a +20 bonus and more than one PC can roll.

If the werewolf feels that the PCs are a serious threat, he may attempt to eliminate some of them if he can catch them alone at some point. If it is the same Werewolf that the Hunter met, he will leave the bar quite quickly and head back to the abandoned watchtower to warn the others. The PCs can make a Hard (-20) Perception maneuver to notice him leaving.

There are several people at the bar who saw Granico leave with someone the night he disappeared. At least one person saw them heading out of town along the coast road. A couple of hours spent mingling with the crowd and buying drinks and asking questions will eventually lead the PCs to the witness. If the PCs wish to speed up this process, a successful Light (+20) Public Speaking maneuver would turn up a witness quite quickly but would immediately tip off the werewolf in the bar.

Finding Granico: If the PCs go looking for Granico along the coast road, they will need to make a Perception maneuver to find the location where he was attacked, there are signs of a struggle and some blood by the side of the road about 500 yards out of town. They can then make a Tracking maneuver to track back off the road to where the body is hidden. The modifier for both maneuver rolls depends on how much time has passed since Granico was killed. It will be a Light (+20) maneuver if it is the day immediately after he is killed and will move up one category every 24 hours afterwards. The difficulty modifier will be one level higher at night unless the PCs have special abilities or items to counteract darkness. Any result greater than 70 on the Tracking maneuver will allow the body to be found; a result greater than 100 will reveal that Granico was attacked by six individuals with swords, with an initial knife attack to the back.

Tracking the attackers from where Granico's body is found back to the abandoned Watch Tower starts as a Hard (-20) Tracking maneuver within the first 24 hours and becomes more difficult in a similar manner as the initial rolls. Because of the distance (seven miles) between the scene of the killing and the Watch Tower, the GM may wish to have the PCs make several Tracking maneuver rolls.

Sea Sprite - Merchant Ship – The Sea Sprite is a carrack with a length of 165 ft and a beam of 55 ft. She is equipped to handle passengers in better than usual comfort as well as having substantial room for cargo. She is not the quickest or most graceful ship but is well maintained. Like most carracks, she has room for a large number of crew and passengers as well as cargo but is top heavy and more likely to capsize in a strong wind than ships of other designs. However, the Captain knows his ship well and has been able to avoid any unfortunate incidents up to this point.

Several of the crew have captured a mermaid and have been keeping her in a concealed area in the hold on the ship. They normally will keep quiet about this, but will let the story slip if they have enough to drink. They can be found drinking at the Drunken Dolphin Inn.

The mermaid (Adrina) is in a large tub in the hold of the ship. During the day there are two sailors guarding the hold, at night there is one. They left the tub a little too close to some of the crates of wine, and she has been helping herself to the bottles inside and will be quite inebriated when the PCs find her, singing quietly to herself. Unfortunately for the PCs, she will start to speak quite loudly if she spots them.

“Hi there! I haven’t seen you down here before, are you new?” Hic. “Can you get me out of here? I really don’t like it, the water is stale and I can’t see the moon!” At which point she may break into a song about moonlight, or continue conversing in a loud manner with the party, depending on what they do. She will quieten down briefly if they ask her to and if they say they are going to get her off the ship, but will tend to start humming and singing again at the most inconvenient times.

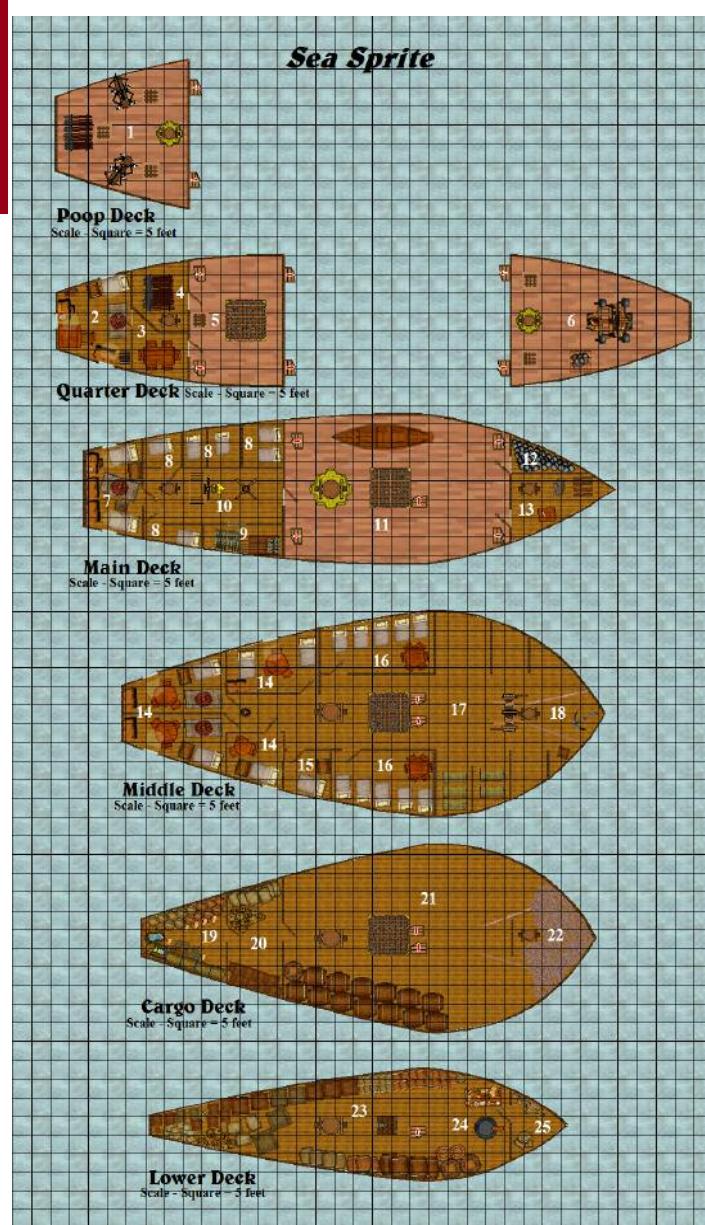
Getting onto the Sea Sprite is not too difficult, during the day there is a fairly steady stream of people coming and going as the ship is being loaded with supplies and merchandise for the next stage of her voyage. An Easy (+40) Acting or Disguise Maneuver or any reasonable plan that the PCs come up with should be sufficient to get them onto the ship and down to the cargo hold. If they plan to sneak on board at night, this will be a little more difficult as there are one or two sailors on deck standing watch. The sailors have a Perception skill of 41 when opposing the PCs’ Stalk and Hide maneuvers.

Once they are down in the hold (area 21), the PCs will need to deal with the sailors that are on guard there to get to Adriana. During the day, there are usually two sailors down in the hold that know about Adriana and who keep an eye on anyone heading towards the smaller cargo hold (room 20). There will also be a fairly steady stream of other sailors coming and going during the day, loading in more cargo. It is possible to sneak over to Adriana, the sailors on guard here also have a Perception of 41. At night, the PCs will get a +20 bonus to Stalk and Hide and there is only one sailor to thwart. If the GM feels like making things a little more challenging for the PCs, rather than having the guard wandering in the Main Cargo hold (Area 21) have him stationed in room 20, perhaps in a hammock stretched out in front of the door to area 19 where Adriana is and increase the difficulties accordingly. Getting Adriana out will be much more difficult and will probably require the PCs to neutralise the sailor or sailors guarding her, preferably in some non-fatal manner. Once this is done, they can bundle her up in a tarpaulin and carry her out. In daylight, this will actually be easier as it isn't unusual for people to be removing items from the ship, as long as Adriana doesn't burst into song or start moving too much. At night, this activity will be more suspicious and the PCs will either need to sneak past the sailors on deck (minimum -20 penalty to Stalk and Hide, greater if Adriana is singing or moving) or the PCs will need to neutralise those sailors as well. The PCs could also simply make a quick dash from the point where they exit the cargo hold onto the deck to the side of the ship and dive overboard. Hopefully they correctly recall which side of the ship is up against the dock and which side is by open water. The sailors on deck will spot the PCs, but won't be close enough to prevent them jumping overboard. The sailors will not follow the PCs overboard.

If the PCs manage to rescue Adriana, she will be very grateful and will give the PCs a seashell that if blown underwater will be recognized by any merfolk or dolphins within 10 miles as a call for assistance from a friend.

THE SEA SPRITE:

1. Poop Deck – This deck has two swivelling ballistae and a rack with ammunition for them. There are



three hatches in the deck, the single hatch in the middle of the deck opens into the Captain's Cabin (2). The hatch on the port side opens into the Ammunition Storage room (3). The hatch on the starboard side opens into Captain's Dining Room (2a). These small hatches (or decklights) provide light and air to the areas below them. The hatches are covered with wooden gratings so they can be walked over. In bad weather they are covered to keep water from pouring through them. There are two sets of stairs that lead down to the Quarter Deck.

2. Captain's Cabin – The Captain's cabin is quite spacious and contains a single bed, a small bookcase with about thirty books on various subjects, most related to the sea, either fiction or historical accounts. There is a work desk with a silver candelabra (10 gp value) and the Captain's logbook and other papers. There is also a larger table that is used for dining, reading larger charts or any other

projects that the Captain may choose to do. There is a large wardrobe that contains several changes of cloths. There is one trunk at the foot of the bed, which contains additional clothing, footwear and two cutlasses. There is another locked trunk next to the wardrobe, which requires a Hard (-20) Locks & Traps maneuver to open. This contains coins and jewellery worth 300 gp. The chest is firmly screwed into the deck. There are also three portholes that open into this room. These are filled with glass that has been magically enchanted to be as hard as metal. They are hinged at the top and can open about six inches.

3. Captain's Dining Room – This area has some tapestries on the wall and a table with seating for six and is where the Captain can dine with his officers or guests. It also doubles as a meeting room when required.

4. Ammunition Storage – This room contains the ammunition for the ballistae.

5. Rear Deck – The small hatch in this area opens above the helm station, the large hatch provides access to the capstan and provides light and air to the stern section of the Main Deck. There are two stairways that lead up to the Poop deck and two stairways that lead down to the Main Deck.

6. Forward Deck – This area contains the catapult and ammunition. The small hatch on the port side opens into the Ammunition Room (11), the small hatch on the starboard side opens into the Carpenter's Room (12)

7. Officers Cabin – This cabin is shared by the First Mate and Second Mate. It contains two single beds, a work desk, two wardrobes and two chests, which contain additional clothing and other items. The chests are locked, but a Medium (+0) Locks & Traps maneuver will open them. Each contains 3-30 gp worth of coins and other saleable items.

8. Second Class Cabins – These cabins have one or two bunks, allowing for sleeping for two to four people. They are plain rooms with enough space to sleep and store a few pieces of luggage. If any of the cabins are not rented out then crewmembers will sleep here, often adding an additional bed mat or hammock to sleep additional people.

9. Armoury – This room is kept locked and contains extra swords and spears to be handed out to the crew if it becomes necessary to repel boarders. Passengers may also request to have their valuables locked up in this room.

10. Helm – This large room contains an elevated platform that the helmsman can stand on so he can see the Forward Deck through the hatch in that deck. This allows him to hear the officers' commands and adjust course accordingly. Ahead of the platform is the capstan which is used to raise the main yardarm and for loading and unloading cargo. There are rope lines extending from the capstan through the large hatch onto the Rear Deck.

11. Main Deck - The main deck has a large hatch with a removable grate, which can be lifted off to gain access to the lower decks. The ship's boat is also stored here. Occasionally an additional boat or additional catapults may be stored on this deck as well. There are two sets of stairs leading up to the Rear Deck, two sets of stairs leading up to the Forward Deck and a set of stairs next to the Main Hatch that leads down to the Middle Deck.

12. Ammunition Storage – This room contains additional ammunition for the catapult.

13. Carpenter's Room – This room contains lumber, tools and other equipment required to keep the ship in good working order. The ship's carpenter will also sleep here if there aren't any available passenger cabins.

14. First Class Cabins – These cabins vary somewhat in price and layout but all have one or two comfortable beds, a port hole with magically reinforced glass windows which are hinged at the top and can be pushed out about six inches to allow fresh air in. There is also a table and a wardrobe and/or a trunk to store clothing and other personal belongings.

15. Cabin – This cabin is somewhat larger than the Second Class cabins but not as nice as the First Class cabins. It has a bunk so can sleep two comfortably. With its additional space, it is suitable for a passenger with a larger than normal amount of luggage.

16. Crew Cabins – Each of these rooms contains five double bunks and a table that can seat six. Usually these rooms are occupied by crewmembers but can be rented out to passengers if there are either an unusually large number of passengers or some with extremely limited funds.

17. Forward Hold – This area provides an extra area for hammocks for crewmembers and additional storage for cargo or provisions if required. There is a large grated hatch in the middle of this deck that opens to the Cargo Deck. There is a set of stairs

beside the hatch that leads up to the Main Deck and another set that leads down to the Cargo Deck.

18. Windlass and Anchor - This area contains the windlass, which is used to raise and lower the anchor. There are openings in the floor to area 22 on the Cargo Deck that the ropes go through.

19. Secured Storage Hold - This area is where the more valuable items such as particularly expensive wines are stored. It is also the area where Adrina the mermaid is currently being held. The door to this area is locked and requires a Medium (+0) Locks & Traps maneuver to open.

20. Cargo Hold - This area is usually used for storing smaller cargo or on trips with a particularly large number of passengers, extra provisions.

21. Main Cargo Hold - This area, along with the lower deck is where the majority of the cargo is stored. There is a large grated hatch in the middle of this deck that opens to the Lower Deck. There is a set of stairs beside the hatch that leads up to the Middle Deck and another set that leads down to the Lower Deck.

22. Rope Storage - The ropes from the anchors are carefully coiled here as well as extra ropes and netting that may be needed in other areas of the ship.

23. Cargo Hold - This area is used primarily for storing cargo. There is a stairway leading up to the Cargo Deck and a trap door near the middle of the deck that opens up and has a ladder that goes down into the Bilge (not shown).

24. Galley - This area contains a stone fireplace with a large kettle on an iron hook, which can be swung over the fireplace. In bad weather, the fireplace can be disassembled and stowed away. There is a large table nailed firmly to the deck that has several drawers containing kitchen implements required for food preparation.

25. Pantry - There are some shelves containing foodstuffs and several bags and sacks with additional food supplies stored here.

Town Market - The town market is located near the center of Bayview. Shaughna can be found here about once every two weeks selling necklaces and other jewellery made out of seashells. Observant PCs might notice an unusually large percentage of young men wearing these necklaces when they are conducting business around town. When Shaughna

isn't operating her own table, she will often be found here in the mornings with Lara or Alisa purchasing supplies for the Sleeping Seal Inn. The market has a large selection of fresh fruits, vegetables, and meat, particularly mutton but including some beef and other meats as well. There is a good selection of fish and various wines, beers and other spirits. There is also the usual assortment of goods that can be found in most open markets.

THE ADVENTURE:

PART 2: THE WEREWOLVES

Finding the Werewolves

There are several ways that the Player Characters will be able to track down the Werewolves. The first and most dangerous is to wait for the full moon and be at the Winery when the werewolves attack and simply engage them in an all out battle. A safer variation of this (at least for the Player Characters) is to go to Winery the morning after an attack and then track the werewolves back to the abandoned tower.

The next is to successfully locate the werewolves at the abandoned watch tower, either by finding the body of Granico outside of town and successfully tracking back to the watch tower, or by locating one of the Werewolves in human form at the Drunken Dolphin Inn and following him back to the tower.

Another option is if they are following Shaughna to her midnight meetings, on the way back to town, they could encounter the Werewolves returning from their hunting.

Winery: There are several wineries located near Bayview. They have their own vineyards and have some livestock as well. The closest one is about two miles out of town. This is the last one that the werewolves attacked during the last full moon, making off with several sheep. Granico's notes indicate that he believes this will be the first place that the werewolves will attack this month because of how easy it was to get the sheep and that it seems to follow the pattern of previous attacks. They seem to start the night of each full moon at or at least close to the same place they attacked during the previous full moon and then move out to new locations as the nights go on.

The werewolves will initially prowl around the house, perhaps leaning on the doors to see if they

will pop open, but they will not make any sort of real effort to break into the buildings unless there is noise coming from within. After about five minutes of prowling around, they will head over to the field where the sheep are kept. If at any point the werewolves spot anyone outside, they will shift their attention to those individuals and attack them.

The werewolves will use a pack strategy and attempt to split the PCs apart, trying to separate one of the PCs from the rest of the group and then attacking that PC. If they can't separate one PC out, they will still try and gang up at least two to one on the PCs. If the PCs manage to kill or incapacitate

will require a Light (+20) Tracking Maneuver roll to track them from the Winery to where they consume their kill, a Medium (+0) Tracking Maneuver roll to track them from there to where they changed back into human form, then a Hard (-20) Tracking Maneuver roll to track them from that point back to the Watch Tower.

Abandoned Watch Tower: There are several abandoned Watch Towers along the coastal road that leads to and from Bayview. The six werewolves have taken up residence in one of these that is seven miles away from town.

If the Player Characters discover that this is where the werewolves are hiding out, then there is a good chance that they can catch them in human form and have a much better chance of defeating them. One of the werewolves is on the roof of the tower keeping watch at all times, except during the full moon when all of them have Changed and are out hunting or when they go on the occasional raid to rob travellers in the surrounding area. Usually only one or two of the werewolves will be away from the Watch Tower, having gone into town to get supplies or loitering at the Drunken Dolphin keeping track of what is going on in the region.

The Watch Tower is 30 feet by 30 feet, with three floors plus the roof. From the roof, a watcher can look out to sea and can watch the coastal road. There is a cliff to the seaside about thirty feet to the west of the tower.



two or more of the werewolves, the remaining werewolves will try to flee. Following the fleeing werewolves requires a Light (+20) Tracking Maneuver (even in the dark) and the werewolves will flee directly to the abandoned Watch Tower. They will make a final stand outside the Watch Tower and will fight to the death at that point.

If the PCs are not at the Winery when the werewolves attack but are there the next morning, it

First Floor: There is a stairway on the north wall that leads up to the second floor; under the stairs in the northeast corner are a couple of wine barrels with wine from this year's vintage. In the southeast corner there is a pile of lumber from old crates, some old chairs and other furnishings. There are a few bones that can be found in the pile as well as some rope. The bones are animal bones from some of the recent meals the werewolves have enjoyed while in human

form. There is a large table with six chairs in the middle of the south wall, and in the southwest corner there is a wood-burning stove. There is a large crate and some sacks in the middle of the room. These contain basic foodstuffs. There is also a pile of sacks and odds and ends against the west wall. This includes some empty sacks and items of clothing, but nothing of much value. The stairs up to the second floor start in the northwest corner.

From late morning until approximately midnight, three or four of the werewolves will be on this floor, either eating or playing cards or some other activity. Once the sun goes down, a large candle on the crate will be lit as well as another on the table. Occasionally, if travellers are spotted in the late afternoon along the coastal road away from town, the werewolves will follow them and rob them later in the evening.

After midnight and well into the morning, most of the werewolves will be sleeping on the other floors.

Second Floor: The stairs from the first floor come up in the northeast corner of this floor and another set of stairs starts in the southeast corner and leads up to the third floor. Three of the werewolves have laid out bedrolls along the west wall. The loot that the werewolves have managed to accumulate from their robberies so far is kept here. Under the stairs and in the space between the stairways there are several sacks that contain silverware, candlesticks, some jewellery, a few small statuettes, and a trunk with coins and jewels. There is 250 gp worth of coins in the chest, made up of various denominations as well as 100 gp worth of jewels. The other items have a value of 300 gps but are quite bulky - many of the items would be quite recognizable if the Player Characters were to try and pawn them in town. The werewolves know this as well, and have been careful to only use the coinage so far. If a fight breaks out on this floor it will be very difficult to manoeuvre (-20 to most maneuvers requiring movement) because of the material cluttering up the floor.

Third Floor: The stairs from the second floor come up in the southwest corner of this floor and another set of stairs starts in the northwest corner and goes up to the roof. There is a door at the top of the stairway to the roof, which is usually open during the day and closed but not locked at night.

Three of the werewolves have laid out bedrolls along the east wall. There is a pile of fine clothing in the middle of the floor, more loot from various raids. There is also a small locked trunk on this floor, which requires a Medium (+0) Locks & Traps maneuver to open. The trunk contains a couple of books and a few maps and charts. One of the maps is of the ocean in the local area and shows the location of the pirates' base. The werewolves have been considering stealing the Sea Sprite and using her to reach the base to take revenge on those who threw them overboard.

Roof: There is a three foot wall around the perimeter of the roof and there is almost always at least one werewolf on watch armed with a crossbow, day and night, except on the nights of the full moon. During the daytime it would be extremely difficult to sneak up on the tower undetected. Once the sun has set, it would be fairly easy to get to within 30 feet of the tower if a party was to approach without light and off the main road. Any lights on the main road within a mile can be seen from the watchtower on a clear night. There is often fog in the early morning hours, and it would be easier to sneak up on the tower then, assuming the party has a way of locating it and not getting lost in the fog.

Monastery: Located several miles out of town on a small mountain. The monks here run a winery and have a large orchard of grapes. One of the monks was attacked two months ago, but survived. The senior monk was also able to prevent the lycanthropy by casting "Cure Disease" (HARP - pg 116) on the unfortunate monk. This order of monks is composed primarily of members who have some Elven blood. They study a form of martial arts and their religion is nature based. The monks generally keep to themselves. They are willing to discuss the recent attacks but will be reluctant to offer any other sort of assistance such as healing or spell casting. If any of the PCs are part Elvish (but not fully Elvish) or follow a nature-based faith similar to that of the monks, the monks would be more inclined to give assistance.

In any case, they will be extremely unwilling to heal any captured pirate werewolves unless the PCs could convince the monks that it is for the greater good of Nature in this area.

THE ADVENTURE:

PART 3: THE PIRATES

Finding the Pirate Base

During the previous parts of the adventure, the PCs should have found out that Shaughna's Selkie Skin is onboard a pirate ship and that the pirates have a base on an island about 50 miles away. It is one island in a group of several.

There are several ways that the PCs can find out exactly where the base is. There is a map in the Watch Tower that shows the location. Any of the surviving werewolves also know where the base is and might be convinced to lead the PCs there, particularly if the PCs can arrange for the werewolf to be cured.

Adrina the mermaid would also be able to find out where it is for the PCs within a couple of days of being set free. She will also be able to give them the current location of the Raven.

If the PCs chance to agree to help Shaughna recover her sealskin before the full moon, then she could ask the other selkies to locate the base. If all else fails, she could do this during the next full moon, which would also give the PCs some recovery time if they require it after the encounters with the Werewolves.

The Raven usually only sails for a week or two at a time, and then spends a week or two at the base, depending on how much damage it has taken in recent excursions. During the timeframe of this adventure, the Raven will be out of port two nights before the full moon, the night of the full moon and for two days following. Then it will return to its base and remain there for the next 10 days.

The best plan would be to locate the pirates' base, wait until the Raven is docked, sneak aboard and locate the sealskin.

Other, more dangerous options would be to attack The Raven while it is under sail and capture it or to try and sneak aboard somehow while it is sailing or anchored at sea. Of course these plans require use of another ship.

The PCs can get to the general area of the pirate base either by ship or by travelling overland. In either case, the trip will be uneventful unless the GM wishes to add some additional random encounters. There are several fishing villages along the coast, one of which is quite close to the chain of islands where the pirates are hiding. It will be possible for the PCs to buy/steal/borrow a rowing boat along the way if they need to.

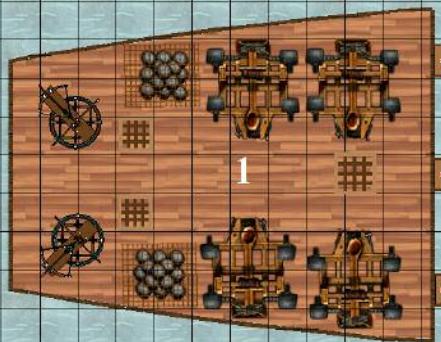
The only way to get to the pirate base undetected is to cover the last three to four miles in a rowing boat or by swimming. A large sailing ship coming any closer than four miles would be spotted and the pirates would be on the alert. The island is about 15 miles out from the mainland. PCs could row a small boat out to the island in three to four hours. If the PCs did particularly well with Adrina the mermaid, it is possible that she could arrange for the PCs to hitch a ride from a pod of dolphins, either from the mainland or from a ship. It would require about an hour to get from the mainland to the base if the PCs hitch a ride with dolphins.

There are a couple of smaller ships docked at the base as well. These are used for moving the cargo that the Raven has obtained to other ports where it can be sold, and for bringing back materials and supplies needed for the base.

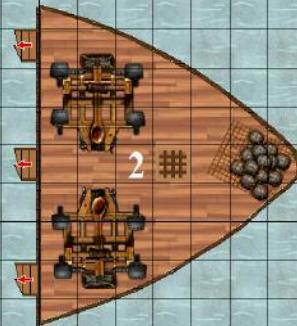
While the Raven is at its anchorage, most of the crew will be onshore. During the day, there will be pirates wandering on and off the ship, and there will usually be a repair crew working on whatever damage needs repairing since the last battle. There will also be people loading and unloading cargo. The PCs could use similar methods for getting on and off of the Raven as are described under the Sea Sprite, but increase the difficulty level because the pirates are a smaller group of people that are more familiar with each other and are generally a more suspicious lot.

The Captain will be in his cabin in the morning, sleeping until an hour after sunrise, and then

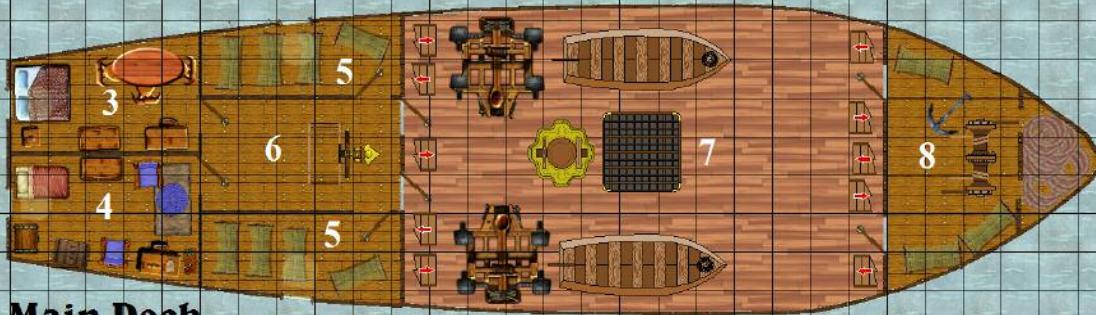
Raven



Poop Deck

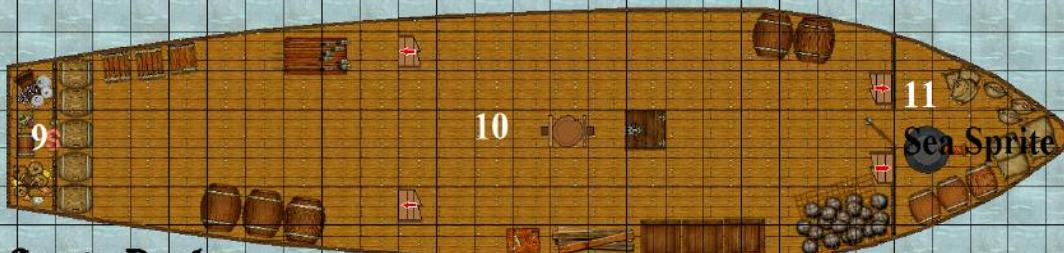


Forecastle



Main Deck

Scale - Square = 5 feet



Cargo Deck

Scale - Square = 5 feet

meeting with people in his cabin until about 10:30. After that he will be on and off the ship supervising various activities until the late afternoon. If he is leaving the ship for more than half an hour, he will lock his cabin door. He is usually onshore drinking and carousing until around midnight and then returns to the ship to sleep. Other than the Captain, the First Mate and his wife (the ship's Mage), the majority of the crew stays on shore to sleep, but there is always a watch posted on the ship, with one person in the crow's nest and four others walking the decks.

The best time to sneak on board is after sunset and before about 10:00 P.M. Other than the guards and perhaps a few stragglers, there are very few other people aboard. However, should an alarm be raised, it will only be a minute or two at the most before reinforcements will arrive from the shore.

There is a 2 ft by 2 ft porthole in the Captain's cabin (room 4) and in the First Mate's and Mage's cabin (room 3). These have no glass and are simply square openings cut in the timbers, which can be closed and bolted shut with wooden hatches from the inside, but are left open while in port. A normal-sized character who is stripped of equipment can squeeze through the portal with a Light (-20) Contortions Maneuver, assuming they can get up to the portal. The Maneuver can be made easier if the individual strips completely and applies some sort of slippery substance such as oil to themselves. Smaller individuals such as Halflings or Gnomes can get through the portal with no maneuver roll required. PCs who are noted as having a slight build could also get a bonus for the maneuver.

The Raven - Pirate Ship: The Raven is a caravel with a length of 150 ft and beam of 45 ft. Being a caravel, the Raven has a shallower hull and better lines than a carrack like the Sea Sprite, which makes her faster and more stable but at the cost of reduced carrying capacity

1. Poop Deck – This deck contains four catapults and two swivelling ballistae. There are three hatches in the deck, the single hatch in the middle of the deck opens above the ship's helm so the pilot can open the hatch and have his head and shoulders up above the deck. The two hatches toward the stern open into the Captain's cabin (room 4) and the First Mate's and Mage's cabin (room 3). Ammunition for the catapults and the ballistae are stored on the deck.

2. Forecastle – This deck contains two additional catapults and ammunition. There is a hatch that opens above the anchor windlass and ropes and provides some light and air for the crew bunking in area 8.

3. First Mate and Mage's Cabin – The ship's first mate, an Elven Warrior Mage, and his wife, a human Mage, share this cabin. It contains a double bed, a night side table, a wardrobe, a desk and a dining table. There is a portal at the stern that provides light

during the day.

4. Captain's Cabin – The Captain's cabin contains a single bed, two comfortable chairs, an expensive rug, a desk, a bookshelf, two trunks and a wardrobe. There is a portal at the stern that provides light during the day. There is a secret compartment in the beam just above the head of the bed which Shaughna's sealskin is hidden in. The current Captain doesn't know about the compartment. It will require a Very Hard (-40) Perception maneuver roll to locate the secret compartment. If the players state that they are checking the beams then it is a Hard (-20) maneuver. If Shaughna is with the party, then they can get a +20 bonus to their roll as she will sense which area of the cabin the sealskin is in.

5. Crew Cabins – These rooms each have several hammocks and are where the regular members of the crew sleep. There are several bags and the occasional small chest stored underneath the hammocks; there is little of value in the bags, just some extra clothing and personal effects. The chests have items of some value, 1-10 gp worth of coins or perhaps a well-fashioned dagger or other weapon or piece of armor. The locks on the chests can be picked with a Medium (+0) Locks & Traps Maneuver.



6. Helm – There is an elevated platform in this area where the helmsman can stand with his head and shoulders extended out through a hatch out onto the Poop Deck. Behind the platform is an open area that is often used to store and repair sailcloth and can provide extra sleeping areas for crewmembers that are unable to lay claim to a hammock in one of the crew quarters.

7. Main Deck – The main deck has a large hatch with a removable grate which can be removed to gain access to the Cargo Deck. There are also two catapults on this deck and two ship's boats. Normally the catapults are tied to the deck, one on the port side and one on the starboard side and there is no ammunition on the Main Deck. When combat is expected, the catapults are usually moved to both be on the side of the ship that is expected to be facing the enemy and ammunition is brought up from the Cargo Deck. Note, the Raven generally does not actually have enough trained crew to man all of the catapults, at least not effectively, but relies on the appearance of so many weapons and an initially well-prepared volley to frighten her prey into submission. Typically after the initial volley, only two of the catapults are manned by fully trained crews, with an additional two weapons manned by regular crew who generally can only reload and fire at half the speed of the trained crew. If the Raven is going after a target that the Captain knows will put up a fight, he will add additional crew members so that at least five of the catapults can be manned by trained teams at any given time. Towards the stern of the Main Deck are three sets of stairs leading up to the Poop Deck and two sets of stairs leading down to the Cargo Deck. There are two doors that lead into the Helm area. Towards the bow are three sets of stairs leading up to the Forecastle and two sets of stairs leading down to the Cargo Deck. There are hatches that can be closed over the four sets of stairs going down to the Cargo Deck when bad weather is encountered.

8. Windlass and Anchor room – This room contains the windlass, which is used to raise and lower the anchor and the large sails and yardarms. The bow area is depressed slightly from the rest of the deck and stores coils of anchor-line. This area also provides extra area for hammocks for crewmembers and additional storage for cargo or provisions if required.

9. Treasure room – This secret room is used to store items that are particularly valuable. Only the captain, the first mate, the mage and the carpenter know about the room, although none of the others know that the carpenter is aware of it.

The room is entered through a large barrel at the stern of the Cargo Area. The first eight inches of the barrel can be flipped down to the floor when a hidden catch is released. There is water stored in the area that flips down, so simply banging on the front of the barrel will not reveal that the majority of it is empty space. It is a Hard (-20) Perception maneuver to locate the hidden catch.

Currently the room contains 1000 gps worth of jewellery and coins, three +5 long swords, one +10 long sword, 2 +5 small shields and a small chest that contains 12 potions of Water Breathing (pg 166 HARP). The chest is firmly screwed into the deck and is locked and trapped with a Poison Needle Trap (pg 78 HARP). The needle is coated with Klyun paste (see page 142 HARP). Detecting the trap is a Hard (-20) Perception maneuver, disarming it is a Hard (-20) Locks & Traps maneuver. Unlocking it is a Medium (0) Locks & Traps maneuver. If the trap is sprung, the victim must make a Resistance Roll of 80 to shake off the effects of the poison; if they fail the victim will lapse into a coma for 1 – 10 days.

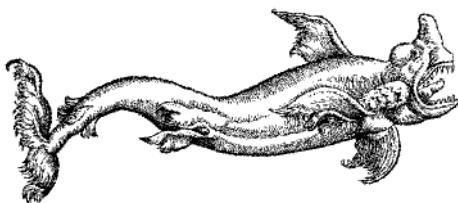
10. Cargo Area – If the characters are on board the ship while it is in port, this area will be quite empty. There is a locker on the port side, which contains extra ammunition for the ballistae, five very large water barrels at the stern of the ship, some barrels of whisky, some extra lumber and carpenter's tools along the starboard side and some extra ammunition for the catapults on the starboard side towards the bow. There are four sets of stairs that lead up to the Main Deck and a trap door near the middle of the deck that opens up and has a ladder that goes down into the Bilge (not shown). If the players manage to get on board while the Raven is under sail, there will be additional provisions stored in the cargo area as well as the goods taken from the latest raid, likely something not very portable like high quality lumber or crates of foodstuffs.

11. Galley – This area contains a stone fireplace with a large kettle on an iron hook, which can be swung over the fireplace. In bad weather the fireplace can be disassembled and stored away. There are some shelves containing foodstuffs and several bags and sacks with additional food supplies. There are also three large barrels that contain the good rum. The door to this area is locked when the cook is not present. In addition to the cook, the Captain and the First Mate have keys to this room. It is a Medium (+0) Locks & Traps maneuver to pick the lock.

FINISHING THE ADVENTURE

If the PCs manage to recover Shaughna's Sealskin and get on and off the Raven without alerting anyone then the trip back to Bayview will be relatively uneventful. If an alarm has been raised at some point and the PCs are spotted, a dozen pirates (standard crewmembers) will pursue them for about an hour and then give up if they haven't caught them by then. However, if the PCs have actually killed or seriously injured any of the pirates, and the other pirates are aware of this, then the pirates will continue to pursue the PCs and the Captain, First Mate and Ship's Mage will take part in the chase unless they were the ones killed or injured. They will continue the pursuit until the PCs are caught or manage to completely evade the pirates.

Once Shaughna has her sealskin back, she will say her goodbyes to the staff at the Inn and the PCs and return to the sea in short order.



NPCS

Shaughna - Selkie

Harper (5)

Hits: +81 PP: +79 Init: +13 DB: +10 BMR: 9

RR Bonuses: Stamina +37 Will +15 Magic +36

St: 56 +2 SD: 50 +0

Co: 61 +6 Qu: 61 +5

Ag: 56 +4 Re: 90 +8

In: 90 +8 Pr: 90 +12

Weapon Skills:

Weapon: (melee) Dagger +41

Weapon: (missile) Javelin +21

Armor: No armor.

Talents/Abilities: Shapechanger, Intense Eyes, Strong Lungs, Enhanced Senses, Scholar, Tap Personal Mana, Focus Style (Gestural), Focus Style (Verbal), Night Vision, Cantrip: Clean Body, Cantrip: Compass, Cantrip: Cure Hangover, Cantrip: Purify Drink, Cantrip: Purify Food

Shapechanger - Selkies appear to be Gray Seals in most respects, but have the ability to cast off their sealskins and assume human form. Selkies require the sealskin to return to their seal shape, and if this is stolen or lost they become trapped in human form.

Intense Eyes - Selkies in human form appear very beautiful and almost irresistible to normal humans. They have the Intense Eyes talent, which gives them a +10 to all skills in which they interact with other people (Duping, Bribery, Interrogation, Diplomacy, Seduction, etc). Their eyes must be visible to whomever they are talking to for them to gain this bonus.

Strong Lungs - This talent allows Selkies to hold their breath for 10 seconds plus 1 minute per Constitution bonus, minimum 10 seconds in human form, minimum of 10 minutes in seal form. In seal form, Selkies can also dive to depths of 475 feet.

Key Skills: Acting (1) 25, Dancing (4) 36, Singing (5) 45, Storytelling (1) 25, Climbing (1) 11, Brawling (3) 21, Crafts: Sea Shell Jewelry (4) 32, Healing (1) 21, Herbcraft (1) 21, Lore: Local Region (3) 41, Perception (2) 28, Resistance: Magic (2) 36, Resistance: Stamina (2) 37, Resistance: Will (2) 15, Duping (2) 30, Public Speaking (1) 25, Trading (1)

25, Attunement (1) 21, Cantrips (CoM) (5) 33, Power Point Development (13) 79, Runes (1) 21, Navigation (2) 26, Endurance (9) 81, Swimming (6) 36, Stalking & Hiding (4) 24, Water Breathing (5) CoM (5) 33, Water Vision (5) CoM (5) 33, Beguiling Voice (3) CoM (4) 32, Calm (6) (6) 42, Charm (4) (4) 32, Sleep (4) (4) 32

Resistance: Magic (2) 36, Stamina (2) 37, Will (2) 15

Languages: Racial (S6/W5): 46/41, Common (S5/W4): 41/36

Jasper - Human

Necromancer (5)

Hits: +64 PP: +76 Init: +7 DB: +0 BMR: 10

RR Bonuses: Stamina +25 Will +38 Magic +44

St: 81 +7 SD: 81 +9

Co: 46 +0 Qu: 47 +0

Ag: 80 +8 Re: 81 +9

In: 73 +7 Pr: 65 +3

Weapon Skills:

Weapon: (melee) Dagger +40

Weapon: (missile) Dagger +20

Armor: (DB +0, Maneuver Penalty: +0, Casting Penalty: +0)

Talents/Abilities: Bonus Skill Ranks, Skill Specialization, Night Vision, Sense Magic, Attack spell bonus of +10, Tap Personal Mana, Focus Style (Gestural), Focus Style (Verbal), Eloquence
Key Skills: Acting (2) 20, Brawling (6) 45, Appraisal (2) 26, Crafts: Mortician (3) 32, Healing (3) 31, Lore: Local Region (2) 28, Perception (3) 31, Resistance: Magic (4) 44, Resistance: Stamina (3) 25, Resistance: Will (2) 38, Duping (2) 20, Arcane Lore: Undead Lore (2) 28, Arcane Lore: Spell Lore (3) 33, Attunement (3) 29, Divination (CoM) (3) 31, Power Point Development (6) 76, Runes (4) 36, Navigation (1) 21, Riding:Horse (1) 22, Armor Skills (1) 20, Endurance (5) 64, Jumping (1) 20, Swimming (2) 25, Disguise (4) 32, Stalking & Hiding (1) 22, Trickery (2) 22, Blur (3) (3) 58, Counterspell (1) (5) 68, Detect Undead (5) CoM (5) 68, Study Target (2) (2) 53, Water Breathing (5) CoM (5) 68, Control Undead (6) (6) 73, Create Undead (14) (3) 58, Shock (4) (4)

73, Speak with the Dead (4) CoM (4) 63, Summon Undead (5) CoM (5) 68

Resistance: Magic (4) 44, Stamina (3) 25, Will (2) 38

Languages: (Choice) (S4/W3): 36/31, Common (S6/W5): 46/41

Randel - Human

Thief (3)

Hits: +73 PP: +15 Init: +14 DB: +28 BMR: 10

RR Bonuses: Stamina +31 Will +25 Magic +45

St: 71 +5 SD: 50 +0

Co: 62 +3 Qu: 55 +4

Ag: 90 +11 Re: 55 +1

In: 90 +10 Pr: 81 +7

Weapon Skills:

Weapon: (melee) Dagger +70

Weapon: (missile) Dagger +68

Armor: Soft Leather (DB +20, Maneuver Penalty: +0, Casting Penalty: +2)

Talents/Abilities: Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Subtle, Tap Personal Mana, Focus Style (Gestural), Focus Style (Verbal)

Key Skills: Acting (3) 32, Climbing (1) 21, Contortions (3) 26, Brawling (4) 36, Appraisal (2) 21, Crafts: (3) 27, Healing (1) 16, Lore: Local Region (2) 12, Perception (3) 25, Resistance: Magic (3) 45, Resistance: Stamina (3) 31, Resistance: Will (3) 25, Rope Mastery (1) 17, Signaling (4) 31, Duping (6) 47, Trading (1) 22, Power Point Development (0) 15, Runes (1) 16, Navigation (1) 16, Sailing (1) 17, Armor Skills (1) 21, Endurance (8) 73, Jumping (3) 31, Swimming (2) 26, Ambush (1) 26, Disguise (4) 37, Locks & Traps (8) 71, Pick Pockets (1) 30, Stalking & Hiding (1) 26, Poisoning (2) 30, Streetwise (6) 57, Trickery (1) 22

Resistance: Magic (3) 45, Stamina (3) 31, Will (3) 25

Languages: (Choice) (S4/W3): 31/26, Common (S6/W5): 41/36

Sailor 2nd Level - Human

Rogue (2)

Hits: +75 PP: +16 Init: +14 DB: +40 BMR: 11

RR Bonuses: Stamina +31 Will +34 Magic +23

St: 66 +5 SD: 76 +7

Co: 62 +3 Qu: 89 +10

Ag: 92 +12 Re: 51 +1

In: 62 +4 Pr: 56 +2

Weapon Skills:

Weapon: Shortblades +57

Weapon: Crossbow +42

Weapon: Thrown +27

Armor: Soft Leather (DB +20, Maneuver Penalty: +0, Casting Penalty: +2)

Talents/Abilities: Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Tap Personal Mana, Focus Style (Gestural), Focus Style (Verbal), Subtle

Key Skills: Storytelling (1) 11, Climbing (3) 32, Contortions (1) 24, Brawling (2) 27, Appraisal (2) 15, Crafts: (3) 28, Healing (1) 10, Lore: Local Region (2) 12, Perception (6) 41, Resistance: Magic (1) 23, Resistance: Stamina (3) 31, Resistance: Will (2) 34, Rope Mastery (8) 53, Signaling (1) 10, Trading (1) 11, Attunement (2) 18, Power Point Development (0) 16, Runes (1) 10, Navigation (1) 10, Sailing (9) 58, Armor Skills (2) 27, Endurance (7) 75, Jumping (1) 22, Swimming (3) 32, Stalking & Hiding (3) 44, Streetwise (7) 51

Resistance: Magic (1) 23, Stamina (3) 31, Will (2) 34

Languages: Elven (S4/W3): 25/20, Common (S6/W5): 35/30

Captain - Sea Sprite

Human Rogue (6)

Hits: +95 PP: +15 Init: +13 DB: +42 BMR: 12

RR Bonuses: Stamina +41 Will +46 Magic +19

St: 66 +5 SD: 82 +8

Co: 63 +3 Qu: 91 +11

Ag: 92 +12 Re: 68 +4

In: 51 +2 Pr: 56 +2

Weapon Skills:

Weapon: Shortblades +76

Weapon: Crossbow +42

Weapon: Thrown +62

Armor: Soft Leather (DB +20, Maneuver Penalty: +0, Casting Penalty: +2)

Talents/Abilities: Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Tap Personal Mana, Focus Style (Gestural), Focus Style (Verbal), Subtle

Key Skills: Acrobatics (3) 35, Climbing (5) 42, Brawling (4) 37, Appraisal (6) 36, Crafts: miller (3) 31, Healing (1) 11, Lore: Local Region (2) 18, Perception (8) 50, Resistance: Magic (1) 19, Resistance: Stamina (5) 41, Resistance: Will (4) 46, Rope Mastery (2) 26, Trading (8) 44, Attunement (2) 14, Power Point Development (0) 15, Runes (1) 11, Navigation (14) 64, Sailing (21) 87, Armor Skills (1) 22, Endurance (12) 95, Jumping (1) 22, Swimming (4) 37, Dirty Fighting (ML) (1) 29, Stalking & Hiding (3) 50, Streetwise (7) 49

Resistance: Magic (1) 19, Stamina (5) 41, Will (4) 46

Languages: Elven (S4/W3): 26/21, Common (S6/W5): 36/31

Pirate 4th Level – Human

Rogue (4)

Hits: +91 PP: +17 Init: +13 DB: +33 BMR: 11

RR Bonuses: Stamina +30 Will +32 Magic +27

St: 75 +6 SD: 75 +6

Co: 75 +5 Qu: 75 +7

Ag: 75 +8 Re: 75 +5

In: 75 +6 Pr: 75 +5

Weapon Skills:

Weapon: Shortblades +71/+70

Weapon: Crossbow +39/+38

Weapon: Thrown +29/+28

Armor: Soft Leather (DB +20, Maneuver Penalty: -1, Casting Penalty: +2)

Talents/Abilities: Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Tap Personal Mana, Focus

Style (Gestural), Focus Style (Verbal), Subtle
 Key Skills: Climbing (4) +34/+33, Contortions (2) +24/+23, Brawling (2) +24/+23, Appraisal (5) 36, Crafts: (3) +28/+27, Healing (1) 16, Lore: Local Region (2) 20, Perception (7) 47, Resistance: Magic (1) 27, Resistance: Stamina (2) 30, Resistance: Will (2) 32, Rope Mastery (3) +28/+27, Signaling (3) 26, Duping (4) 31, Trading (3) 26, Power Point Development (0) 17, Runes (3) 26, Navigation (1) 16, Sailing (7) +48/+47, Armor Skills (1) 19, Endurance (10) 91, Jumping (2) +24/+23, Swimming (3) +29/+28, Disguise (3) 36, Pick Pockets (5) +50/+49, Stalking & Hiding (5) +54/+53, Streetwise (4) 41, Trickery (5) 46
 Resistance: Magic (1) 27, Stamina (2) 30, Will (2) 32
 Languages: Elven (S4/W3): 31/26, Common (S6/W5): 41/36

Werewolf Pirate 4th Level – Werewolf Human Rogue (4)

Hits: +91 PP: +17 Init: +15 DB: +58 BMR: 11
 RR Bonuses: Stamina +30 Will +32 Magic +27
 St: 75 +10 SD: 75 +6
 Co: 75 +5 Qu: 75 +9
 Ag: 75 +8 Re: 75 +5
 In: 75 +6 Pr: 75 +5

Attacks: 85 S-Puncture (Bite); 80 S-Slash

Weapon Skills:

Weapon: Shortblades +75
 Weapon: Crossbow +43
 Weapon: Thrown +33

Armor: Soft Leather (DB +20, Maneuver Penalty: +0, Casting Penalty: +2)

Talents/Abilities: Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Tap Personal Mana, Focus Style (Gestural), Focus Style (Verbal), Subtle, Enhanced Senses, Enhanced Scent, Natural Weaponry, Tough Hide (Minor), Regeneration (Major): Silver

Key Skills: Climbing (4) 38, Contortions (2) 24, Brawling (2) 28, Appraisal (5) 36, Crafts: (3) 28,

Healing (1) 16, Lore: Local Region (2) 20, Perception (7) 57, Resistance: Magic (1) 27, Resistance: Stamina (2) 30, Resistance: Will (2) 32, Rope Mastery (3) 28, Signaling (3) 26, Duping (4) 31, Trading (3) 26, Power Point Development (0) 17, Runes (3) 26, Navigation (1) 16, Sailing (7) 48, Armor Skills (1) 23, Endurance (10) 91, Jumping (2) 28, Swimming (3) 33, Disguise (3) 36, Pick Pockets (5) 52, Stalking & Hiding (5) 54, Streetwise (4) 41, Trickery (5) 46
 Resistance: Magic (1) 27, Stamina (2) 30, Will (2) 32
 Languages: Elven (S4/W3): 31/26, Common (S6/W5): 41/36

Pirate Captain - Raven - Human Rogue (6)

Hits: +91 PP: +10 Init: +13 DB: +57 BMR: 12

RR Bonuses: Stamina +38 Will +31 Magic +19

St: 82 +8 SD: 56 +3

Co: 68 +4 Qu: 92 +11

Ag: 91 +12 Re: 63 +3

In: 51 +2 Pr: 66 +4

Weapon Skills:

Weapon: Shortblades +79

Weapon: Crossbow +45

Weapon: Thrown +65

Armor: Soft Leather (DB +35, Maneuver Penalty: +0, Casting Penalty: +2)

Talents/Abilities: Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Tap Personal Mana, Focus Style (Gestural), Focus Style (Verbal), Subtle

Key Skills: Acrobatics (3) 30, Climbing (5) 45, Brawling (4) 40, Appraisal (13) 61, Crafts: (3) 30, Healing (1) 10, Lore: Local Region (2) 16, Perception (6) 35, Resistance: Magic (1) 19, Resistance: Stamina (4) 38, Resistance: Will (3) 31, Rope Mastery (2) 25, Signaling (1) 10, Trading (6) 36, Attunement (2) 14, Power Point Development (0) 10, Runes (1) 10, Navigation (14) 63, Sailing (21) 86, Armor Skills (1) 25, Endurance (12) 91, Jumping (1) 25, Swimming (4) 40, Dirty Fighting (ML) (1) 29, Stalking & Hiding (3) 45, Streetwise (7) 51

Resistance: Magic (1) 19, Stamina (4) 38, Will (3) 31

Languages: Elven (S4/W3): 25/20, Common (S6/W5): 35/30

Pirate First Mate - Elf

Warrior Mage (4)

Hits: +75 PP: +66 Init: +18 DB: +20 BMR: 11

RR Bonuses: Stamina +26 Will +19 Magic +43

St: 81 +7 SD: 59 +2

Co: 61 +3 Qu: 79 +9

Ag: 81 +8 Re: 56 +3

In: 56 +4 Pr: 80 +10

Weapon Skills:

Weapon: (melee) Cutlass +65

Weapon: (missile) Crossbow +55

Armor: SL Bracers (DB +2, Maneuver Penalty: +0,

Casting Penalty: +0)

Talents/Abilities: Enhanced Senses, Quiet Stride, Night Vision, Tap Personal Mana, Focus Style (Gestural), Focus Style (Verbal), Lightning Reflexes

Key Skills: Climbing (1) 20, CS&M: Paired Weapon (ML) (6) 55, CS&M: Two Weapon (3) 30, Herbcraft (2) 17, Lore: Local Region (1) 11, Perception (4) 36, Resistance: Magic (3) 43, Resistance: Stamina (3) 26, Resistance: Will (2) 19, Attunement (2) 18, Power Point Development (4) 66, Animal Handling: Horse (2) 24, Navigation (7) 42, Riding: Horse (2) 20, Sailing (4) 31, Tracking (2) 16, Armor Skills (2) 25, Endurance (10) 75, Swimming (2) 25, Stalking & Hiding (2) 45, Arcane Bolt (2) (4) 25, Counterspell (1) (3) 20, Unlocking Ways (2) (2) 15, Water Breathing (5) CoM (6) 35, Bladeturn* (5) (7) 40, Magic Shield (3) (5) 30, Reload Weapon (5) CoM (5) 30, Steel Skin (4) (4) 25

Resistance: Magic (3) 43, Stamina (3) 26, Will (2) 19

Languages: Racial (S6/W5): 37/32, Common (S4/W3): 27/22

Pirate Mage - Human

Mage (4)

Hits: +75 PP: +82 Init: +17 DB: +14 BMR: 10

RR Bonuses: Stamina +26 Will +39 Magic +45

St: 51 +1 SD: 71 +7

Co: 61 +3 Qu: 71 +7

Ag: 61 +3 Re: 86 +10

In: 88 +10 Pr: 87 +8

Weapon Skills:

Weapon: (melee) Cutlass +39

Weapon: (missile) Dagger +9

Armor: No armor.

Talents/Abilities: Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Sense Magic, Tap Personal Mana, Focus Style (Gestural), Focus Style (Verbal), Eloquence, Cantrips

Key Skills: Singing (1) 23, Storytelling (1) 23, Appraisal (2) 30, Crafts: Cartography (3) 28, Healing (1) 25, Lore: Local Region (2) 30, Lore: Ancient Civilizations (1) 25, Perception (3) 32, Resistance: Magic (3) 45, Resistance: Stamina (2) 26, Resistance: Will (3) 39, Trading (1) 23, Arcane Lore: Spells (1) 25, Attunement (4) 40, Cantrips (CoM) (2) 27, Divination (CoM) (1) 25, Power Point Development (7) 82, Runes (4) 40, Navigation (2) 30, Sailing (1) 18, Armor Skills (1) 9, Endurance (7) 75, Jumping (1) 9, Swimming (2) 14, Stalking & Hiding (2) 20, Counterspell (1) (1) 32, Detect Magic (4) (4) 62, Water Vision (5) CoM (5) 67, Elemental Bolt: Water (4) (5) 67, Icy Mist Wall (4) (8) 82, Passing (3) (4) 62, Sleep (4) (4) 62, Water Wall (5) (5) 67

Resistance: Magic (3) 45, Stamina (2) 26, Will (3) 39

Languages: Elvish (S5/W3): 45/35, Common (S6/W5): 50/45

Appendix A: Selkies and the Aquatic Culture

This appendix was previously published as an article in the March 2005 issue of *The Guild Companion* and is included here for the benefit of GMs who desire all the relevant material in one place.

SELKIES

Racial Characteristics

Race	St	Co	Ag	Qu	SD	Re	In	Pr	End.	PP	Stamina	Will	Magic
Selkie	0	+3	+2	+2	0	0	0	+4	+30	+30	15	+5	+10

Base Height and Weight

Race	Base	Base	Weight
	Height	Weight	Modifier
Selkie, Male	6'0"	250	6
Selkie, Female	5'4"	150	4

Starting Ages

Race	Adulthood	Lifespan	Increment
Selkie	17	80	2

Demeanor

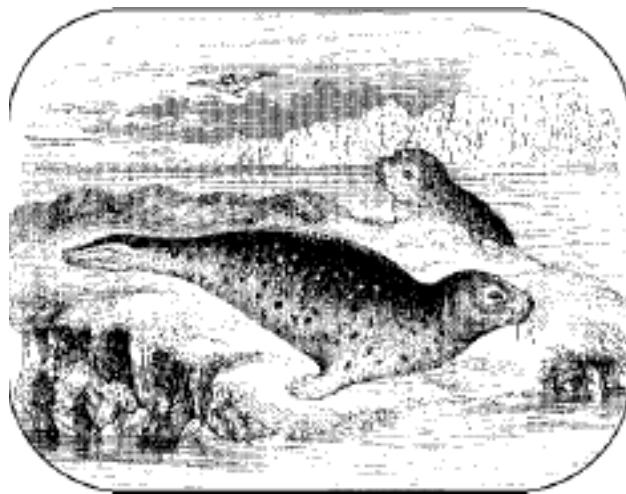
Selkies are a gentle folk who appear to be Grey Seals but have the ability to take human form by casting off their seal skins. They are also known as Silkies, Selchies, or Roanes.

Selkies prefer cold open waters for feeding, generally traveling alone or in small groups when looking for food. Their diet consists of fish, squid, octopus, and small crustaceans, with an occasional seabird as well. In human form, they will eat most things that humans eat, but retain their preference for seafood and meat.

Selkies will often gather in larger groups on isolated shores to dance in the moonlight, or on sunny days may be found basking in the sun on outlying rocks, either in seal form or often in human form. If disturbed while in human form, they will quickly grab their seal skins and rush back to the safety of the sea.

Young Selkies, especially the males, often develop wanderlust, travelling great distances, exploring both the waters and nearby lands along the shores of the lands.

During this time of wandering, male Selkies are very amorous and often make expeditions ashore to court human women, particularly those unsatisfied with their current relationships. Selkie males will seldom stay with these women, preferring to return



to the sea and their travels fairly quickly.

It is said that should a woman wish to have an encounter with a Selkie, she should make her way to a suitable rock along the shore, then at high tide, shed seven tears into the sea. A young Selkie male will come ashore shortly, removing his seal skin and approach the woman as a handsome young man.

Usually after three to five years of wandering, Selkies will settle down, often, but not always, returning to the waters where they were born.

Selkie women do not normally seek human lovers, but occasionally a human male will obtain the seal skin of a careless Selkie. The beautiful maiden is then trapped in human form and is forced to marry her captor and bear him children. Often the Selkie or her children will eventually find the hidden seal skin and she will return to the sea.

While Selkies may have an adventurous youth, they normally eventually settle down into a monogamous relationship with another Selkie. Young are usually conceived in a four to six week period in the spring when Selkies gather in larger groups ranging from a dozen to close to two hundred on isolated beaches and shores on clear spring nights, courting each other and celebrating reunions with friends. This leads up to the Midsummer's Eve festival when many marriages are formalized and

many pups are conceived. Gestation lasts from ten months to a year, with most pups being born in early spring. Females usually give birth to a single pup at a time, but occasionally give birth to twins.

The offspring of Selkie and human unions are normal humans, but often have webbed hands and feet.

Appearance

In seal form, Selkies resemble Grey Seals. The males are much larger than the females, often weighing up to three times as much. In seal form, males range from 375 pounds up to 880 pounds. Females range from 220 pounds up to 572 pounds.

Selkies in human form will weigh roughly half of what they weigh in seal form. They usually appear slim and graceful when in human form, although older males will start to appear bulkier with thicker necks and shoulders and larger rounded noses. Selkies that spend a considerable amount of time in human form tend to stay near the lighter end of the scale, the Selkies that spend most of their time in seal form are the ones that reach the larger sizes.

In seal form, males can grow close to ten feet long although slightly over eight feet long is more typical. Females can reach a length of seven feet. Selkies in human form will be slightly more than three quarters as tall as they are long in seal form, averaging 6'0" for males, 5'4" for females.

In seal form, selkies vary in appearance from being whitish with black markings to being almost black with white specks and blotches. Generally the males are darker in color than the females. Actual coloration varies considerably, all shades of gray, brown, black and silver may be found.

Pups are born white with a yellowish tint. The eyes are usually large and dark in color and are the one feature that changes very little between seal form and human form.

In human form, young Selkies usually have very white unblemished skin, as they get older the skin color darkens, again, the females are generally lighter and the males darker. The skin usually remains unblemished although there may be some light freckling that is reminiscent of the speckles and blotches on the seal skin. Hair is usually dark in color.

In human form, selkies will adopt the clothing

and styles of the population they are mingling with, although they tend to avoid wearing fur or skins, preferring to wear cloth garments. In seal form Selkies do not wear clothing and seldom wear any sort of decoration. On rare occasions they will wear a favourite necklace.

Lifespan

Selkies have an average lifespan of 80 years although a few exceptional individuals have lived as long as 100 years.

Culture

Selkies normally have Aquatic Culture as their default culture, but if a Selkie was captured in its youth, or for some other reason spends most of its life on land in human form, they could belong to any of the cultures available to humans.

Special Abilities:

Shapechanger

Selkies appear to be Gray Seals in most respects, but have the ability to cast off their seal skins and assume human form. Selkies require the seal skin to return to their seal shape, and if this is stolen or lost they become trapped in human form.

Intense Eyes

Selkies in human form appear very beautiful and almost irresistible to normal humans. They have the Intense Eyes talent, which gives them a +10 to all skills in which they interact with other people (Duping, Bribery, Interrogation, Diplomacy, Seduction, etc). Their eyes must be visible to whomever they are talking to for them to gain this bonus.

Strong Lungs

This talent allows Selkies to hold their breath for 10 seconds plus 1 minute per Constitution bonus, minimum 10 seconds in human form, minimum of 10 minutes in seal form. In seal form Selkies can also dive up to 475 feet deep.

Aquatic Culture

(adapted for HARP from RMFRP Races & Cultures)

There are many races that live below the surface of the water. Some races, such as Merman spend most of their lives below the surface, others such as Selkies, venture onto land, but are most comfortable in the water. These races live in small communities and in great cities, close to shore and at the bottom of the ocean.

In some ways, life is not so different for these submarine races as it is for folk who live on dry land. Aquatic societies must harvest and gather food, breed and raise families to perpetuate themselves. In the cities folk gather to scheme over power, wealth and knowledge. Nations form and sometimes dissolve. Civilizations go to war with other over territory, wealth and, sometimes, nothing more than pure hatred.

But on the other hand, it simply will not do to just transplant land-based culture templates and impose them on Aquatic societies. Aquatic races are different from land-based races in terms of their physiology, which in turn affects the skills that they practice during adolescence. It affects the races with which they frequently come in contact and the neighbours with whom they must learn to get along (and therefore the languages that they know as a matter of course). And the fact that they live immersed in water affects the clothing that they wear, the gear that they carry and the weapons that they use.

Preferred Locations

Aquatic cultures are found in the oceans and large lakes, wherever underwater races can find enough room to spread out. Most Aquatic communities take hold on the continental shelf, relatively close to a major land mass. But some civilizations live on the seabed in the deep ocean.

Demeanor

Aquatic cultures mirror their land-based counterparts in some of the ways in which they view their place in the world. Some Aquatic folk are content to live in small settlements, harvesting underwater plants, hunting fish and gathering shellfish to feed themselves. Others build great cities and nations and fancy themselves conquerors as mighty as any land-based realm.

Aquatic folk are, as a general rule, suspicious of all land-based creatures and races. They feel more comfortable around other water-based races, and they feel this elemental bond even with their underwater enemies. This doesn't mean that Aquatic races never associate with or accept help from land-based beings, but it does reflect the fact that almost all Aquatic races have great difficulty functioning in land-based environments.

For most Aquatic beings—even many of those

that are truly amphibious—spending too much time out of the water is unnerving, if not fatal. As sailors fear death by drowning, Aquatic folk fear death on land.

Clothing & Decoration

Aquatic folk scarcely bother with clothes, as landbased beings know them. Most plant fibers, as well as all wool, furs and animal hides simply degrade too easily when constantly soaked in water (especially seawater). And besides, those garments become dead weight when saturated. Many Aquatic folk don't bother with clothes at all. When they do, they dress in simple garments woven from seaweed fibers. Sometimes they are nothing more than loincloths worn out of modesty.

The wealthier Aquatic civilizations have just as much jeweled finery as their land-based counterparts, however, and do not hesitate to wear it as a demonstration of wealth and social status.

Starting Languages

Racial Language (S 6/ W 5) Common (S 4/W 3)

Adolescent Skill Ranks

Cultural Skills	Aquatic	Cultural Skills	Aquatic
Ambush	0	Locks & Traps	0
Animal Handling	0	Lore (Local Region)	2
Appraisal	0	Navigation	2
Armor	0	Perception	2
Attunement	0	Riding	0
Climbing	0	Runes	0
Crafts *	1	Stalking & Hiding	2
Endurance	2	Swimming	3
Healing	1	Tracking	0
Herbcraft	1	Weapon Skills**	2
Jumping	0	Weapon Skills ***	2

*Select one craft skill

**Select one melee weapon group

***Select one missile weapon group

THE ECHOES OF HISTORY

This adventure was written for The Echoes of Heaven Campaign Setting, but it can easily fit into any setting with a sufficient degree of magic (or Undead). In this adventure, the characters will happen upon a ruined garrison fort on the border between two countries. There, they will find themselves magically reliving the events that destroyed the garrison many years ago. If the characters can unravel the tragedy of the garrison's fall, they can escape. If not, they may be trapped reliving that final battle for all eternity.

This adventure involves ancient ruins, desperate war, and a hidden threat. Parties should find an interesting mix of role-playing and fighting, although the adventure can quickly become hack and slay if that's the party's desire. The adventure is aimed at 8th level Rolemaster or HARP characters. For more on The Echoes of Heaven Campaign Setting, visit .

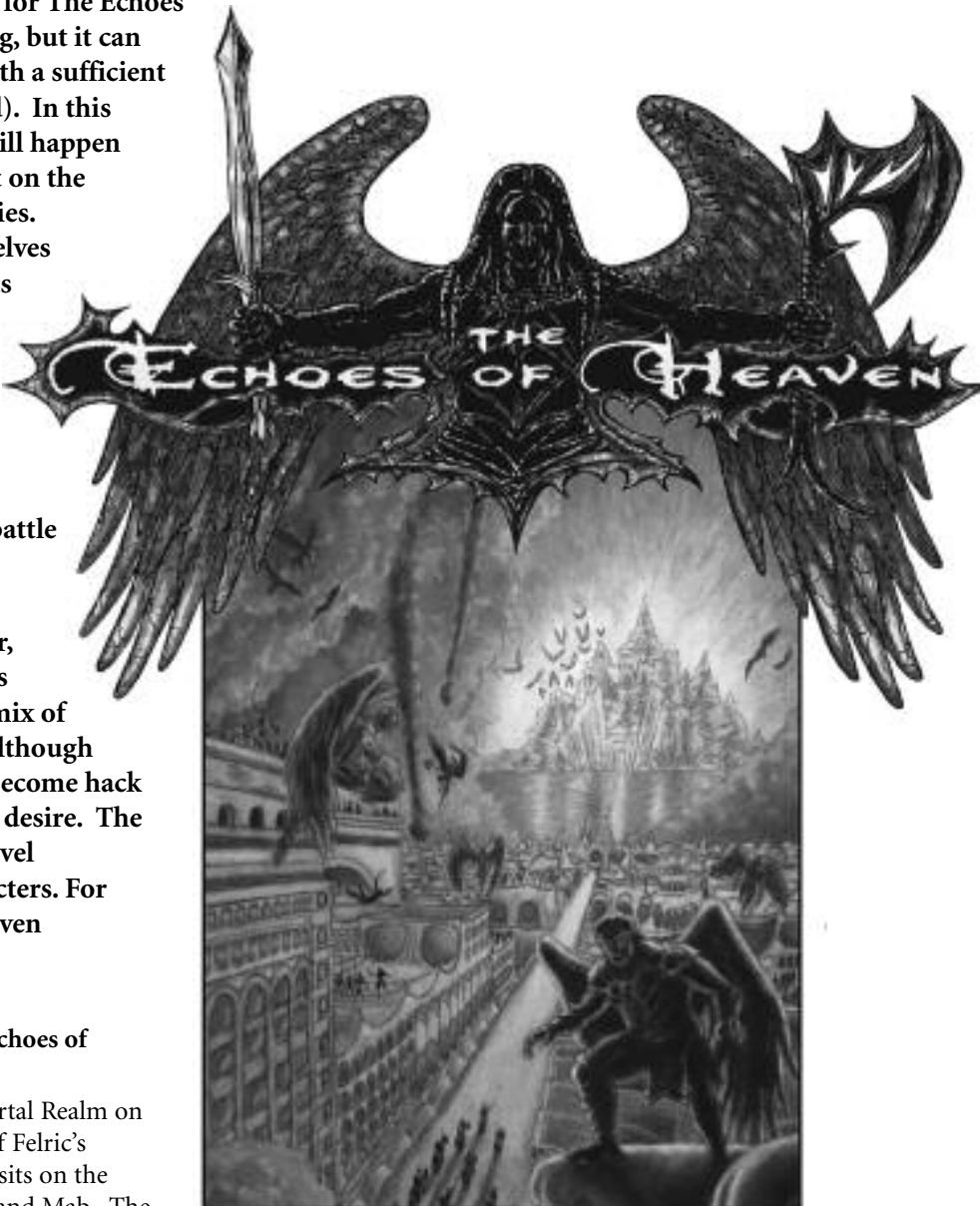
Using this Adventure in The Echoes of Heaven

This adventure is set in the Mortal Realm on the edge of the western lands of Felric's Redoubt. The ruined garrison sits on the border between Felrican lands and Mab. The adventure as a whole fits neatly between episodes two and three of The Moving Shadow. It takes place shortly after the events of The Festering Earth. At this point, the characters should still be located in Felric's Redoubt, recovering from their struggles with the Gluttony Demon.

Each adventure in The Moving Shadow is advertised as *An adventure that spans 10,000 years.* That theme becomes more obvious in Episode 6 of The Moving Shadow, but it occurs here as well.

Using this Adventure in Another Campaign

This adventure fits very neatly into The Echoes of Heaven. Still, there's nothing about the adventure that excludes it from play in other worlds. In this adventure, we use Ulcers as the mechanism for creating the adventure setup, but the cause isn't actually important to the execution of the adventure. This could just as



easily be caused by a magical effect (say a failed ritual experiment). It could also be explained by a savage haunting, although you'd need an explanation of why it's causing problems now and hasn't in the past (but then again, maybe it has, and people have just avoided it until now).

The truth is, the cause of this Ulcer is never known by the characters in an Echoes of Heaven campaign. A small hint or two as to the cause should be enough to allow characters to draw their own conclusions. For instance, the character could be told of a mage who'd set up shop near the fort in the recent years. Word that he's died in a massive magical detonation should give characters all the cause they need for the garrison's sudden antics.

Ulcers

There will be much talk of Ulcers in this adventure. For those who don't own The Echoes of Heaven Campaign Setting, an Ulcer is an infection in the fabric of reality, a place where Hell has become a part of earth. In an Ulcer anything is possible and reality breaks down. Ulcers allow for any kind of adventure as you can see in this scenario. There is one way to destroy an Ulcer. The characters must kill every bit of true evil inside. Only when there's no evil to anchor it will the Ulcer finally dissolve (often spectacularly).

Adventure Background

Months ago, a party of adventures (possibly the same party playing this adventure) braved an Ulcer and tried to throw a holy relic into its maw. Their intention was to close the Ulcer, but what they did was create an Unholy Relic that can warp the fabric of space and infect it with the power of Hell. In a word, the relic (a splinter of the throne of God) can create Ulcers.

The splinter fell into the hands of a Demon of Gluttony, who used it to create an Ulcer inside the city of Felric's Redoubt. The Demon then used the power of the Ulcer to corrupt the Guildmaster of the Bucklemaker's Guild, turning him into a serial killer. He then hid the Splinter, and when a party of adventurers (possibly the same going through this adventure) destroyed him, the Splinter was nowhere to be found.

But there was a greater plan at hand. The Demon of the first Ulcer had attempted to use the Unholy Splinter to make his Ulcer prematurely permanent.

There was more at work, however. A Duke of Hell named Morthorn had been trying to create an artifact that he could use to take over the Mortal Realm. He couldn't do it without the willing contribution of another Demon (which wasn't likely without giving him half the world). Instead, he discovered this plot with the Splinter and made some adjustments of his own. It was his work and his plan that created a relic that could convert the fabric of the world into Hell. Ulcers usually happen naturally, but he could accelerate the process, and all he needed was the completed Splinter.

During the adventure in Felric's Redoubt, Morthorn's servants found the Splinter hidden in Hell. He retrieved it and now he has it in hand. He has a plan for it, centered in the permanent Ulcer of the fallen Dwarven kingdom Uzar.

But first, he must test it.

Morthorn appeared in the lands west of Felric's Redoubt. There he's found a ruined garrison fort. Inside, he used the Splinter, detonating it and creating an Ulcer. It worked, but Morthorn's plan went beyond this. Most infernal creatures try to take control of an Ulcer when it forms, then hold it long enough for the Ulcer to become permanent. Morthorn abandoned the Ulcer. Let the Witch-Hunters sort it out.

He has much grander schemes.

Setup

Felric's Redoubt is safe. A serial killer has recently roamed the streets, killing people and devouring their larders. A band of adventurers discovered the mastermind behind it, a Gluttony Demon, and destroyed it and its Ulcer. Now the characters lick their wounds and the city heals.

The party is called to the mansion of the Bishop (who exactly is bishop depends on the events of The Festering Earth). The bishop looks weary and haggard, but he's been recovering since the end of the murders. Still, there's something new now, bothering him.

He outlines the problem quickly. Something has happened at an old ruined garrison fort on the far edge of the Dukedom of There (pronounced like ifeari). The Duke sent knights into the fort, but they didn't come out again. The Duke has sent to the Church for help. The Bishop, still consolidating his power, wants to handle it before the Witch-Hunters

discover the problem and save the day. He needs to show that he can protect his flocks, and so he taps the party.

The party, presumably, starts off. It takes about a day and a half to get there by foot, but the Church will supply horses if they need them. That cuts travel to a bit under a day.

Arriving at the Garrison Fort

Leading up to the year 1504, attacks from the Mab launched into surrounding areas. The Ludremonians eventually answered by conquering the Mab but before that Felric's Redoubt put up a wall and manned it with garrison posts. When Mab fell to Ludremon, the forts collapsed into disrepair. Now the wall is little more than a regular crease in the landscape and many of the garrison barracks have crumbled to nothing.

This garrison fort has lost the entire first floor and the wall has collapsed into an overgrown mound. The walls of the basement still stand relatively strong, but the doors have rotted to slime. The stairs still stand, but there's no way to get from the stairs that lead to the first floor to the stairs that lead down to the basement.

Fortunately, that won't be a problem.

The characters don't see the ruins quite as they expect. They can still make out the ruins as they really are, but they almost need to squint to make them out. Superimposed over the image is the ghostlike form of the garrison fort as it once was. A ghost wall extends in both directions, some eight feet high, plus crenellations. It reaches one hundred yards in either direction. The characters can see the ghosts of soldiers manning the place.

As the characters approach, they see crazed barbarians from Mab charge the wall. Since the Mab haven't been barbarians since the Ludremonians conquered them, it should be obvious that these are ghosts as well (and like the rest, they are slightly transparent). As the party approaches this horde of barbarians clash into the defenders. The defenders man the wall, but there are only thirty-four men total and they fall one by one. Then the Mab overrun the fortress. As the characters continue to ride forward, they can see the bodies lying there. Then, suddenly, the dead ghosts vanish and everything goes back to the way it was before.

The characters might try to attack these ghosts,

but nothing they do can touch the Undead (not even weapons specially designed for that purpose). The ghosts don't seem to notice the characters at all. As the characters investigate, they find all the ghost walls and floors and doors are solid to them, even if the people aren't. If they look hard, they can see through the upper story walls and floors, but otherwise the ghost fortress looks even more real once they're inside it.

The characters should realize that this is an Ulcer. If they don't, relevant skill checks (Planar lore and the like) should set them right. For the moment, only the garrison building is real to them. They can see the sun through the walls. They can move the beds if they like. Still the ghosts notice nothing.

This continues until they fight the Ulcer Creature in the Sergeant's Quarters. See below for more details.

The Garrison Fort

The garrison fort is the location of this entire adventure. At this stage, the characters will probably investigate.

1) The Wall: The wall is eight feet high and ten feet wide. It once ran the length of the border, with garrison stations every mile or so along the length and a beacon fire atop the garrison. They had enough visibility to see the Mab miles off and they could usually pool enough troops in any one location to hold off the barbarians. The Mab snuck over all the time, but they usually failed to make it across en masse.

2) Stairs: These stairs have a low rise and carry the characters up eight feet to the garrison's first floor. There's no railing. A reinforced door leads into the garrison.

3) Great Hall: Here the soldiers gathered. Great tables seated 34. A large fire burned in the center of the room, exiting through a smoke hole in the roof. In the northeast corner, a ladder leads to the roof, where lookouts watched for the Mab. In the southeast, stairs lead down to the barracks.

4) Lesser Hall: Here a great fire pit stood in the center of the floor, made with a metal and stone base to protect from fire and supported by the load-bearing wall of the Sergeants' Quarters below. The smoke exited through a hole in the roof.

5) Pantry: Here the garrison stored its food.

- 6) **Buttery:** Here the garrison stored its drink.
- 7) **Officer's Quarters:** Here the garrison commander lived. It's simply furnished with a bed, a wardrobe, and a writing desk.
- 8) **Barracks:** Here ten sets of triple bunk beds housed the troops. Foot lockers stand at the base of each.
- 9) **Sergeants' Quarters:** There were typically 2-3 sergeants stationed here. They lived in this room, simply, but with privacy unknown to the common troops. They kept their equipment in foot lockers as well. There is currently an Ulcer Creature here. See the next section.
- 10) **Jacks:** Here the soldiers had their latrines.
- 11) **Storeroom:** Here the garrison keeps its stores. At the moment, they use it as a impromptu prison.

The Ulcer Creature

Over the years the garrison stood, the soldiers poured all their sweat and much of their blood into living and fighting here. The stones remember; with the formation of the Ulcer, all these fluids and their corresponding pain has formed into a creature of rage and horror. It stands eight feet tall, amorphous but with a tendency to mimic human forms. It's made of salty sweat with streamers of blood swirling inside.

The characters can fight the Ulcer Creature until it's dead (in fact, they have no choice unless they wish to give up on the adventure and run). Everyone should know how to destroy an Ulcer, so tell them if they ask (no skill rolls required). You destroy an Ulcer by killing every evil thing inside. Since this is the only thing that they can actually fight, they might suspect that this is the end of the adventure. This is the only thing that might qualify as the infernal power that usually centers an Ulcer.

But when they kill the Ulcer creature, everything changes.

THE ECHOES OF HISTORY

As soon as the Ulcer Creature dies, they feel a sick wave flow over them. The walls shimmer and their vision darkens. When their vision clears, they see the walls are solid now. They can no longer see the light from outside. When they exit the room, guards see them and think they're intruders. Unless the party comes up with something very clever, they are

arrested immediately. If they do come up with something clever it needs to really be genius. Soldiers know there's no reason for anyone, even people of authority, to snoop in their sergeant's quarters without permission (and even if there were, they fear their sergeants much more than anyone else).

If the party has some interesting story, the guards take them to the sergeants and then the Commander. Neither are likely to buy a story. Even if the sergeants do, nothing can convince the Commander. He will order all tools removed from the storeroom, the doors barred, and the characters imprisoned there.

If the characters are on top of things, this should seem like a terrible disaster. They have no arms or armor (those are probably stored with the sergeants). They are locked away and the garrison is about to be overrun by screaming Mab again. In fact, if they mention it, the guards will scoff that no Mab have attacked in months. They're back before the event.

And now the ghosts can kill them.

The Mab Prince

About this time, the characters should notice that there's someone else prisoner in the storeroom. The son of a Mab Chieftain dying in one corner, too beaten and bleeding to do anything to save himself. His hits are at -8, but he's stable. If the party heals him, he will come around, but he won't say anything other than to curse the garrison over and over again (about this time the players might realize that they can speak with all the ghosts without language barriers . . . an effect of the Ulcer.)

If the characters talk to him long enough, he'll start talking about all the ways in which the Mab are going to kill them. He's convinced that his father will launch a rescue mission. He's convinced that it will arrive at any moment.

This is why the Mab are coming. They aren't bloodthirsty barbarians after all. They just want to rescue their prince.

The Assault

While the characters work on their escape, or talk their way out, the Mab attack. The battle rages around the garrison and the characters might or might not escape. If they escape, allow them to take whatever actions they want. Unless they kill the garrison commander (more on that below), they

probably are swamped. If characters die, then so be it, but if the characters are merely wounded (or lifekept in Rolemaster and HARP) or just dying, then they are completely healed when the battle ends. Everything resets.

An Eternity of War

If a character dies, he resets as one of the ghosts of the garrison. If the characters have some way to bring him back to life, doing so restores him to being a real person. Otherwise, they will vanish when the Ulcer collapses.

The characters should realize by now that they are caught in a loop. They must continue to relive the events of that last day over and over until they're all dead. Then they will become a part of the nightmare, fighting forever as the Ulcer slowly expands. Eventually, like all Ulcers, it will consume the entire world.

When a reset occurs, no one will remember the characters any longer. Dead PCs will have some slight sympathy for them, but will more likely argue against them harder because of their military discipline. If a character dies who loves to role-play these types of situations, take them aside and explain to them the implications of their death. If they feel they can handle it, allow them to continue playing, now against the PCs.

The Attack

About this time, the events of the attack should become very important. The attack proceeds like this:

First, fires go off on the garrisons to the left and right. Each of them have had diversionary attacks appear on the horizon. The garrison begins to rally at this point and they call the Commander to the roof in an attempt to figure out which of the neighboring garrisons they'll support.

It's then they see Mab of their own on the horizon. The commander curses. Slowly the truth dawns on the garrison. Since both of the garrisons flanking them have lit their fires, when this garrison does, they will both take the fire to mean they're relaying the initial call for aid, not adding one of their own. They might realize that it's a diversion when they spot the troops attacking this garrison, but by then, it will probably be too late.

The garrison rallies and turns out all 34 men,

including the commander. The Mab, who've approached stealthily to within a mile of the garrison, suddenly attack. There are at least 500 of them. The garrison begins with arrows and bows. They manage to fire about ten volleys at the Mab on the way in. The 300 arrows manage to kill about thirty Mab.

The Mab carry cabers, twenty foot long logs that they throw from one end. They hurl them at the last moment, and about five manage to flip perfectly and land tipped gently against the walls. Then the Mab surge up the logs.

This still makes for awkward fighting, and they fall by the dozen. Eventually, after about 200 Mab fall off the cabers or become wounded, the first group manages to kill enough of the defenders that they get onto the wall. They hack and hold long enough for more to run up that caber (about half fall off, but most aren't hurt badly and can just take another run).

With that, the battle moves onto the wall, and the number of the Mab are overwhelming. By this point there are about 15 defenders left against 250 Mab and the defenders no longer have a superior position.

The remaining defenders on the wall quickly fall, leaving the Commander, one sergeant, and three soldiers on the roof. The Mab burst in through the door and scale the walls. They come up all the walls and the ladder at the same time. The remaining defenders fall. The Mab rage through the garrison, hacking down everything but their prince. When all defenders and PCs are dead or downed, everything resets.

Breaking the Cycle

The climax really starts the first time the characters get to fully fight in the attack. About this time, the characters should suspect who the real villain is. It's the Commander, and since a Demon has yet to take this Ulcer over (since it was created artificially no Demons have arrived) this man, or rather the memory of this man, is the great focus of the Ulcer's evil. This leads to two possible ways to destroy the Ulcer.

Killing the Commander

The obvious way to end the Ulcer is to kill the Commander. Characters can find him on the roof of the garrison. There, he's guarded by three soldiers and one sergeant. The characters will have to deal with all these people. Finally, they should be able to

kill the Commander.

You must decide whether or not this is the victory condition for destroying the Ulcer. If it is, things immediately begin to change. The commander roars and transforms into a great dark cloud of evil. The cloud rises into the air then explodes, washing away the soldiers and the Mab alike. The garrison shimmers and vibrates and before the characters can flee, the ghost garrison vanishes.

The characters don't remember hitting the ground, but they wake up later in the basement of the ruined garrison, covered in dust and bruises. When they come out, they find themselves back in the world the way they remember it. No more ghosts. No Ulcer. No idea of how much time has passed. Just the sun setting in the west, over Mab.

Healing the Wounds

Or alternately (at your discretion) when the characters kill the commander, nothing changes. He drops down dead and the Mab swarm the walls. The soldiers cry out at the characters for killing them all. The lines fall apart and the soldiers die one by one, screaming in terror and agony. When the characters drop, everything resets. Characters who actually die become ghost soldiers, like last time.

By this time you can speed through things like their capture and imprisonment and if they've found a decent way to escape, their escape too. Hopefully, they felt the tragedy of the death of the guards deeply enough that they realize that killing the Commander isn't enough. They have to end the evil of the event itself. Somehow, they have to save the garrison.

In this version, two things must happen. One, the characters must kill the Commander. Two, the characters must save the garrison from destruction. There are a few ways they can do this.

Military victory. In this ending, the characters either aid the commander (and kill him later) or kill the commander and somehow take charge. Here, they must rely on their tactics and military might. Possibly, they just place themselves at the choke points and try to kill 100 soldiers each. This seems farfetched, but there are gaming groups who've accomplished such feats. In fact, they don't have to kill all 500, if 100-200 die and the party seems invincible, the Mab will withdraw in an attempt to replan their assault. If the Commander is dead, or if

the party kills them now, the Ulcer could end here. Either way, they must either set the prince free or state they intend to.

Diplomatic victory. In this ending, they stop the war by getting the Mab to call off their attack. This is more difficult than it looks. The Mab feel they've been betrayed too many times for them to readily accept that this is over. If the characters can somehow convince the Prince to talk to them, this goes a long way. If they throw the commander's head or body to the Mab, this helps as well. Skill rolls can't get a party through this. They have to role-play this out and it should be very tense. Nothing the characters do will convince the Mab if the commander is still alive.

If the characters do not end the Ulcer this way, things continue to the end and then it resets again. This continues until all characters are dead or the Ulcer collapses.

When the characters fulfill this victory condition, the black cloud of evil rises from the body of the commander. It then bursts outward like in the above ending, leaving the characters unconscious on the floor of the ruins.

Choosing the Proper Ending

You must choose which ending is right for your group. If they are hack-and-slay players, but they have little in the way of overwhelming tactical ability, then the first ending is probably best for them. Here they bash their way through all their problems until there is nothing left to bash. Then, their combat prowess is rewarded at the end.

If they are great tacticians or roleplayers, then go with the longer ending. They'll enjoy either holding the garrison or negotiating the truce.

You could even wait to decide. In this case, see how much the players are into the adventure. If they seem hooked enough, run the second ending. If the repeating events have begun to wear on them (it does with some groups) then use the first ending.

The only hitch is that while it's easy to switch from the first ending to the second, it's very hard to go the other way. It might be impossible, but if you allow them to kill the Commander and it doesn't end the Ulcer, you could come up with some other condition to end things (maybe freeing the prisoner and killing the Commander are required, but not saving the soldiers). Either way, base the ending on

your group and the amount of fun they're having.

Aftermath

Characters that were dead remain dead. Their bodies lie in the ruins, however, among three dead knights, who they remember as one of the sergeants and two of the soldiers from the garrison. They've been dead only as long as the character's subjective time. If the characters have only experienced five hours since the death, that's how long the characters have been dead. If the party wishes to find a way to restore them, then they've been dead for that long for the purpose of raising the dead.

The characters may wonder if what they experienced was real or illusion. If they check the histories, nothing has changed. The Mab destroyed the garrison. Everyone there died but the prince. The Mab rescued him.

The characters likely return to Felric's Redoubt. There, tales of their exploits spread through the city. If they played The Festering Earth, the reaction might be a bit of a let down. The people of the city like them, and they celebrate the characters when the opportunity arises (this usually involves buying them a meal or a drink). But the characters experience none of the hype they gained saving the city. In fact, most people that meet them probably still talk about the Gluttony Demon, mentioning their more recent accomplishments only in passing.

Continuing to On Corrupted Ground

If you wish to run the third episode in The Moving Shadow next, matters are simple. On Corrupted Ground begins in Felric's Redoubt, at the beginning of the winter. As long as the characters are there at that time, matters are easy. If they stray too far, even then Cardinal Gleann's agent can probably track them down.

If after assigning experience from this adventure, the characters haven't reached 9th level in Rolemaster or HARP, then a little extra adventuring might be in order. Conversely, you might give them some extra experience point awards to get them to the next level. Either way, they should be ready to venture into the Lost Kingdom of the Dwarves.



1 square = 5 foot

ROLEMASTER STATS

The following stats are for Rolemaster.

Ulcer Creature

Level: 20	Size: L	MS/AQ: SL/FA
Base Move: 50	Max Pace: Spt	MM Bonus: +0
Hits: 120	Crits: LA#	AT (DB): 3(20)
Attacks: 150 HBa		

Mab Barbarian

Level: 5C	Size: M	MS/AQ: MD/MD
Base Move: 45	Max Pace: Spt	MM Bonus: +10
Hits: 86D	Crits: —	AT (DB): 7(30s)
Attacks: 79 Bs		

Garrison Soldier

Level: 5C	Size: M	MS/AQ: MD/MD
Base Move: 40	Max Pace: Spt	MM Bonus: +10
Hits: 109D	Crits: —	AT (DB): 10 (30s)
Attacks: 95 Bs		

Garrison Sergeant

Level: 10E	Size: M	MS/AQ: MD/MD
Base Move: 40	Max Pace: Spt	MM Bonus: +20
Hits: 143E	Crits: —	AT (DB): 18(30s)
Attacks: 122 Bs		

Garrison Commander

Level: 15	Size: M	MS/AQ: MD/MD
Base Move: 40	Max Pace: Spt	MM Bonus: +30
Hits: 162	Crits: —	AT (DB): 18(30s)
Attacks: 135 Bs		

HARP STATS

The following stats are for HARP.

Ulcer Creature

Level: 20	Size: L	BMR: 16'
Init: +20	DB: +60	Hits: 200
Stamina: +115	Will: +115	Magic: +115

Attacks: 130 H-Crush

Special Abilities: Immune to stun and bleeding.

Important Skills: Perception (16) 66.

Mab Soldier

Level: 5	Size: M	BMR: 11'
Init: +13	DB: +64	Hits: 95
Stamina: +35	Will: +37	Magic: +37
Attacks: +57 Broadsword		
Special Abilities: Extremely Nimble, Shield Training.		
Important Skills: Acrobatics (3) 33, Climbing (3) 27, Brawling (5) 37, Blind Fighting (3) 24, Disarm Foe (3) 27, Perception (6) 40, Armor (6) 47, Jumping (2) 22		
Studded Leather (+30), Normal Shield (+25)		

Garrison Soldier

Level: 5	Size: M	BMR: 11'
Init: +16	DB: +93	Hits: 108
Stamina: +38	Will: +26	Magic: +24
Attacks: +99 Broadsword		
Special Abilities: Instinctive Defense, Lightning Reflexes, Shield Training.		
Important Skills: Acrobatics (2) 16, Climbing (1) 18, Brawling (6) 43, Blind Fighting (6) 34, Disarm Foe (3) 28, Perception (8) 45, Armor (14) 86, Jumping (3) 28.		
Studded Leather (+30), Normal Shield (+25).		

Garrison Sergeant

Level: 10	Size: M	BMR: 11'
Init: +16	DB: +93	Hits: 126
Stamina: +48	Will: +33	Magic: +34
Attacks: +113 Broadsword		
Special Abilities: Instinctive Defense, Lightning Reflexes, Shield Training.		
Important Skills: Acrobatics (2) 13, Climbing (1) 15, Brawling (9) 55, Blind Fighting (8) 45, Disarm Foe (4) 30, Perception (12) 60, Armor (14) 88, Jumping (3) 25.		
Chain Mail (+40), Normal Shield (+25).		

Garrison Commander

Level: 15	Size: M	BMR: 11'
Init: +18	DB: +100	Hits: 143
Stamina: +55	Will: +45	Magic: +46
Attacks: +123 Broadsword		
Special Abilities: Instinctive Defense, Lightning Reflexes, Shield Training.		
Important Skills: Acrobatics (2) 10, Climbing (1) 14, Brawling (10) 59, Blind Fighting (9) 51, Disarm Foe (6) 39, Perception (15) 68, Armor (14) 92, Jumping (3) 24.		
Plate and Chain (+50), Normal Shield (+25).		

HUNTING SEASON

Hunting Season is a Spacemaster adventure for 7th level characters. This adventure is designed for a well-rounded privateering crew, but with a little tweaking it could be altered for a mercenary crew or perhaps even a group who works for the government (military or espionage, for instance).

This mission involves a daring raid in Jeronan territory, and an attempt to rescue a “pirate king” from Imperial clutches. This adventure has a little of everything, stealth, ground fighting, moral dilemmas, roleplaying, and space combat. There should be something for almost every kind of player.



Adventure Background

In the days since the beginning of the war, several privateers have risen to eminence. These “pirate kings” are powerful privateers, successful and with great influence among other crews. Some of them are powerful only because of their success and the loot they capture. Others are beloved and have earned their loyalty through daring and friendship.

“Mad J” Hawkins is one of these privateers.

Three days ago, Hawkins was captured by Jeronan troops. Privateers throughout the ISC have lamented and contacts in the ISC Domestic Security Agency have tracked the ship that took him.

But this isn’t the only prisoner taken of late. Unknown to all but ISC Intelligence, an Agency of Military Intelligence Lieutenant Colonel and his crew were taken prisoner behind enemy lines eight weeks ago. So far, the Jeronans have yet to figure out who they hold.

The AMI has been trying to plan a rescue for some time but they’ve yet to come up with anything

foolproof and a failed military assault will alert the Jeronans that one of their prisoners is more important than they seem.

So instead, the AMI has reached out to contacts in the privateer community. Their plan is to stimulate a small privateer raid on the camp where the Lt. Colonel is housed. The fact that Hawkins is on the way to the same planet (and likely the same camp) has given them the perfect excuse. To that end, the military has trickled funds into the community, aimed at rescuing their man.

A Note on Railroading

Railroading is the act of forcing characters along a predefined course. Never railroad a party. This adventure might look tempting for railroading because it's written in a very linear fashion. We did this for the simple reason that the plot is straightforward. If the players want to go off book, let them. If they do something smart that short-circuits the plot, don't stop them, reward them. If they try to do something that seems suicidal, make sure they understand the tactical situation (nothing is worse than dying over a misunderstanding), then let the chips fall where they may. Role-playing is a collaborative effort, belonging as much to the players as the GM.

Setup

Hawkins is missing. He led a daring assault on a Jeronan transport fleet some three days ago. The transport fleet had a much larger escort than initially expected and the raid was a complete failure. Three privateers escaped, their ships heavily damaged, their crews wounded. They won't make it to a system for weeks yet, but they've sent word and the community has rallied.

Privateers from all over the ISC have received datanet messages. A call to action has risen. Privateers everywhere donate funds to the cause, but they want to move quickly. Due to the nature of space travel, only a few privateer crews are in position to follow Hawkins in a timely manner. DSA contacts have projected his destination planet and have planetary coordinates that indicate a location where prisoners have gone in the past.

The PCs receive the datanet call. It is two-fold. First, they ask for donated funds via bank transfers. The current pool is up to 10,000 credits. The second part of the call is looking for privateers to raid for

Hawkins. The planet is known, and it isn't high security. It's covered in wilderness fiefs and parklands. To the best of knowledge, there's only one fief that routinely seeks out foreign prisoners and brings them to the world. A single crew, quietly, might be able to get in and out.

Presumably, the party answers one or both of the calls. Three other privateers answer the second call, and the privateers who donated money each get a vote, weighted by monetary donation. The PCs should win, if not because of prior successes, maybe a big contributor knows them and has faith in them. Maybe the other three crews will just take too long to get there. No one wants to wait. They think a lion has him, and cats notoriously play with their food. The fact that this lion seems to gather foreign citizens and then carries them to a quiet and underdeveloped location only adds a sinister air to the mess.

Once the characters have been accepted, the timing of the funding depends on the trustworthiness of the party. If they aren't trustworthy, the funds will be released after the mission. If they have a reputation for honesty, the privateers will release the money to them before, so the characters can use it to supply.

There are other aids. A contact somewhere in the intelligence community leaked beacon codes to the privateers. These codes will allow the privateers to hack into Jeronan sensor satellites and become invisible. The only restriction to their use is that the leak has demanded that the characters make it look like they hacked the satellites manually. This won't be too hard, they've left detailed instructions on how to leave fingerprints behind, should the privateers have no hackers on the crew.

Matters should be set. After the characters have finished preparing it's time to go, quite literally, into the lion's den.

The world in question is Turrack. While this has a well-populated world, Turrack IV is a terraformed resort world, filled with parklands and wilderness fiefs. This is where they've brought prisoners in the past and the DSA thinks that Hawkins will come here as well.

Calculate the amount of time it takes the characters to get to the site based on their drives and the starting locations. If you don't know all the details, assume it takes 20-30 days.

In System

The characters can transmit access codes to the sensor satellites when they are on the edge of range. As advertised, the codes get them right in. If they follow the DSA instructions, it's a Routine Computer Technology Maneuver. The characters can also do a little investigation here. If they want to play back sensor records, their codes don't cover that.

It's a Medium Computer Crime Maneuver to access satellite files. The satellite security level is 5 (-50 penalty). Success grants the characters access to all satellite records and they can download them in a manner of minutes.

A Medium Sensor Analysis Maneuver confirms the theories on the location of prisoners. An Absurd Analysis Maneuver analyzes all comings and goings from the world. While this isn't conclusive, ships likely to carry prisoners land heavier than they take off. It's a hunch, but it seems that a lot of prisoners are going to the world, but none are leaving.

The Fief

The prisoners have all landed in the same fief, a 100 km piece of land nestled among forested hills on the fourth world. Security is heavy on the third world, but on the fourth, the falar seem to value their privacy. There's little in the way of additional satellite coverage and the characters' former access to the satellite net propagates here. The characters can land without electronic surveillance.

Visual surveillance is another matter. Watch towers surround the land, but there is a good deal of unclaimed territory that the falar use to keep from bumping elbows with their neighbors. The characters can land safely if they aren't afraid of a little hiking.

A Medium Sensor Analysis Maneuver can pinpoint a perfect landing place. A Routine Atmospheric Pilot Maneuver brings the ship down without any enemy sightings.

This places the characters some 50 km outside the borders. This is densely forested land, terraformed and seeded with animal life. Most of this is of the deer and elk variety, but for interest, the falar have seeded the lands with large predatory cats.

Cats on falar worlds are primates. That means that these cats are smarter than cats on other worlds, with opposable digits. They hunt in small prides.

They can climb with claws, but they aren't acrobatic climbers like monkeys. At least one encounter with these cats, on the way into the fief, would be warranted.

Primate Cats

Level: 6E	Size: L	MS/AQ: FA/MF
Base Move: 90	Max Pace: Dash	MM Bonus: 30
Hits: 160F	Crits: —	AT (DB): 4(20)
Attacks: 95LCI / 95LBI << / 120 LCI\		

Make the cats frightening at first, to give the characters a feel of being prey (this will tie thematically to the events later in the adventure). Once the fight really joins, this shouldn't be a difficult battle. The cats hunt in prides of 2-20, but one cat per party member should make for an interesting, but quick, battle. Just enough to give the characters a stretch of their fighting abilities.

On subsequent journeys in and out, the characters shouldn't run into too many of these fights. It's probably best to save them unless the party goes back and forth several times and you need to spur them into taking action.

Entering the Fief

The fief is surrounded by guard towers manned by falar with binoculars and night vision. Still, this isn't a hard defensive perimeter. The guards have a Situational Awareness: Guard Duty of +50. They are armed with Tarrag Tang sniping plasma carbines. There are three guards in each tower and only one tower should come into play at a time. If the guards aren't certain they are being invaded, they'll probably just take a few shots in the party's direction, pelting them through the canopy of trees. This happens several times a day, so unless there's no doubt they saw people or there's already an alert out, they likely won't even report it. It's possible to pass between the guard posts as they are kilometers apart in fact. These guards are mainly meant to stop vehicles from entering or leaving (with surface to air missiles).

The guards' stats are:

Falar Guards

Level: 5E	Size: M	MS/AQ: MF/MF
Base Move: 50	Max Pace: Dash	MM Bonus: 50
Hits: 115G	Crits: —	AT (DB): 4(10)
Attacks: 100 Tarrag Tang Plasma Sniping Carbine.		
Sniping 29 (4), Stalk/Hide 44.		

Barring possible pot shots by the guards, the characters should be able to enter the fief without further problems. When the characters are inside, move on to the next section.

The Fief

It isn't hard for the players to get aerial photos of the fief before landing. If they think of this, allow them to look at the map, just not the key. Summarize each of the areas as they would appear from the air.

1) Manse

This is the mansion and corresponding outbuildings of the fief. Here the master lives, along with his falar guards, wives, and servants. All told, there are about 50 family members living in the Manse, with 50 corresponding servants. There are 200 falar soldiers in the barracks (100 off duty at a time). Entering this area is likely suicide, and that's obvious with even the most cursory observation. It is always guarded by 20 falar.

2) Fence Line

This outer perimeter is set with some 20 guard posts, high above the trees, accounting for 60 of the guards on any given shift. The Fence Line isn't really meant to keep people from sneaking in and out as the towers are kilometers apart. If a prisoner can escape (this really never happens) it's because they outwitted their hunters and they deserve to escape. Since there isn't anywhere to go but other fiefs, no one is worried. They'll come back again to stow away on a ship or steal food. In addition, other fiefs never raid them.

The guards are detailed above, in "Entering the Fief."

3) Spaceport

This is a small spaceport just big enough for three large shuttles. All of the fief's travel goes in and out

of this area, as well as their sales of ISC prey animals (humans and the like). It's always guarded by 10 falar. There's always at least one shuttle here, usually two. This area is composed mostly of a wide tarmac, a maintenance building, and a terminal for recreation and air traffic control. It's run by a single falar who is on call twenty-five hours a day.

4) Prey Quarters

This section is guarded by ten falar at any time. They have +50 in their Situational Awareness (Guard Duty). They are more easily put on alert than the fence line guards, who aren't expecting to see anything but primates. If these guards see activity, they shoot first but if their target looks ready to escape, they sound the alarm.

Falar Guards

Level: 5E	Size: M	MS/AQ: MF/MF
Base Move: 50	Max Pace: Dash	MM Bonus: 50
Hits: 115G	Crits: —	AT (DB): 4(20)
Attacks: 100 Kathrack Rrng Plasma Assault Carbine.		
Sniping 29 (4), Stalk/Hide 44.		

The "prey," that is the ISC prisoners, are kept in a single long building. Characters should be able to sneak a stealthy enough party member into that house. When they do, move on to "The Light Colonel" below.

The Light Colonel

The characters find a place filled with ISC prisoners. There are 37 people, all told, and it's a clearing house for a "mom and pop" business where the lord of this fief sells prey to lords all over the planet. This includes Hawkins and his four surviving crewmembers. It also includes the AMI agent Lieutenant Colonel Grayson Sanderson. Sanderson has three officers from his original crew as well. Hawkins hasn't been here long enough to be sold. Sanderson is skilled enough to make himself look like poor merchandise. The falar have kept him and his crew around to see if he'll strengthen up. Sanderson has done this because he knows if he's sold, the chances of rescuers finding him becomes astronomical.

Since they've arrived, Sanderson has told Hawkins enough that the Pirate King knows who he

is. Hawkins refuses to leave without Sanderson (and will tell the PCs why, if necessary . . . Sanderson still has important intel). Sanderson strongly insists that they need to take everyone. If it means festering living conditions on the way home, so be it. They've lived through worse.

This should put the party into something of a tight situation. Sneaking five people out of the fief would have been a lot easier than 37. In addition, many of the prisoners are sick or wounded. Infection runs rampant in wounds. At least five of the prisoners can't walk. Ten others can only hobble. The falar have not been kind to these people.

In fact, they hunt the ISCers for sport.

This shouldn't really be much of a surprise, all things considered. It isn't a new idea, especially among Jeronan falar, but here they are. Any ISC citizen they leave behind will be hunted and killed. No one escapes and if they did, they'd just be released to the primate cats without weapons.

If the party wants to get them moving, it's going to take some medicine. A Medium Medical Practice Maneuver or a Very Hard First Aid Maneuver, if performed with a good supply of high-tech drugs, will get the ten hobbled prisoner up to speed. If the party doesn't have the proper supply of medicines, they can steal them from the big house (that's a bit beyond the scope of the scenario, but there's enough information in 2) above to improvise, should the mission suddenly veer that way) or more likely, one of the outbuildings.

The incapacitated are another matter. First aid won't get them walking again. A Very Hard Medical Practice Maneuver can, and an Absurd Maneuver can get them moving like the healthiest person. If the characters can't manage that, the wounded will need to be either helped (if moving slowly) or carried (if not moving at all).

Meanwhile, they'll need to do all this while not being discovered. This means sneaking a doctor in and out past the guards (luckily this isn't harder than a normal Medium Maneuver . . . there's a loose panel in the rear of the building that helps). This also means hiding or pretending to be a prisoner if the guards search the place. The latter is impossible for a falar, but all humans look alike. If the character can act well enough the falar are unlikely to even wonder about the extra person (they only do a count if

something seems wrong).

If you need stats for any of the people in the barracks, use the following:

Hawkins

Level: 5	Size: M	MS/AQ: MF/MF
Base Move: 49	Max Pace: Dash	MM Bonus: 0
Hits: 86	Crits: —	AT (DB): 1(9)
Attacks: 69 carbines (currently unarmed).		
Sniping 59 (7), Stalk/Hide 44.		

Sanderson

Level: 10	Size: M	MS/AQ: MF/MF
Base Move: 50	Max Pace: Dash	MM Bonus: 0
Hits: 114	Crits: —	AT (DB): 1(12)
Attacks: 104 carbines, 74 martial arts (currently unarmed).		
Sniping 109 (20), Stalk/Hide 86.		

Prisoners

Level: 5D	Size: M	MS/AQ: MF/MF
Base Move: 46	Max Pace: Dash	MM Bonus: 0
Hits: 71D	Crits: —	AT (DB): 1(6)
Attacks: 36 pistols, 24 martial arts (currently unarmed).		
Sniping 17 (1), Stalk/Hide 27.		

The Muster

Things should be looking up for the characters at this point. Despite the complications of the extra bodies, they have everything in control and they probably have a plan for moving through the fence line. In fact, the astute will probably notice that all these extra people haven't turned out that troubling at all. They might even be waiting for the other shoe to drop.

It drops now.

Just as the characters are really getting things under control, but before they can really begin to implement anything, a ruckus rises outside. Lookouts see that the Hunt Master and his guard have arrived. They muster out the prisoners and anyone who doesn't hide in time. They then select

someone to be prey in a hunt. The hunt will select one character, and who they select should be based on the drama of the moment. The order of selection should be:

- 1) A PC who wasn't able to hide in time.
- 2) Sanderson (they've decided he's unsellable)
- 3) Hawkins (if Sanderson is unavailable).

Once selected, they take the character immediately. If nothing stops them, they take the character off, the falar riding horses, pulling the prisoner along with a noose. How the characters respond determines what happens next. The characters can either stop them now, or try to intervene in the hunt.

The members of the hunt have the following stats:

The Lord of the Fief

Level: 15 Size: M MS/AQ: MF/MF
Base Move: 52 Max Pace: Dash MM Bonus: 0
Hits: 159 Crits: — AT (DB): 4(32)
Attacks: 140 Tarrag Tang Plasma Sniping Carbine.
Sniping 62 (11), Stalk/Hide 89, Ride 74, Observe 65.

Hunt Master

Level: 10 Size: M MS/AQ: VF/VF
Base Move: 64 Max Pace: Dash MM Bonus: 0
Hits: 94 Crits: — AT (DB): 4(42)
Attacks: 84 Tarrag Tang Plasma Sniping Carbine.
Sniping 89 (15), Stalk/Hide 97, Ride 80, Observe 84.

Falar Guards

Level: 5E Size: M MS/AQ: MF/MF
Base Move: 50 Max Pace: Dash MM Bonus: 50
Hits: 115G Crits: — AT (DB): 4(20)
Attacks: 100 Kathrack Rrng Plasma Assault Carbine.
Sniping 29 (4), Stalk/Hide 44, Ride 30, Observe 29.

Interfering with the Hunt

Once the hunt is underway, the characters will need to rescue the prey and take out the hunters. Because of the independent nature of the hunters, if the party doesn't advertise they have high-tech weapons, the

hunters won't report any problems. If their people start dying, but it looks like the prey could be killing them off, they'll become excited and assume that this is merely a really good hunt.

There are five guards, the lord, and the Hunt Master on the hunt. They will take the prey about five kilometers away. They will release him and give him a count of 200 to make it off into the dense underbrush. They will then pursue.

Conduct the hunt like you would any chase, using the hunter's Observation skills as their Tracking as well. If an NPC is the prey, assume that he makes for the deepest underbrush and uses his Stalking and Hiding to try to hide his trail. If the party doesn't interfere right away, it's probably over within an hour.

When the party does interfere, play it by ear. There are too many ways to ambush and destroy the hunting party to cover them all here. If the party simply attacks, the hunting party will fight back, only calling in an alarm if one of them survives and falls out of the battle somehow. These are falar, and to run is cowardice. They'd prefer not to call in how many party members there are. They'd rather call in how many there were.

Stopping the Hunt

If the characters try to stop the hunt before it starts, things get a little trickier. The Lord is not immediately present, he's a short way out of sight because he doesn't like the smell of the prey quarters. He'll show up two rounds after he hears a fight.

On hand are the Hunt Master and the five guards. In addition, the barracks ten guards are present as well. This places the characters at a numerical disadvantage, but if they stage a slave revolt right then, the swarm of unarmed slaves can neutralize seven of the guards. The characters will need to deal with the rest.

Unfortunately this complicates things. Falar attacked in guerilla fashion while on a hunt might be too into their primitive joys to call in an alert, but falar ambushed by their prey stock have no such qualms. This doesn't fit into their structure of honor. While they won't flee from it (honor is very clear on that matter), their disgust at the development will warrant an alert. The party might be able to silence the guards in time, but the lord is still off over the hill. Unless they find him and

neutralize him before the fight starts, he'll call in the alert as he rides in to the fray.

At this point, all hell will break loose.

The Mansion will go onto alert and the remaining 100 guards will come on duty. Approximately 100 falar will begin to seep the fief, while some five take to the air in a shuttle in an attempt to locate the prey. If the party hasn't eliminated satellite surveillance, that will come on line after a half hour, adding an additional set of eyes.

Escaping the Fief

If the party was able to get all the prisoners into decent health and carry the ones who aren't, the party and the ISC citizens can make it to the edge of the fief in about fourteen hours. How these hours play out depends on when the alert goes off.

If the characters stopped the hunt before it started, the alert probably goes off at zero hour, and they begin moving at the same time. If the characters interfered with the hunt, then an alert might or might have gone off during. Depending on if all the characters were involved and how far away they were from the prey quarters, the alert could go off a few hours before they leave. If they left the ISC citizens behind, they might even need to fight their way through the guards.

If the alert doesn't go off during the hunt, and the characters took care of the hunting party without alerting anyone, then the alert goes off at the change of guard. This is four hours after they leave if they have to go back and get the prisoners, six hours after if they all left before intervening in the hunt.

Any way this goes, they will have needed to eliminate the guards to stage the escape.

The following things happen in the following order after the alarm sounds:

Immediately: The barracks muster and the shuttle begins prep. The falar work out who will stay behind to guard the mansion and who will sweet.

Alarm + 1/2 Hour: The sweep begins. 30 falar leave the barracks on horseback, 70 on foot. As long as the party keeps heading south, they shouldn't encounter those on foot. Those on horseback will average 8 kilometers an hour in this terrain. They have the stats of the hunting guards. If they can pick up the tracks (it shouldn't be hard) they will follow

them en masse. Otherwise, they'll spread out in pairs and hope to call in reinforcements before attacking.

Alarm + 3/4 Hour: The shuttle launches. Use the stats for the hunting party guards. Assume their Sensor Analysis equals their Observation. It should be a Routine Maneuver to spot a group like the escapees. They are under orders not to land, but they might if they see an opportunity to thin the herd. Otherwise, they circle overhead and call out directions to the mounted sweepers and the guards on the fence line (who will be waiting for the group when they arrive).

Alarm + 1 Hour: Satellites come to bear (they won't detect the PC's ship on their own, but an operator can still use them as eyes for his own hunt). These work like the spotters in the shuttle except that their Sensor Analysis is +100. If the party has somehow taken control of these sats, that might cause confusion among the ground troops.

From there on, just run the pursuit. There's a decent chance the sweeping riders will overtake the party before the end, but by then there's a good chance the prisoners are armed, at least to some extent.

When the characters arrive on the fence line, assume the falar shoot at anything if the PCs pass close enough, then call out alerts on the comms. Use their stats from earlier in the adventure.

If they have the ship violate fief airspace, all the fence line guard posts are armed with five surface to air missiles (mk 10). It's likely that three different posts will be able to lock on to any ship.

To the Ship

Once the characters leave the fief, they might have an easier time of it. Still, they aren't free and clear. A few threats still await them as they make their final fifty kilometers or so (this takes another 12 hours, unless they have their ship come pick them up . . . assuming that's even possible).

If the sweeping riders haven't caught them yet, they still might. See the descriptions above for details.

If they stop to sleep, the falar on foot might catch them (especially if they stop for eight hours or more and the falar know they might catch up because of intelligence from the sky). If this happens there will be a combat with some 70 angry falar. Not the best situation.

If the shuttle realizes they are bound to escape, it will try to take action. Its first attempt will be to try to seize their ship, if it can spot it on the ground. If that fails, they might be desperate enough to try to land on a group of escapees to thin the herd (15 escapees would be at risk, have them make Routine Quickness Maneuvers to dive clear.) Then they'll try attacking from their ship, using the door hatch as cover (bravery is one thing, forsaking cover when you're outnumbered is another.)

Finally, if the group becomes thin enough, primate cats will attack (see above for stats.)

Eventually, though, they should arrive at their ship. All will seem clear . . . until they take off.

A Dawning Horror

If the characters preformed with stunning efficiency, this encounter and the next might not happen. For the characters to skip to the end of the adventure, they would have needed to do one of the following:

Not set off an alarm: It's possible not to set off the alarm when escaping, if all the guards and hunting party are killed without a comm message escaping, but that still leaves a change of guard. To take care of them, the party would probably need to leave an ambush behind that could somehow take them out then get back to the ship before anyone was the wiser. The guards will automatically sound the alarm if a ship enters to fief.

Neutralize External Contact: It's just possible that a group might think enough like a military strike force to try to take out the fief's communications. If they can hit the main satellite relay on the mansion, then an alarm won't escape the fief and no one will know there are privateers here. This would be a difficult and daring mission, however. If a party tries it, improvise, but remember how many falar are there and remember that they all have an excellent sense of smell.

There is one fact that makes the above even theoretically possible. Since this is essentially a hunting resort, not even the guards have tactical scanners. The lord finds them distasteful because if they're around, someone always ends up using one secretly to impress him, dishonorable or not.

If none of that happens, the PCs discover something when they launch for free space. The Jeronans know by now there are ISC personnel running around loose. They suspect a ship, and

they're waiting.

The characters rise to see missiles clouding their scopes. Behind this, a wave of fighters.

The Final Battle

The missiles rise from the ground. Torpedoes fire from defense satellites (there aren't actually many). The fighters have launched from ground targets. All of these are renewable foes. The party needs to punch through fast and make for friendly space.

Their codes into the satellites of the system help. Without them, the characters would be completely overwhelmed. As it is, only individual operators can find and track them, and it will take time to coordinate this into a fully-integrated defense.

Note: At this point, the ability to judge a proper balance of difficulty becomes near impossible in a premade adventure. While it's possible to predict the power of an adventuring party based solely on level, it's impossible to judge the strength of their ship. Since the characters have brought their own ship on this adventure, we have responded by tuning this for an "average" 7th level crew's ship. Before running this fight, examine the enemies and the real space combat ability of your group. Adjust the number of foes up or down accordingly. Don't make them more powerful. The fun of this battle has to do with all the enemies in the sky.

Every round, two new missiles fly in on the ship. Every round one mark 10 torpedo comes into strike range. There are five enemy fighter craft that have made it to the fight. Every ten rounds, five more arrive.

The battle continues until the characters take out all the immediate fighters and make their run for it. Once they make their run, it takes ten more missile and torpedo waves of hard acceleration before the attacks stop coming. Compare the acceleration of the PCs' ship to the acceleration of the enemy. If the enemy is faster, one more wave of fighters follows them out. If the enemy is much faster (5 G's or more) then two waves come. Once they are clear of this, they have a high enough relative velocity that the Jeronans will probably lose them in the background noise of the universe (assuming their main satellites are still in PC control.). The PCs might have another wave stumble on them, but at this point, enough is probably enough.

The enemy fighters are Wolverine Light Fighters:

Crew: 1

Cargo: 1 Kiloliter (1 Tonne)

Mass: 116.6 Tonnes

Hits: 117

CAT: XIV

Vacuum Power Rating: 80 (0)

DB: 90

Superior Material: 10

Defensive Screens: 30

Evade: 50

10 Decoys

Rating 3 PD, 1 Attack

EW: 25/5

Cost: 8,500,000

Top Speed: 16.298 Gs Loaded, 16.510 Gs Unloaded,
6,000 Airspeed

Translight Capability: None

Atmospheric Capability: Full

Armament: 2 MK 10 Blasters (Flexible, +90)

Features: Microfrequency Comm Rig

Advanced Sensor Suite

Quantum Comm Rig

Shielded Weapons

Well Shielded Drive

Cramped

Auxiliary Systems: RIF Generator

Life Support

Vacuum Power Generator

Advanced Sensor Suite

Drive (1.761 Gs Loaded, 1.801 Unloaded, 2000
KPH Airspeed)

For the pilots and for all ground fire personnel
(the missiles), assume a 50 Gunnery Skill.

Falling Action

Things are likely very cramped on the way home, but assuming they didn't lose too many escapees on the way out, spirits will be high. The characters should

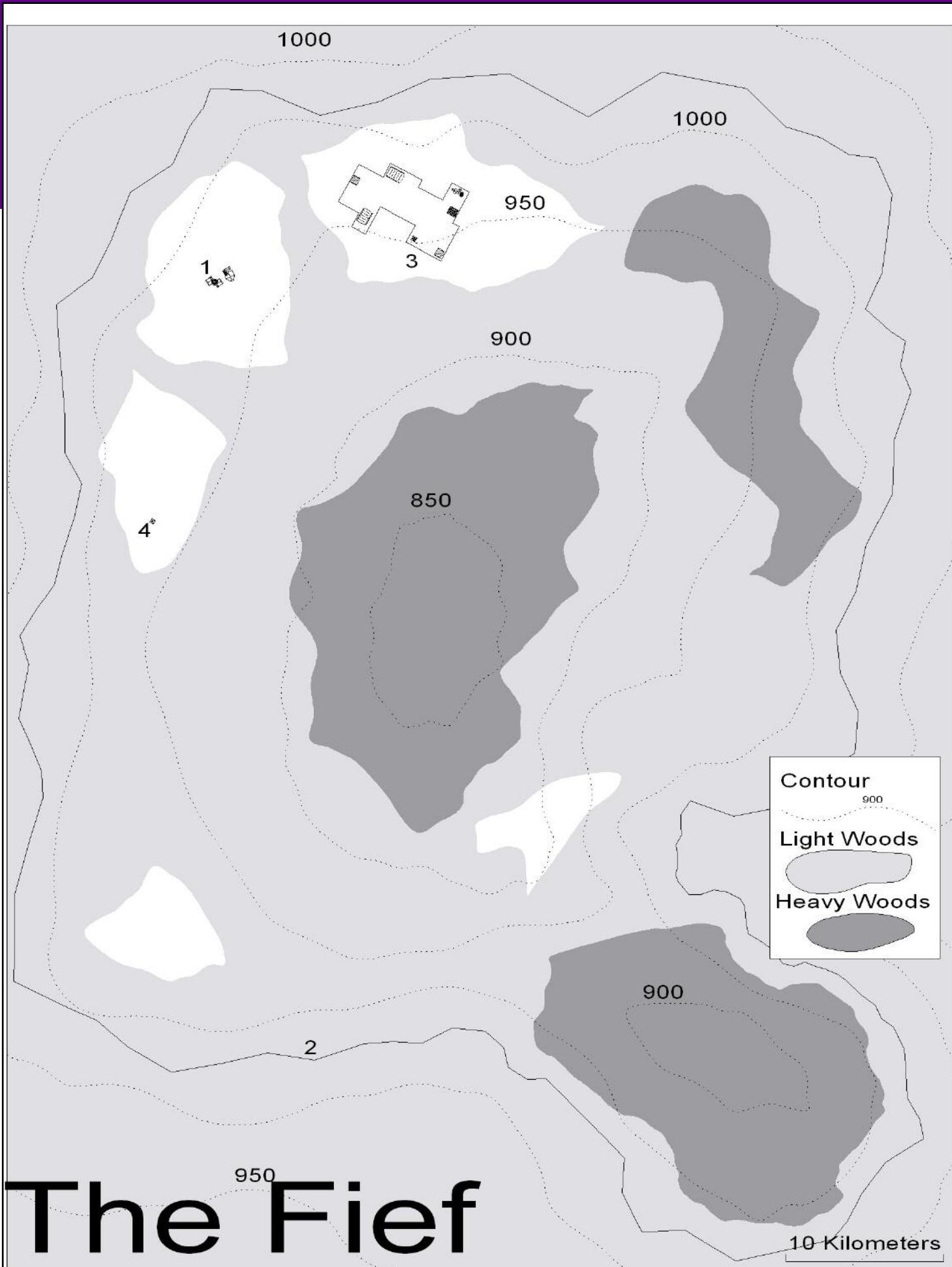
be able to make it back to ISC space without much more difficulty. There, they can offload the prisoners.

The media heralds them as heroes, and for a news cycle (25 hours or so) they are the toast of the sensenet. Datanet buzz lasts about a week. Then they fall back into obscurity.

If they haven't received the funds for the mission yet, they receive them now. In addition, Hawkins foots the bill for any damage to their ship. He'll pay out death benefits to any fallen crew member families as well, should this be an issue with the characters' crew contracts. It seems that all is fine.

Then, about a week after the incident, they all receive a datanet message. It includes a blind message address on the net and two words. "One favor." It's signed "The Agency of Military Intelligence."

They're also exempt from tax audits for five years. They don't know that, however.



ROSE PETALS AND SNOW LIONS

This is an adventure set in the small city of Rapata in northwest Jauman, where the characters are asked to investigate the disappearance of a man's wife, but their inquiries lead them into a much more complex situation where things—and people—are often not what they seem.

Note to the GM: read through the entire adventure to get a feel for the locations and personalities involved. The Encounters section references information later in the text and in the NPC chart. This adventure is more about investigation and interacting with NPCs than about combat.

GM OVERVIEW

This adventure can be played as a more isolated scenario, or it can be used to draw the players into the complex intrigue that is swirling just below the surface in Rapata. Besides various internal political and religious factions, there are the Alliance, the Unlife forces, agents of Lorgalis, and even spies from Rhakhaan seeking to advance their own agendas. Immigrants are still arriving from the south after the end of the war in what was U-Lyshak, so the population of Rapata is growing and constantly changing. Local merchants are happy about this on one level (with a continuous supply of new customers) but they are also wary of newcomers who might be competitors, or worse: criminals. While a very ancient town, Rapata is seeing a



revival with the end of the war. It is like a frontier boomtown, with an influx of people from the countryside and elsewhere. There are also mercenaries looking for work, and when they can't find that, trouble.

The Xa-ar/northern Saralis region at this time is a politically fragmented land made up of villages, towns, and a few small cities, all more-or-less independent (more about the region will be covered in the upcoming sourcebook about Northwestern Jaiman). Rapata is a town on the border between old Saralis and Xa-ar, right where the land narrows to the mountain spine and little more. Situated on the shore of Syrania Bay (a smaller enclosed body of water northeast of the great Bay of Ulor) at the mouth of the Korinor River, Rapata is a regional trade center for both land and sea merchants. It is ruled by an elected Council of Thirteen, after having overthrown the Quaidu occupying forces from Ulor over a century ago. Some other towns in the area are still controlled by the Quaidu (though these Ulorian 'Viceroy's have lost their centralized command structure since King Kier of U-Lyshak routed the forces of Ulor and the Arnak High Priest), which makes for quite a bit of political tension in the region.

The area is in a resurgence of trade now that the Bay is mostly peaceful, though there are some raiding ships, and the Mur Fostisyr to the north remains under the shadow of the Iron Wind. The characters could come here by any number of routes. This could also be an excellent adventure for a party starting out: a group of strangers who have just met when they are approached by Goetern Barami, the servant of Sur Boental.

The players are asked to investigate the disappearance of Sur Chirin Boental's wife, Sura Atrafina Boental (Sur and Sura are honorifics, roughly corresponding to the English terms Mister and Ms.). Chirin fears that his wife has been kidnapped or even murdered because she is an influential trade official and as such negotiated trade agreements, and had influence on who was awarded city trade deals. His worst fears are in fact correct: Atrafina was murdered. The local constabulary knows about it but has not informed Boental. She was found with obvious (obvious to those in the know, at least) clues pointing toward a local shadowy organization known as the Brotherhood of the Four

Roses, which has been associated with the Ulorian Quaidu: forces which formerly controlled Rapata, as well as most of the region. However, she was actually killed by agents of the Priests Arnak, rivals of the Four Roses wishing to frame them and stir up trouble. To further complicate things, she was lured to her death after attending a secret meeting with an organization dedicated to fighting such evils as the Four Roses and Arnak: the Winter Light. This was managed because one of her Winter Light contacts is in fact a secret agent of Arnak.

Atrafina is now a ghost, an undead with fragmentary memories, haunting those who she believed killed her. And as a final twist, Chirin Boental is himself a ghost, having taken his own life out of grief for the loss of his wife. Chirin Boental is not even aware that he is Undead.

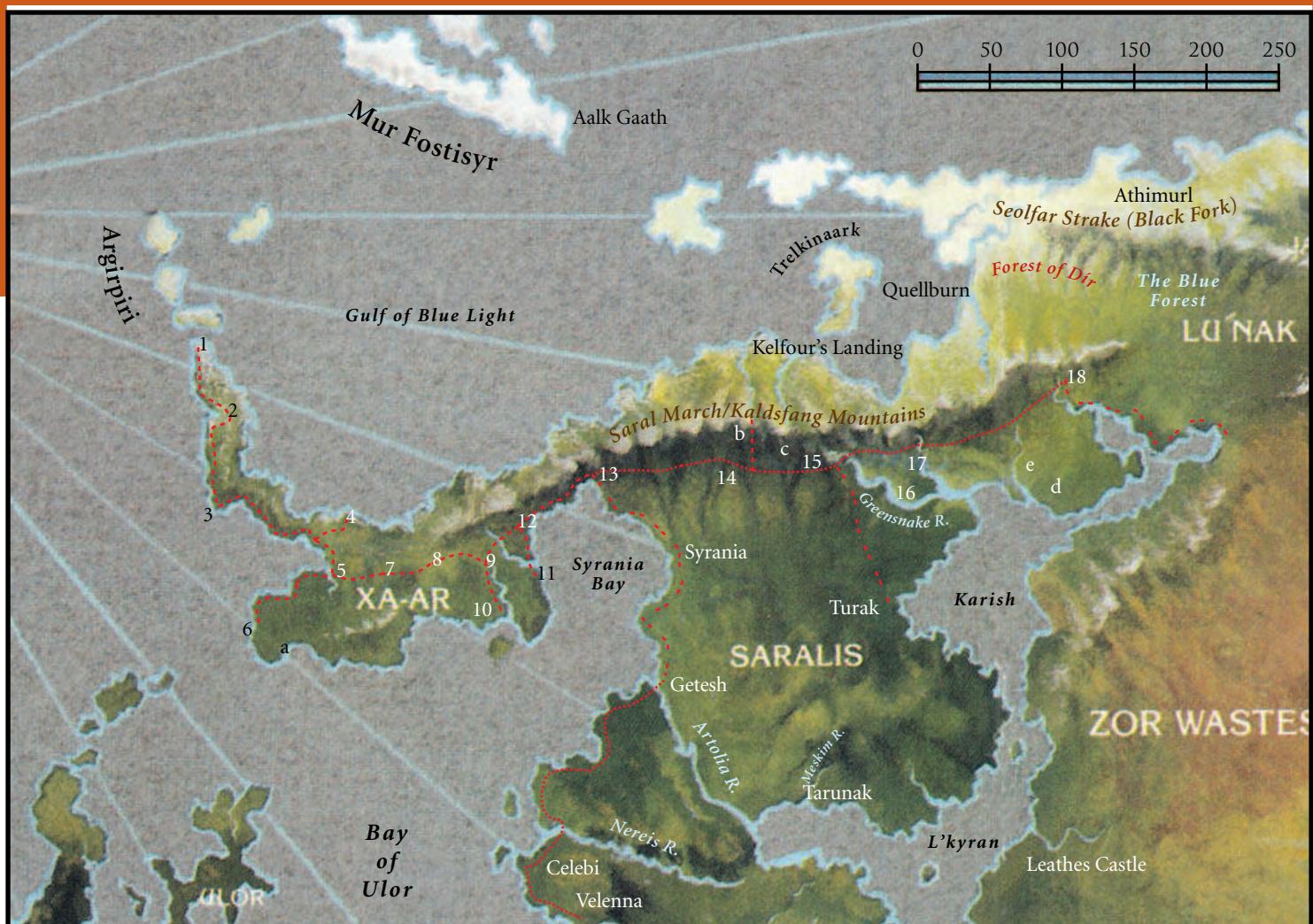
The 'complete' success in this adventure would be:

1. To discover Atrafina's fate and Chirin's true nature, to free Atrafina and Chirin from their undead Curse, ideally achieved by bringing her to reunite with her husband and only then by destroying her focus, and by merely confronting him with the truth about his wife and himself. (Obviously, simply banishing the Boentals is not an ideal outcome, since it will make for a short adventure with no reward.);
2. To unmask the fledgling (and uncertain) Arnak priest/Winter Light spy and turn him back to the way of good;
3. To reveal the true murderers of Atrafina, and in so doing, gain the respect of the Chief Constable and possible grudging gratitude of the Four Roses. These relationships would come in handy in later adventures in and around Rapata.

This adventure not only focuses on a previously neglected region of Jaiman, but introduces a number of new organizations, and a new layer to an old favorite: the Iron Wind has previously only been known by the Priests Arnak and the Messengers. Both--while acting in very different ways--are extremely powerful. Working for them (sometimes unknowingly) are underlings known as Adherents. They have many different functions in the service of Arnak. And unfortunately for the Priesthood, sometimes they can be overzealous and not as careful as they should be.

ALTERNATIVE LOCATIONS

Should the GM prefer to move this adventure to



1. Kraxinor
2. Dinash
3. Xashani
4. Sadua Hu
5. Naxor
6. Xa-aka
7. Arau
8. Lukarm
9. Hakaram
10. Xarakatapor
11. Kispantor
12. Tependor

13. Rapata ('Bridge-town')
14. Roog
15. Nirima
16. Tonor
17. Silara
18. Rumaru

- a. Temple of the Winter Light*
- b. Twinfang Pass
- c. Tower of the Four Roses*
- d. N'gurath Gar (Spiral of Death)
- e. House of Elor*

- Town
- City
- Capital
- Ruin
- Tower/Castle/House
- Temple

- Paved (old kingdom) road
- Dirt road
- Overgrown road

* Secret location

another location, this can be accomplished with only a few relatively minor alterations—especially if it is set elsewhere in Jaiman. The Athimurl priesthood can be substituted with a more regionally appropriate one (see Powers of Light and Darkness) and another competing force can be used as the patsy. The GM will need to create a different ‘good’ organization to replace the Winter Light, but there are many such small, scholarly orders who worship Valris.

NOTES ON GHOSTS

Before delving too far into this adventure, some additional information about Ghosts and how to

treat them in Kulthea is in order, since the characters will be dealing with not one but two Ghosts in the course of the story.

The Undead in general have, unfortunately, not been given a lot of specific attention in Shadow World. Hopefully that will be remedied to some extent in the near future. Anyway, the ghosts in this story, Sur Boental and his wife, are similar but not identical to those described in the Master Atlas, Creatures & Treasures, or Creatures & Monsters. However, like many Shadow World Ghosts, they have some unique qualities. Sur Boental is not aware that he is a ghost, while his wife is aware that she is, but

her memories are fragmentary. Neither can be detected as Undead just from appearances, unless someone suspects they might be and makes a successful Sheer Folly (-50) Perception roll. And even then the PC can't be sure without a Detect Undead spell.

Ghosts—like many other Undead--are not evil by nature. But Undead who are aware of their cursed state are inevitably jealous of the living, and in the end are overcome with envy and thirst for life, and seek to destroy or consume what they can no longer be. Other Undead are only mindless husks or semi-aware spirits, little more than vessels of anger against those who still breathe and feel. Still others, like Liches and Vampires, are in full possession of their mental faculties and fully understand their true nature... and they usually have little regard for human life. Those are truly evil.

Ghosts are fairly unique among the Undead in that, as noted earlier, they are quite often ignorant of their own nature. Their life ended in a manner that left them without peace, and now, unable to pass through Eissa's Gate, they remain trapped in the mortal world to try to complete what was left unfinished. Tragically, they are hampered in this effort by the fact that they often do not remember their own death or the events surrounding it, and usually are not even aware that they are dead (or, in fact, worse: Undead). These unhappy spirits trick themselves, and they try to go back to their old lives. Unfortunately that is impossible. By force of will, a Ghost may interact with the physical world (e.g., lift an object, open a door) for short periods, but this tires them, weakening their link with the corporeal. Those who are aware of their Undead status can also decide at will whether to use their Con draining power, (3-5 Con points per round to all within a 10' radius). However, when exhausted (such as when manipulating physical objects), they may unconsciously drain energy from those around them at a greatly reduced rate. This is rarely fatal unless the target is exposed over an extended period of time. The majority of Ghosts unconsciously drain Con from those in proximity to them, unaware they are slowly killing those nearby. This affects only the Temp Con, and if the target PC is separated from the Undead before the Con reaches 0, the target recovers Con points at the rate of one per day under normal circumstances; 3 pts per day if resting; 5 pts/day if

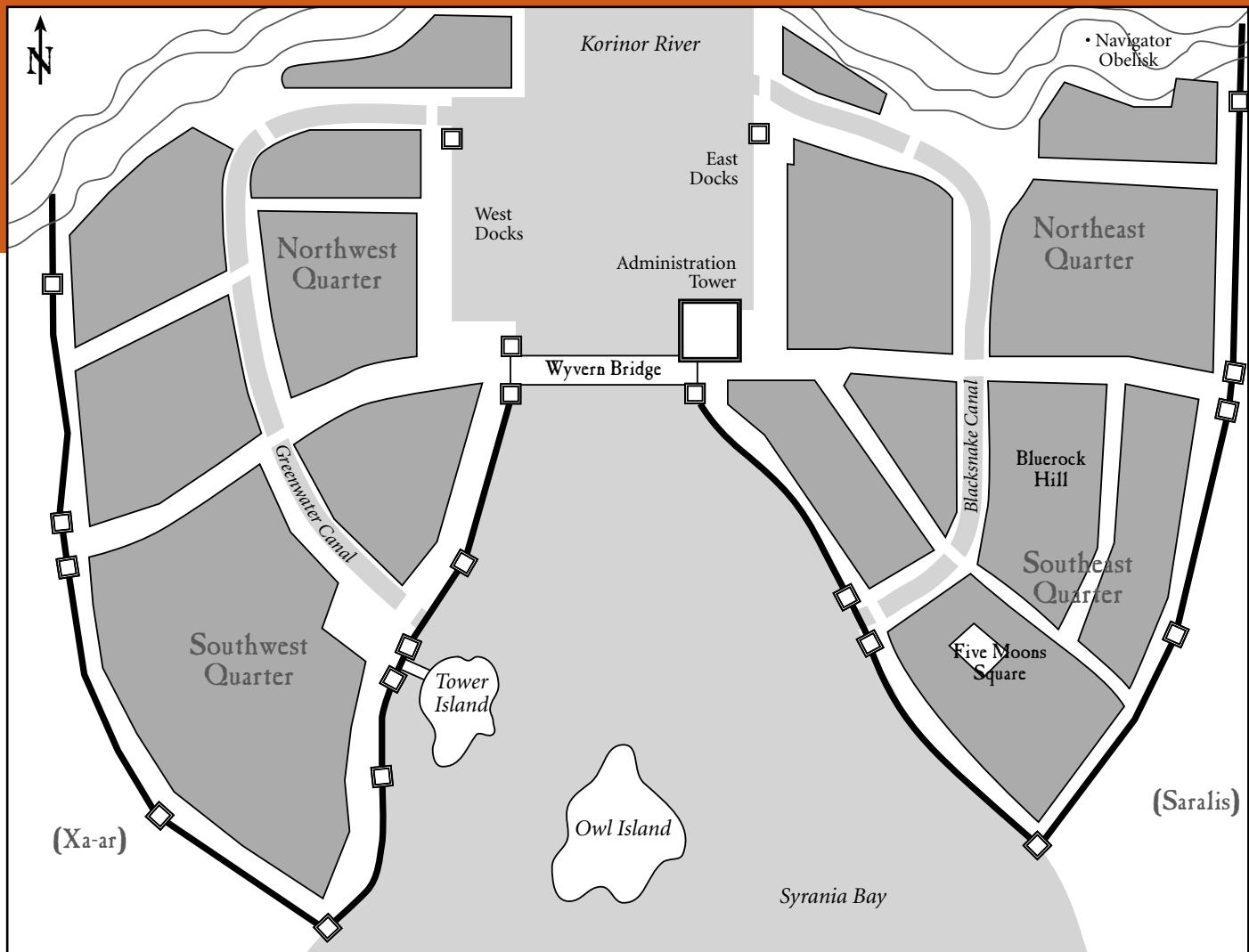
confined to bed. If the target's Con goes to 0, he becomes a Typical Summoned Undead or another Ghost (see the Master Atlas, C&T or C&M). The GM should determine the character's fate.

Like many other Undead, Ghosts are not “killed” when given their hit total or incapacitated due to criticals. Hits sufficient enough to induce “unconsciousness” (or similar minor critical damage) in a living being will cause a Ghost to collapse—*inert*—due to loss of physical structure; however hits are “healed” at a rate of one every minute, and the Ghost will become conscious when its “hits taken” total drops below its hits total. While down, the Ghost may be given more hits by attacking its *inert* form. Only magical weapons will hit or damage a Ghost; non-magical weapons pass right through them. Enough hits to “kill” (or similar major critical damage) a living being will cause the Ghost to dissipate; at this point the Ghost will vanish and reappear elsewhere (often near its focus), and its hits heal at a rate of one every 10 minutes as it coalesces again. When the “hits taken” falls below the “death” point (i.e., the Undead has pulled itself together), the hits will “heal” at the above rate of one every minute as specified above.

To actually ‘kill’ (or ‘release’) a Ghost, other steps must be taken, and this can vary depending on circumstances, including how the person died, the focus involved, and other factors. In general, either its focus must be destroyed, or it must be forced to confront its true nature, or it can be destroyed by powerful Clerical spells. Also, damage caused by holy weapons and appropriate “slaying” weapons is never “healable” by Undead and thus can destroy them.

A Ghost's focus is usually (but not always) an item associated with its death. It may be the weapon used in the killing (if in fact he was murdered) or a personal possession worn by the victim at the time. It could also be an object or place closely associated with the Ghost during life, such as a valued piece of jewelry, a chair, even a book. Sometimes (but not always) if the Ghost's focus is destroyed, the Ghost will dissipate; however, sometimes destroying the focus can have a very different effect: that of turning the relatively benign Ghost into an angry Wight or Wraith. A Ghost will often try to safeguard this item, even without knowing why.

The characters will know little if any of the above information just from ‘common knowledge,’ in fact



they might have a fair amount of misinformation about Ghosts and Undead; how much is up to the GM. More reliable information can be gained at any of the local temples (there are shrines to all the major Lords of Orhan here, and a few local gods).

Conveniently, Berad Virita at the House of the Parchment Dawn has some knowledge of the Undead.

MAJOR CHARACTERS

Below we describe the major characters of the story: those whom the players will encounter more than once and/or whose personalities are particularly important to the adventure. Secondary NPCs will be described in the context of the encounters below.

Goetern Barami: He is the manservant for Sur Chirin Boental, and the man who will approach the characters with a rather unusual request. Goetern is a very thin man of middle years and appears sickly: his pallid skin has a yellowish cast, and his large eyes are bloodshot. He is in fact dying, being slowly drained of energy by his unwitting master. He suspects that Boental might be a ghost, but is fearful, sick, and half-mad. He keeps his doubts to himself and is in denial of the daily inconsistencies that would point to Boental being a ghost.

Chirin Boental: He cannot leave the house, because of his grief, he says; but in fact it is because he is a ghost, and is tied to the house because of his curse. He is a mine-owner, with several locations along the Saral March. These have made him wealthy, but he also has enemies, both because of his dealings and because of his wife's affiliations. Boental was a tough--even ruthless--businessman but over the last few years he has become more distanced from his mine facilities, allowing local managers more control. Since his death, he has lost interest in these material concerns completely, but no one has noticed this final transition yet (and Barami works to keep it that way).

Chirin killed himself out of grief for loss of his wife; though whether it was deliberate suicide or an accident in drunken anguish may never be known. He got very intoxicated late one night, then slipped out of the house for a walk. The walls overlooking the inlet are not heavily guarded, nor are they well lit in the wee hours of the night. He either fell or jumped off the wall and drowned in the icy waters of the inlet, his body swept out with the tide. Boental's spirit focus is the goblet he drank from that night, which is often on his desk now. Of course he does not remember the night of his death.

Atrafina Boental: Chirin's wife was indeed murdered. She was the city administrator for trade (second only to the Minister of Trade, one of the Council of Thirteen), an influential position because she had many contacts with counterparts in nearby cities and beyond. She had been in trade negotiations with the Alliance, meeting regularly with their Jenaara representative.

Atrafina was being pressured by Quaidu agents from Xarakatapor (allied with the shadowy Brotherhood of the Four Roses) who wanted preferential trade agreements with organizations they controlled, but she refused to comply. Their threats included disrupting her husband's business, burning their house, spreading rumors to destroy her career, but they hadn't suggested serious bodily harm.

Sura Boental also had secret meetings with members of the Winter Light, hoping that they could help protect her from the Quaidu, so she made several visits to the House of the Parchment Dawning at night, accompanied only by a trusted bodyguard. Her husband knew of these meetings, but no one else did outside of the Winter Light. She was ambushed by members of the Shards gang led by an Adherent of Arnak outside the Parchment Dawning.

Her ghost-focus is a sapphire pendant currently in the possession of Selmis Shelim, a somewhat shady gem merchant at the Five Fair Facets Jewelers (a greedy Adherent took the pendant and sold it rather than dumping it with the body as he should have). She dissipates at dawn and returns to this pendant, but emerges to haunt the vicinity at night. Unlike her husband, Atrafina only has fragmentary memories of who she is or why she is still in this limbo state. She would only remember her own name if it was said to her, and she does not know the way to her home. It is important to note that she does know who at least one of her killers was: The Arnak Adherent Kellak did not bother to conceal the Athimurl snow-lion symbol on his dagger-pommel and ring—nor the fact—as his hood fell back during the scuffle—that he was a Dyar Elf. Those images—and the sight of Mychel Khen peering out of the back door of the Parchment Dawning—were among the last things she saw. They are burned in her Undead memory.

The morning after Atrafina was murdered, her body--brutally stabbed multiple times--was found on the other side of town, wrapped in a canvas bag and

floating in a canal. But the killers left obvious clues pointing to the Brotherhood of the Four Roses (inside the bag with her body were fresh rose petals in four colors, a known 'calling card' of the Brotherhood's more violent acts), and a less-obvious clue implicating a local Quaidu merchant baron, who the Arnak powers wish to remove from the picture. This other clue was an envelope in Atrafina's clothing. It was addressed to her at her home, and the return address was that of the Quaidu merchant, Lord Yurim Bragos.

Mychel Khen: Of mixed parentage (his mother Lotan and his father an Elf, Mychel is—as bi-racial offspring sometimes are—exotically handsome; he resembles a Lotan more than an Elf, his ears only slightly pointed and his eyes with the distinctive epicanthic fold common to all the Y'nar races (of which the Lotana of NW Jaiman and Northern Mulira are a subgroup). Though he tells people that his father is Loar, he is in fact a Dyar. He is a member of the Winter Light, but actually is a spy for the Unlife, a fledgling Priest Athimurl of the Arnak. But he has not fully given in to evil, and is in fact considering defecting: confessing to his Winter Light masters and hoping for protection from retribution by the Priests Arnak and their Messengers.



Mychel is only now gaining the full trust of his fellows in the Winter Light after many years as a member. He is different from others of his dark order of Arnak, however, in that he has not yet fully surrendered to the Unlife. As he has infiltrated the Winter Light, he has come to doubt the legitimacy of the Unlife priesthood. There is a chance that he could be turned away from the Unlife if he is in the right situation.

Sur Khen resides with his fellow Winter Light member (see below) above a combination bookstore/temple to Valris located at Number 14 Birch Road. They sell books, and offer some healing services in return for a small donation to Valris. Their affiliation with the Winter Light is a secret; they receive visitors from their order through a hidden rear door late at night.

Mychel's evil masters are aware of his conflicted nature, and set up the scheme in which they planned to force him to choose his path once and for all: to make him participate in a murder. However, when the time came he was unable to do the deed, and it fell to the eager Arnak Adherents.

Nevertheless, he is an accessory to Atrafina Boental's murder because he notified his cohorts in Athimurl when she would be going to the Parchment Dawning for a secret meeting. Though he did not participate in the actual murder, he let her out through the secret rear door to the alley where he knew the Arnak agents were waiting. Now he is racked with guilt and uncertainty. He wants to confess to his fellow Winter Light member Berad, but he is afraid. He frequents a tavern nearby called the Here's Looking at Ewe. In the past few weeks he has been drinking quite a bit, trying to drown his guilt feelings over what he has done. This has not escaped Sur Viritा's notice.

Berad Viritा: Berad is a Lotan Cleric and scholar. He is somewhat older than Mychel, and has been with the Winter Light for many years. He does not know of Mychel's dark associations, but he has been told by his superiors to keep a careful eye on the young initiate. He has his own private suspicions as well, based only on his personal intuition. He likes the younger member, but fears that he may be vulnerable to the lures of darker temptations. He has no idea that Mychel is already a member of the Athimurl order.

Kellak: Truly evil and cruel, Kellak enjoys watching others suffer, and relishes the opportunity to kill—as brutally as possible. When it looks like the Adherents might be discovered, he does not hesitate to kill the Shards involved to remove the witnesses. Should one of the PCs be captured by Kellak, they should expect no mercy, and in fact could be cruelly tortured by the sadistic Adherent.

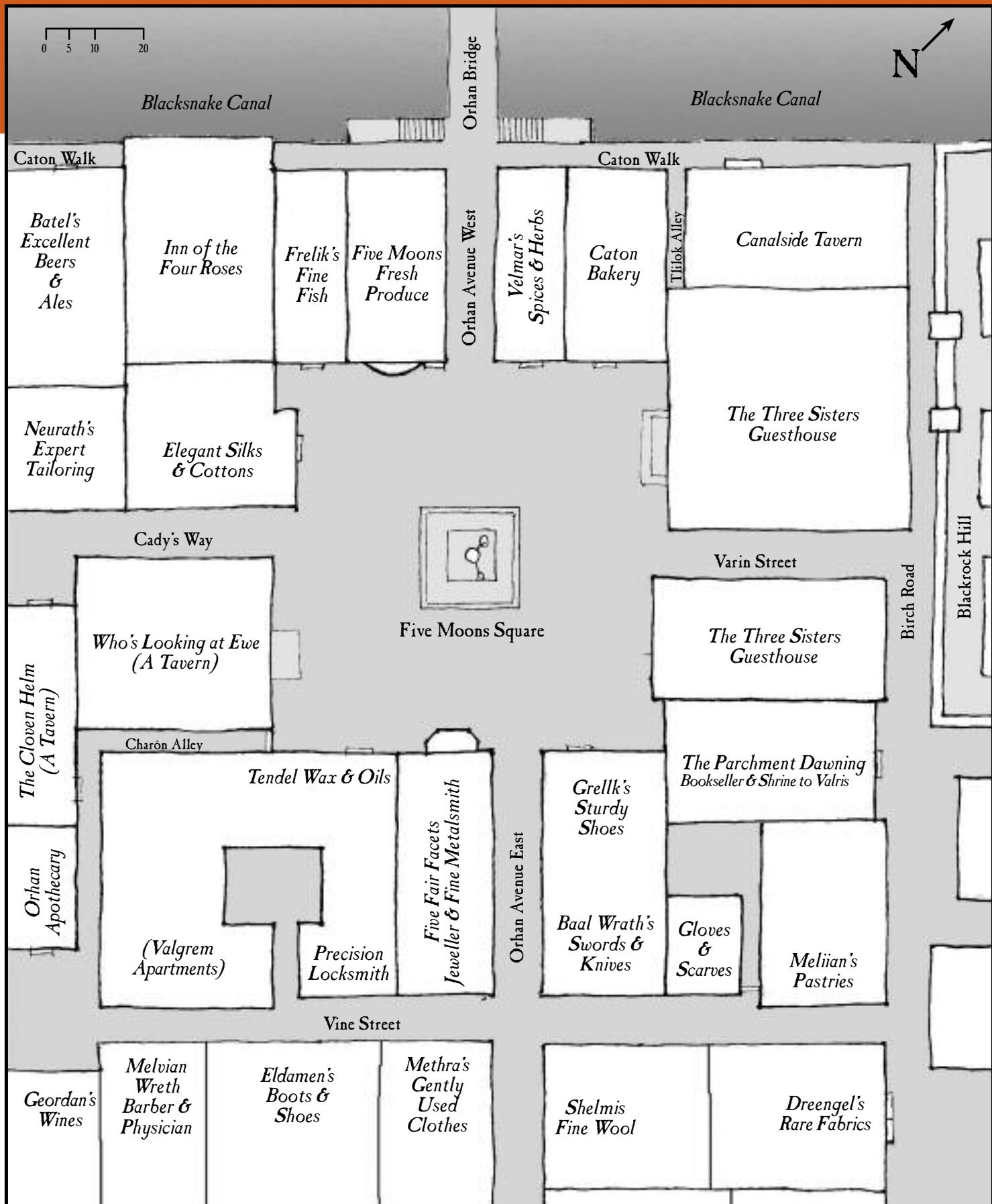
ORGANIZATIONS OF NOTE

Rapata Constabulary: The city police force is no more corrupt than most, and in fact overall is a fairly honest and well-intentioned force of men and women. The Chief Constable is Brednar Gulin, a Haid man who takes his job seriously and doesn't tolerate any misbehavior on his force. This 'force' is made up of ten full-time constables and about fifty volunteers supplied mainly by the city guilds in rotation. Naturally there are a few bad eggs, and some who are basically honest but might have a weak moment where they'd take a small bribe to reveal a bit of information or look the other way if they didn't think it would do any real harm.

The Alliance: A Jenaara--Varaala Sieka--has a residence here with a small staff; currently she travels between here and Xarakatapor and a few other towns. The Alliance is keeping a fairly low profile at present, with only a handful of smaller trade ships working the route between this region and the western lands they control. The death of Atrafina Boental is a setback for the Alliance here, because they had built a good working relationship. Varaala will cooperate with any investigation she perceives to be legitimate.

The Winter Light: This is a religious and intellectual group, founded about a thousand years ago to resist the forces of Ulor and preserve the history and independent cultures of Xa-ar. Most are Lotana, but they have been joined by peoples of other races who share their goals, and who desire to secretly oppose the occupying forces and other influences such as the Iron Wind.

They are a secretive organization; while some people may have heard of them, members do not normally advertise their affiliation. More will be revealed about them in an upcoming book, but for now it is sufficient to know that they are followers of Valris, Eissa and Kuor, and a power against the Unlife and Ulor. While they prefer peaceful tactics, they are



willing and capable of using force against their enemies.

Miners of Roog: Roog is a rough mining town about three days' ride (90 miles) east of Rapata. A Haidic man named Bolmar Darg is the Manager of the Roog Mine Traders, which virtually controls all transport of ores out of the town. Sur Boental owned some of the largest mining operations near Roog, so his companies had to largely go through Darg or risk sabotage. Boental was working on getting rid of Darg when his wife was killed. Boental might mention them as possible enemies.

Priests Athimurl: The real culprits in this crime, the Priests Athimurl are one of the six orders Arnak, servants of the Iron Wind. (A Priest Athimurl is actually a member of the Council of Thirteen that rules Rapata, but even Mychel Khen does not know this.) Athimurl has many spies throughout the region, so they are well apprised of the political situation in Rapata. Seeing the increasing underworld influence of the Brotherhood of the Four Roses, they decided on this scheme to implicate the Four Roses in order to escalate tensions between them and the Rapata Constabulary and other groups. They had Mychel lure Atrafina into a deadly trap. The actual perpetrators of the murder were members of the Athimurl Adherents, lesser minions of the priesthood. The Messengers of Kulag, the Priesthood's most fearsome enforcers, are remaining out of sight in the Rapata area for now. It is unlikely that the Messengers would appear in this adventure because their unsubtle appearance and methods would be inappropriate in a city and draw too much attention.

While Arnak has supposedly allied with Lorgalis, they intend to betray him and make Ulor the focus of the other powers' fear in the region once again. If Ulor is attacked before Lorgalis is ready to strike again, he can be crippled, leaving Arnak free to spread their own poison among the damaged survivors.

Brotherhood of the Four Roses: An influential, enigmatic organization made up of Quaidu and Neng. Sur Boental knows of this group, as does the Winter Light and the Chief Constable. It was founded many years ago by Lorgalis to keep the region unstable through covert means such as blackmail and bribery, and otherwise promoting corruption and dissent. They sometimes use

assassination as a tool, but rarely up until recently. Atrafina Boental's death was not in their best interest, because they believed that they could manipulate her through blackmail and threats, and so have a cut in the Rapata trade agreements. The Four Roses have a headquarters in a remote area, but a known gathering place is the Inn of the Four Roses, on Caton Walk along the canal.

For the purpose of this adventure, the group should have limited contact with members of the Brotherhood, as this is meant to be more of a low-level introductory adventure, and the main operatives of the Four Roses are powerful, secretive people. The PCs should just get a few tantalizing, scary hints about the order for now, setting up a fearsome reputation for the Brotherhood for possible encounters later.

The Shards: Not the Shards of Dír, but a group of local thugs who took that name, not really understanding its implications. They are basically a loosely organized gang in Rapata, sometimes doing jobs for Quaidu and others who prefer to keep their own hands clean. The Shards are almost exclusively Haid, and as part of their initiation receive a brand like radiating triangles of glass on their inner right forearm.

The White Tigers: A group of Lotana youths that originally formed in Xarakatapor long ago, it has in recent decades spread to other cities. Orphans, runaways, or petty criminals hiding from the constabulary, they live in abandoned warehouses and empty attics, scavenging and stealing for food and clothing. While less aggressive and violent than the Shards, the White Tigers are often capable fighters and are not above robbery or muggings. The White Tigers and the Shards often clash over fluid 'territories' in the city. As a symbol of their membership they often wear coats trimmed with white fur (stolen from some local furrier and sewn on themselves).

Quaidu of Ulor: While a small minority of the population in Rapata, the Quaidu are here, and while many are honest, law-abiding citizens nowadays, some of them have links to criminal elements. The latter maintain a façade of legitimate citizenship, and many are actually wealthy homeowners in Bluerock Hill.

ENCOUNTERS

This is a non-linear, a free-form adventure, especially after the characters are charged with their mission. It is up to them to decide how to solve this mystery, and how far to pursue various clues. Listed below are some possible encounters, some locations, and some other information the GM may find useful as the scenario unfolds. Naturally, every possible choice can't be anticipated, so the GM should be ready to do some improvising. This adventure is probably most appropriate for a small group of two or three; with four or more they may want to split up and divide the investigating assignments.

BEGINNING THE ADVENTURE

It is the Spring of 6054 and the characters find themselves in Rapata, a town seeing renewed prominence since the end of the Sea-drake war.

The group could arrive here by ship, by land over the road, which runs along the southern foothills of the Saral March (aka Kaldsfang Mountains) or via Navigator--there is an obelisk on the edge of town. With the recent Essænce instability, it is even possible that they are transported here randomly by an errant Flow-storm. However they come here, they find themselves in a small city brimming with opportunities... and hidden dangers.

Most of the action can take place in the southeast quarter of the city, an eclectic area that includes shops, residences and many inns and taverns. A large section of this quarter is a walled-off rocky knoll known as Bluerock Hill, a neighborhood filled with elegant houses and fine shops. Non-residents are questioned by uniformed sentries at the area's gated entrances, and those without legitimate business are turned away. Along one side of Bluerock runs the Blacksnake Canal: a high wall faces the canal, punctuated only by grated drains and a few low boat entrances to the lower levels of some of the elite houses. Most of the rest of the canalside is townhouses and the backs of various shops, food vendors and eateries. The two canals in Rapata (the other runs through the western half of the city) serve as combination sewers and transport conduits. Since they are more slow-moving than the river, they are more easily navigated by small boats carrying supplies.

Upon arriving in Rapata, chances are the PCs will ask a handy resident where a good inn might be, and

perhaps a reputable place where they might trade for local currency.

Currency Note: Rapata—as well as all the major towns in the region—accepts the silver/bronze/copper/tin (each worth ten of the metal following) minted by Ulor at full value (gold coins were minted but not in recent years; they are quite rare). While Ulor currency is no longer minted except at the old government palace in Xarakatapor, and is a constant reminder of the occupation, it is the coin that everyone in the region is used to. All other coinage is treated at approximately 70-80% value—even Rhakhaan Imperial coins (merchants will make a rough conversion when they see the customer's money). Characters will get the best exchange rate at a bank (There are only two: The Granite Bank, owned by the Vorheses of Sel-kai, or the Elgata Bank, owned by another Eidolon merchant family) or at a shop dealing in gems and precious metals; they will get the worst exchange at a retail store or tavern



(where the proprietors don't want to hassle with weighing and analyzing foreign coins).

The Sunstar Gold and Gems is mentioned as a reputable Jeweler and money-changer, located in the Bluerock (which the group will have some difficulty entering without identification or a letter from a resident, or perhaps a bribe). Less 'finicky' (i.e., the proprietor doesn't ask a lot of questions) but still relatively honest is the Five Fair Facets, located just south of Bluerock near the canal on Five Moons Square. At the Facets, they might get 85-90% exchange rate for familiar money.

For a place to stay they are told they can't do better for their money than the Three Sisters Guesthouse, also located on the Five Moons Square. The one disadvantage of the Three Sisters is that there are no drinks stronger than Singah Tea (a black tea with a decent kick of caffeine, if nothing else) served in the dining hall. For stronger fare, the group is directed to either the Cloven Helm (known to get a bit rough), or Here's Looking at Ewe, which is always packed and often has singers and jugglers entertaining in the main room.

The Five Moons Square is easy enough to find. It is a large open court with a tall granite pillar in its center. Atop the pillar is an elaborate metal orrery of sorts: in the center is a metal orb meant to represent Kulthea, and on curved arms coming from just below the large orb are four smaller spheres. A fifth sphere is on a little arm extending out from the largest

'orbiting' sphere, the former meant of course to be Orhan and the latter Tlilok. Local legend says that once long ago this sculpture actually moved in sync with the real moons, but few believe it. The thing is now so corroded and stained that it looks like it could never have moved (in truth, it did operate, but that was an age ago). In the northern corner of the square, with many south-facing windows, is the Three Sisters: actually a fairly large inn. On the opposite side of the square are the Ewe and the Five Fair Facets, and around the corner on Cady's Way is the Cloven Helm (and over on Caton Walk by the Canal is the Inn of the Four Roses). The rest of the square is faced with a wide variety of shops, grocers and other food vendors, most with residences located above and behind them. Leading off from the square in addition to the four primary roads are a few narrow alleyways, mostly service entrances.

IN THE STREETS.

Rapata can be a rough place, no doubt about it. The southeast quarter (where this adventure is primarily set) is among the safer ones, partly because the elite Bluerock Hill neighborhood is located here. However, the far south and more western areas are more dicey. Daytime is relatively safe, with constables patrolling regularly--though one should always be on the lookout for pickpockets in the more crowded market areas. After dusk, the law enforcement presence dips, and there could be more dangerous characters than pickpockets lurking in the deepening shadows. And it must be remembered that the length of the day varies tremendously in this latitude. On the longest day, the sun rises at the third hour of the Predawn Quintar, and sets after the chime of the Fifth (Night) Quintar. Full darkness is unknown, because the sun—even when out of sight—is not far below the horizon. Winter, however, is a long and grim ordeal. On the shortest day (New Years) the sun does not rise until the Morning Quintar is nearly over, and sets at the end of the Midday Quintar; thus it is barely in the sky more than a full Quintar—five hours.

If the group stays at the Three Sisters, they might decide to venture out for a drink (maybe learn more about their possible job after meeting Barami), and head to the nearby (and fun-looking) Here's Looking at Ewe. If they wander away from the fairly well-lit square, on the way back they could encounter muggers. These could be either hungry former



mercenaries, common thugs, or perhaps members of the Shards or White Tiger gangs.

The GM should also keep in mind the racial tensions in Rapata. The Lotana and the Jameria get along fairly well, but both are somewhat wary of the Haid. The Haid and the Jameri generally dislike Elves (especially the rarely seen Loari/Dyari (most mortals around here cannot tell them apart). And no one likes the Quaidu.

MEETING GOETERN BARAMI

There are at least two possible ways for the players to become embroiled in this adventure. One is to meet Goetern Barami in a shop, the other is for him to approach them at a bar or similar establishment. Ideally, they will notice him in passing at the shop first (and he will notice them) and then he will approach them later at the tavern (they may even see him following them and confront him then). This is a small enough city that someone like Barami is going to recognize strangers to Rapata pretty easily. The group is just what he is looking for.

As mentioned earlier, he looks sickly. He is also an unhappy, querulous man, constantly worrying about things he cannot control, or expecting the worst possible thing to happen (e.g., "I'll probably be hit by a wagon crossing the street."). He is constantly wringing his gnarled, veiny hands. When he approaches the group he will clearly be hesitant. He doesn't want to hire outsiders to investigate Atrafina's disappearance; he would prefer that his master just try to forget about it and move on (he's privately certain that she was killed, and he is saddened by this, but fatalistic). But Chirin kept insisting until he was forced to take action.

He will be somewhat dodgy on the details, but explain that his master's wife has been missing for some ten days now, which is unheard-of. He fears that his Sura Boental is the victim of foul play, and the local officials have seemingly done nothing. He is seeking outsiders with no local connections who can be objective in discovering the answers. Sur Boental will provide them with whatever aid he can, including letters of reference to speak to Atrafna's associates if necessary. For a reward he offers five hundred in gold and jewels (or whatever seems appropriate in your local economy; but it should be a princely sum; Boental is quite rich. Some of the reward may be in uncut gems; more on that later). If

the players agree, Barami will ask them to come to the house at a particular hour in the late evening (or the next day, so that it is several hours later, leaving the PC's some free time to explore and get into trouble). And he will give them a letter allowing them entry into the Bluerock on a specific date.

An alternative way--should the players resist the offer of Barami--is for one of the characters to somehow come into possession of Atrafina's sapphire pendant. This will mean haunting by Sura Boental's ghost, and the character will be so cursed as to be unaware that the pendant is the reason, and unable to part with it until Atrafina is freed (and the players should obviously be discouraged from simply destroying the necklace).

AT THE 'THREE SISTERS'

The guesthouse is owned by three Jameri sisters: Sela, Sashana and Sesska Herminatt. All are in their middle years, plump spinsters, and terrible gossips. Much could be learned from them. The Boentals often came here for dinner until a few weeks ago. The sisters heard about Atrafina's disappearance, and all have theories about what happened to her. Sela (a latent Seer) has a surprisingly accurate hypothesis: that Atrafina had secret dealings with shadowy factions because of her position, and was murdered because of it. The other sisters dismiss her idea as melodramatic. At least one and usually two of the sisters will be at the front desk, unless it is very late at night, when a rather tough-looking woman named Hergel 'mans' the door. After midnight, one must ring the bell and deal with Hergel to be let in.

Other guests at the Three Sisters are mostly merchants or other travelers of moderate means. The sisters don't allow what they consider 'shady characters' (e.g. Quaidu, most Haid) to stay at the Guesthouse, so it is a fairly sedate and polite clientele. The dining hall is well lit and full of quiet conversation.

AT THE FIVE FAIR FACETS, A JEWELLRY SHOP

Named for the five-sided bay window extending out of the front of the shop, it seems to do a brisk business, with clients ranging in appearance from well-dressed traders to unshaven men in rumpled clothes who smell of cheap wine or worse. A few customers look more than a little shifty. Some clients—obviously regulars--are ushered into back rooms for 'private consultations' as soon as they

arrive.

The owner of the Five Fair Facets is Selmis Shelim, a tall, slender, middle-aged Jameri with thinning hair. His hands always seem to be in motion, sometimes nervously fidgeting with his spectacles (which he wears on a delicate chain around his neck when they are not on his nose). The players will probably deal with one of Selmis' clerks (all of them smarmy salesmen) unless they produce something unusual, but Selmis will take note of them when they come in, as he does with all his customers.

Selmis is particularly agitated lately because he is not sleeping well; the reason for this is that he is being haunted by the ghost of Atrafina Boental, since he has come into possession of her blue sapphire necklace. He does not know why she is haunting him, or that she is associated with the necklace—he does not know who she is, except that she is some phantom who stalks his house and accuses him of killing her. Him and his "minions of Arnak!" as she puts it. This reference means nothing to him.

The characters might notice Goetern Barami, a sickly man with a cough. He is there looking for Atrafina Boetal's necklace (or other jewelry), thinking it might turn up for sale as a clue. He fancied that maybe he could solve the mystery himself, but as the days have passed and his master more insistent, he has grown more desperate. Barami will possibly also notice the group, and even follow them, thinking they would be possible candidates for this investigation.

MEETING SUR BOENTAL

The group should make their way to the Boental house without incident, though they are required to 'check' any weapons at the gate to Bluerock Hill. The two gates into the enclosed neighborhood are staffed by private guards (who seem more intimidating and well-equipped than the average city constable) and there are several other guards who patrol the perimeter wall and the streets. It is well lit at night with streetlamps, a very secure area. At the house, they are let in by Barami, and led to a dimly-lit study. Sur Boental is sitting behind a large desk when they enter, and he rises but does not come forward to greet them. Instead, he gestures to a group of chairs near the door. The room seems chilly, despite a fire in the large hearth.

Sur Boental will get right to the point, explaining



that his wife has been missing for ten days. He will explain that she went to a secret night meeting not far from here, and never returned. He knows that she went to see the Winter Light, but even he does not know who she met or where they are, but he thinks they may be associated with the Parchment Dawning shop/temple nearby.

Ominously, the next morning he also found rose petals of four different colors strewn on his doorstep (he has them in a box on his desk). He has heard of the Brotherhood of the Four Roses but knows little else about them except that they seem to have sinister associations.

Since they are strangers in this town, Chirin gives them his ring and a letter of reference, and a list of possible contacts. They may be helpful but he does not know whom to trust. He mentions Atrafina's sapphire pendant, saying it was a valuable piece of jewelry that she treasured and wore often, and perhaps she was robbed and killed for it.

As a reward, Boental will offer them not only the five hundred gold, but a few rare blue opals, and a few small piezocrystals, including one known an extremely rare seeker crystal, which seeks others of its kind. It has been set in a pendant. Boental does

not know the significance or power of piezocrystals, but may mention that sometimes they give him a little shock, and glimmer with an odd light. The one in the pendant will shine when first brought near the others.

In closing, Boental says "My only wish is to know my wife's fate, for my own peace of mind."

The group may want to go through Atrafina's personal things. She had an office in the house as well as one at the old government building. There will not be anything specifically referencing her clandestine meetings at the Parchment Dawning of course, but there may be receipts for purchases there, and there will be a calendar with meetings with trade contacts.

The PCs are also welcome to return periodically with updates and to ask additional questions. If they do, every time the visit, Barami will seem more agitated and unwell, and there will be more clues to Boental's nature (e.g., the persons nearest him feel a chill, or someone feels weak if they are near too long). Remember that Boental himself does not know that he is an Undead, so he will not consciously try to conceal his nature. However, he will subconsciously act in a manner that will minimize his chances of being revealed.

AT 'HERE'S LOOKING AT EWE'

The tavern with the funny name has an equally silly shingle hanging above the door featuring a cartoonish sheep standing on its hind hooves and winking while holding aloft a tankard of ale. Inside, the place is rustic and inviting, with solid-looking tables and benches surrounding a U-shaped central bar. Large hearths on either side supply warmth, while in the two front corners there are tables and chairs on slightly raised areas with railings, supplying a small amount of privacy from the general hubbub. There is also an upstairs dining room, which is somewhat quieter, with tables and actual chairs. Full meals are served here. The owners of the Ewe are a married Haid couple of middle years, Kelim and Brissa Syr. Both are big-boned, jolly people who know how to have a good time, and genuinely seem to enjoy their work. Brissa normally runs the bar while her husband supervises the bustling kitchen. The Ewe is known throughout the quarter for its strong beer and meat pies... and attractive young serving girls.

AT THE HOUSE OF THE PARCHMENT DAWNING.

A bookshop located on the front of the first and second floors of a three-storey building, the House is crammed with tomes about religion, philosophy and related matters. Berad Viritia poses as the owner, and Mychel Khen his assistant and clerk; both live in apartments on the third floor. Most of the front is an open space two stories high, with a balcony running the perimeter. The rear of the first floor, separated by beautiful old stone façade, is a temple to Valris.

In truth the building is owned by the Winter Light, and in secret rooms in the back of the building behind the shrine, they hold covert meetings. There is a back entrance opening onto a narrow lightwell and an alley leading out onto Vine Street

When the PCs visit, it is likely that both Mychel Khen and Berad Viritia will be there. Berad will be serene, soft-spoken and seemingly helpful, though he will not be inclined to volunteer information. Mychel will be a bit more enthusiastic, and while he might be slightly agitated when Sura Boental is mentioned, he will conceal any nervousness pretty well (after all, he has been successfully concealing his real nature as a secret Priest Arnak, he should have some experience at deception). Both will claim to know nothing of the Winter Light. With some urging, Berad may admit that Atrafina is a regular visitor, both to the bookstore and the temple. They will accept information about where the PCs are staying, in case they hear anything.

While outwardly calm, Mychel will be shaken by this visit, and consider that it may be time to confess to what he knows, including the plot to implicate the Four Roses, and who three of the group of killers are (members of the Shards gang; he knows where they live). The leader of the killers, an Athimurl Adherent named Kellak, is in hiding in the city, but Mychel knows how to contact him.

AT ATRAFINA'S BOENTAL'S OFFICE

Sura Boental had an office in the old government building, a massive tower on the east bank of the river just north of the great Wyvern Bridge. The PCs might have trouble getting into this guarded building, even with a letter from Chirin Boental. If the group does talk their way in and manage to meet Atrafina's co-workers, they will report that she seemed somewhat nervous in her last days at the job,



but did not tell anyone the reason for her anxiety. And surprisingly, if they do gain access to her office, her superior, Rapata Trade Minister Beleris Chian will seek them out and confess to them that he was being threatened by Quaidu operatives, and that he fears that Atrafina was murdered by them. He is a Jameri man of middle years, and will be visibly agitated. He will make the PCs promise not to tell anyone else, but will ask them if there is anything they can do to help him.

LORD BRAGOS

Lord Bragos is descended from one of the old Quaidu administrators of Rapata, and has somehow managed to stay on as a sort of merchant baron. Though as one might guess, there is quite a bit of lingering resentment against the Quaidu, so he gets a chilly reception from most locals. He has a stately house on Bluerock Hill, a few blocks from the Boental residence.

He would seem to be a likely suspect, as a possible trade rival to those Atrafina was friendly with. But he has an alibi for his location that night (dining with three prominent Guild heads/Council members). He could have paid to have it done, but there is no evidence. He was not involved.

OTHER LOCATIONS

Inn of the Four Roses: The Four Roses is a popular gathering place for Quaidu, and is in fact a center of operations for the Brotherhood of the Four Roses in the area. The inn is located on the Caton Walk, along the Blacksnake Canal. There's something about it that seems... shadowy, but nothing you could put your finger on. It is well-maintained, and seems in fact like a more upper-class sort of Inn. However,

upon entering, the characters (unless they are Quaidu, which is unlikely) will receive a polite but chilly reception. They will not be turned away, but service will be quite obviously perfunctory. The common room is pretty typical, a bit more upscale than the Ewe but not a polite dining room like in the Three Sisters. What the characters don't know is that there is another bar downstairs, known anachronistically as the Rose Garden. It is only accessible by a rear door and a concealed door by the bar. This is where the 'regulars' and the members of the Brotherhood gather. Should the characters discover the way to the Rose Garden, they will almost certainly be informed by the bartender/waiter that this is a private club, and he will invite them to visit the bar upstairs. However, if the PCs can figure out a way to sneak in to the Rose Garden undetected, they may find out all kinds of things. There are always a few Quaidu here; not only members of the Brotherhood but others. And sometimes a Neng is even seen. The murder might be mentioned, and the fact that the Brotherhood had nothing to do with it, as well as speculation as to who could be behind this clumsy framing attempt (the details of the discovery of the body were widely known in the Brotherhood by the afternoon of the day it was found in the canal). The GM might also plant a few other tidbits that could lead to other adventures later.

The proprietor of the Four Roses, a huge Quaidu named Ghalmar Threed, makes sure that things remain quiet in the common room. He runs a brisk drug trade on the side, and a number of other questionable operations in cooperation with the Four Roses.

The PCs might see Lord Bragos there, even talking to a Neng, but this is a red herring: his relationship with them is professional.

CLUES

Specifically, here are some clues and suggestions that might help the players unravel the truth.

1. Atrafina was last known to be at Parchment Dawning. While Mychel and Berad seemed unperturbed when interviewed, it would be worth keeping the place under observation. Mychel will be seen going to the Ewe, where he could be caught in a more compliant state.

2. It is not common knowledge that Atrafina was killed, much less the details about the rose petals or

the envelope found on her person, or the absence of her necklace. However, Rapata is not that big of a city. Of the few dozen members of the constabulary, the PCs should be able to find one who heard about finding the body and knows some details... and who might be convinced to divulge the information in return for a little cash. There were other witnesses: a boatman who found the body, and a member of the White Lions who witnessed the recovery and even saw the rose petals.

3. Getting to see the body might be more difficult and dangerous. It is currently in the house of one Lemit Cligg, a Lay Healer and the equivalent of the city's coroner. Atrafina's body has been preserved and is in a vault in his basement. All her possessions are kept in an envelope nearby, along with careful notes about the body (killed by multiple stab wounds with at least two daggers, one with a slightly serrated blade—the Athimurl dagger).

COMPLICATIONS

With their questioning and investigating, the PCs might well receive the attention of persons who don't want strangers meddling in things. Among the possibilities for injecting a little more action into the scenario:

1. Lord Bragos might get annoyed and send some Quaidu guards to rough up the PCs. Even though he is innocent, he doesn't like people prying into his affairs (he has other things to hide).

2. After the PCs visit the Parchment Dawning, Mychel will quite possibly contact the Adherent Kellak, who worries that the whole scheme may come undone. He contacts Gred, the leader of the Shards, and brings in another Adherent—Celpis Syne. Kellak tells Gred to send a group of Shards to get rid of the PCs, specifying that the three who were in on the murder remain in hiding in a 'safe-house.' Then, together with Celpis Syne, he will go and murder Gred and the other two who participated in Atrafina's killing—and who know what Kellak looks like. (A wise man once said "First rule of assassination: kill the assassins.") Under cover of night, the Shards members will be dumped in the canal just like Atrafina: in canvas sacks, their bodies scattered with rose petals. A third Adherent—a Bard named Vaniss and a direct agent from the Priests—will enter the picture to make sure that the mess is cleaned up. This might involve a threat to Mychel,

who may in turn suspect he is about to be betrayed, and—fearing that the Winter Light may reject him—turn to the PCs for help.

3. The Brotherhood of the Four Roses will also quite possibly hear about the PCs nosing about (they certainly will if the group actually visits the Inn of the Four Roses and starts asking questions about Atrafina). Note: The PCs should not be drawn into direct conflict with the Four Roses at this time, and members of this order will really think of them as little more than an annoyance. The imposing Quaidu proprietor of the Four Roses, Ghalmar Threed, will likely give the PCs little more than the time of day regarding the murder, but if they persist, they will be told to return at a certain time that evening, and will be introduced to a certain Noruul hel Bralak, a tall, slender man who appears in his 30's but has grey hair and pock-marked skin. He is in fact a Neng, and an extremely deadly assassin. (The GM should impress upon the players that perhaps they are in over their heads here). However, Noruul will be coolly polite, and assure them that the Brotherhood had nothing to gain by killing Atrafina, and in fact he believes the Four Roses was framed by someone else, though he does not know who (he is telling the truth). He 'strongly advises' the characters to turn their attention elsewhere.

RESOLUTION

Once again, the goals of this adventure are:

1. To discover Atrafina's fate and Chirin's true nature and free them from their Undead Curse in a non-destructive way.

2. To unmask the fledgling Arnak priest and turn him back to the way of good. It is true that Mychel is an accessory to murder, but criminal justice in societies like this is pretty harsh (certainly he would be put to death, probably in a most unpleasant way). An alternative would offered: Berad can arrange to have Mychel taken away to the Winter Light monastery where he will be "punished but hopefully rehabilitated."

3. To reveal Atrafina's true murderers (Kellak and his cronies) and bring them to justice.

How fully the players accomplish these goals will determine their reward in experience. Points should be given for ingenuity and subtlety, and compassion towards the main NPCs (the Ghosts, Michel) should also be considered.

NPCS FOR GHOST ADVENTURE (RM2/C STATS)

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Townspeople								
Goetern Barami	3	14	1(0)	N	N	15da	—	-10
Age: 45, Sex: M, Ht/Wt: 5'9?"/135, Hair/Eyes/Build: Brown (balding)/Brown/Slender, Dmnr: Nervous. Race: Jameri, Profession: Fighter. Skills: Perc22; PickLock10; S&H7. Secondary Skills: Admin20; BscMath20; Cook42; Diplom15; 1stAid22. Stats: St-30; Qu-25; Em-35; In-70; Pr-40; Ag-40; Co-45/Temp15; Me-75; Re-80; SD-50; Ap-38. Items: Gold ring worth 55gp.								
Gred (Shard gang member)	3	21	1(15)	N	Y	25mg	15da	5
Age: 24, Sex: M, Ht/Wt: 5'9?"/150, Hair/Eyes/Build: Red-brown/Hazel/Slender, Dmnr: Cocky. Race: Jameri, Profession: Rogue. Skills: Climb25; Perc25; PickLock20; S&H22; Swim15; Track5. Secondary Skills: Act17; Appr10; AthlG20; Begg12; Brawl20; Contort12; Forage5; Jugg20; Ldrshp10; Signal12; Stra&Tac10; Surveil7; WeathWatch5. Stats: St-90; Qu-91; Em-65; In-73; Pr-88; Ag-90; Co-78; Me-67; Re-65; SD-54; Ap-84. Items: +10 steel long knife, Magic arm greaves that allow parrying and add 10 to frontal DB.								
Brednar Gulin, Chief Constable	6	51	5(5)	N	N	67ss	71	hcb 5
Age: 45, Sex: M, Ht/Wt: 5'8?"/185, Hair/Eyes/Build: Brown/Brown/Stocky, Dmnr: Cautious. Race: Jameri, Profession: Fighter. Skills: Perc57; PickLock32; Ride22; S&H32; Track35. Secondary Skills: Admin40; BscMath42; Brawl32; Brib15; Diplom17; DisrmFoe25; Gambl7; LockLr22; Subdu37; Surveil30. Stats: St-76; Qu-44; Em-62; In-69; Pr-78; Ag-80; Co-65; Me-72; Re-89; SD-77; Ap-55. Items: +10 steel short sword; ring, detects evil 50' R.								
Selmis Shelim, Jeweller	7	26	1(0)	N	N	15fist	21sb	0
Age: 42, Sex: M, Ht/Wt: 5'9?"/145, Hair/Eyes/Build: Brown/Brown/Slim, Dmnr: Ingratiating, sometimes snobbish. Race: Laan, Profession: (Thief). Skills: Perc50; PickLock20; Secondary Skills: Act50; Admin35; Alch35; Appr80; Arch25; BscMath50; Begg20; Brib45; Chem40; Craft65; DemnLr15; Falsif25; Gambl30; PwrPercep15; Smith47; Trade85. Stats: St-44; Qu-86; Em-71; In-85; Pr-80; Ag-71; Co-56; Me-90; Re-88; SD-66; Ap-44. Items: Jeweller' s loupe, +15 to detecting flaws in jewels.								
Ahrenreth Adherents								
Kellak, Adherent	5	52	5(30)	N	A	89da	65da	15
Age: (appears 25), Sex: M, Ht/Wt: 6'3?"/186, Hair/Eyes/Build: Black/Grey/Muscular, Dmnr: Cruel, Race: Dyr, Profession: Rogue, Skills: Amb±8; Climb50; Perc25; PickLock27; Ride40; S&H30; Swim40; Track10. Secondary Skills: Acrob33; Act42; Appr20; Brawl15; Brib30; Chem10; Disguis18; Gambl15; PwrPercep20; PubSp27; Rmas22; Signal18; Stra&Tac15. Stats: St-91; Qu-90; Em-25; In-68; Pr-82; Ag-99; Co-77; Me-67; Re-70; SD-58; Ap-92. Items: Ring of the Athimurl Adherents: white gold with lion head, white milky stones for eyes, +15 to RR vs nonevil clerical attacks, +15 to DB; Athimurl Dagger: white lion pommel carved out of narwhal tusk, blade is +15 enchanted white steel; enchanted black cloak adds +25 to hiding at night; +5 lightweight black leather jerkin; three +5 throwing daggers.								

Celpis Syne, Adherent 4 61 5(30) N N 91saren 75lcb 15

Age: 87, **Sex:**F, **Ht/Wt:** 5'10"/140, **Hair/Eyes/Build:** Black/Grey/Slim, **Dmnr:** Haughty. **Race:** Dyar, **Profession:** Fighter. **Skills:** Amb $\pm\pm$ 3: Climb40; Perc22; Ride45; S&H20; Swim30. **Secondary Skills:** AthlG25; Brawl57; Contort10; Gambl30; Sail15; Seduct32; Signal18; StunMan20; WeathWatch20. **Stats:** St-96; Qu-92; Em-65; In-79; Pr-88; Ag-94; Co-90; Me-60; Re-56; SD-44; Ap-81. **Items:** Ring of the Athimurl Adherents: white gold with lion head, white milky stones for eyes, +15 to RR vs nonevil clerical attacks, +15 to DB; Athimurl Saren: white lion pommel carved out of narwhal tusk, blade is +15 enchanted white steel; enchanted black cloak adds +25 to hiding at night; +5 lightweight black leather jerkin.

Vaniss, Adherent 6 31 1(25) Y* N 50da 15da 10

Age: 50, **Sex:**M, **Ht/Wt:** 6'4"/185, **Hair/Eyes/Build:** Black/Grey/Muscular, **Dmnr:** Vain. **Race:** Dyar, **Profession:** Bard (Essence). **Skills:** Amb $\pm\pm$ 2; Climb40; DirSp50; Perc35; PickLock22; Ride32; S&H33; S&W20; Swim25; **Secondary Skills:** Act55; Appr17; Brib22; Dance22; Disguis15; DragLr12; Falsif8; Gambl25; Music57; PlayInstr47; Seduct45; Sing40. **Stats:** St-75; Qu-90; Em-98; In-88; Pr-93; Ag-80; Co-55; Me-81; Re-54; SD-39; Ap-93. **Spells:** Controlling Songs10; Lores10; Invisible Ways5/Lofty Bridge5; Unbarring Ways10. **PP:**36. **Items:** Ring of the Athimurl Adherents: white gold with lion head, white milky stones for eyes, +15 to RR vs nonevil clerical attacks, +15 to DB; Athimurl Dagger: white lion pommel carved out of narwhal tusk, blade is +15 enchanted white steel; enchanted black cloak adds +25 to hiding at night; +5 lightweight black leather jerkin; Enchanted pipe (resembles a recorder) made of Dir wood, adds +15 to all Bardic attacks, bore can be adjusted in length shifting sound into near ultrasonic so only Elves can hear but attacks still effective against all humanoid races. Necklace, amber with a spider embedded, X3 PP enhancer for Bards only

Brotherhood of the Four Roses

Noruul hel Bralak 8 87 11(40) N N 91/50 rapier/mgch?†
70 thrwstr/55spit 15

Age: 35, **Sex:** M **Ht/Wt:** 6'2"/150, **Hair/Eyes/Build:** Grey/Grey/Slim, **Dmnr:** Cold, arrogant. **Race:** Neng, **Profession:** Thief/Assassin. **Skills:** Amb $\pm\pm$ 15; Climb65; DisTrap57; Perc60; PickLock67; Ride32; S&H90; Swim30; Track67. **Secondary Skills:** Act27; Appr32; BscMath22; Brawl25; Brib37; Camo70; Contort60; DetTrap45; DisrmFoe55; Disguis85; DrugTol32; Falsif27; 1stAid27; LocScrt35; LockLr67; PoisonLr37; Signal55; Trade25; WeathWatch35. **Stats:** St-93; Qu-99; Em-65; In-70; Pr-87; Ag-96; Co-94; Me-80; Re-91; SD-78; Ap-35. **Items:** Red leather tunic, protects as AT 11 (-10); +10 stiletto & main gauche; +25 Lock Pick Kit; Boots of Silent Walking; Cloak of *Levitation*, also activates automatically if wearer falls more than 10 feet.

OTHER NPCS

Type	Base Lvl	Max Rate	Pace/Speed	Size/ MS/AQ	Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
Phalos Drim, Constable	3	40	Dash/10	MD/MD	M/-	35	5(10)	56ss/25sb	1	Wary
Borit Chabb, Constable	4	50	Dash/10	MD/MD	M/-	45	5(10)	65ss/35da	1	Wary
Chirin Boental (ghost)	15	130	FSpt/30	VF/VF	M/LA#	165	1(50)*	110bs/90LBa/ Spec.(5Con/rnd)	1	In Denial
Atrafina Boental (ghost)	12	130	FSpt/30	VF/VF	M/LA#	125	1(50)*	45da/50LBa/ Spec.(5Con/rnd)	1	In Denial
Vels (M gang member)	1	60	Dash/10	MD/MD	M/-	15	1(10)	35armored fist/ 15da	1	Aggr.
Brazz (F gang member)	2	50	Dash/10	MD/MD	M/-	15	1(15)	35armored fist/ 15da	1	Neutral
Keck (M gang member)	1	40	Dash/10	MD/MD	M/-	15	5(10)	35ss/15da	1	Aggr.
Bran (M gang member)	1	65	Dash/10	MD/MD	M/-	15	1(5)	35armored fist/ 15da	1	Arrogant
Fleyer (M gang member)	2	50	Dash/10	MD/MD	M/-	15	1(10)	40da/15da	1	Aggr.
Chock (F gang member)	1	60	Dash/10	MD/MD	M/-	15	1(15)	35MastR1/15da	1	Hostile

* = Special; see text.

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?‡ = Special movement; see text (*Shadow World Atlas* or *Creatures & Treasures*).

NPCS FOR GHOST ADVENTURE (RMSS/FRP STATS)

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
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Townspeople

Goetern Barami 3 14 1(0) N N 45da — -10

Age: 45, **Sex:** M, **Ht/Wt:** 5'9?"/135, **Hair/Eyes/Build:** Brown (balding)/Brown/Slender, **Dmnr:** Nervous. **Race:** Jameri, **Profession:** Fighter. **Skills:** Alert5; Obs25; PickLock13; S&H10. **Secondary Skills:** Admin25; BscMath23; Cook39; Diplom15; 1stAid23. **Stats:** St-30; Qu-25; Em-35; In-70; Pr-40; Ag-40; Co-45/Temp15; Me-75; Re-80; SD-50; Ap-38. **Items:** Gold ring worth 55gp.

Gred 3 21 1(15) N Y 75mg 30da 5

(Shard gang member)

Age: 24, **Sex:** M, **Ht/Wt:** 5'9?"/150, **Hair/Eyes/Build:** Red-brown/Hazel/Slender, **Dmnr:** Cocky. **Race:** Jameri, **Profession:** Rogue. **Skills:** Alert10; Climb35; Obs28; PickLock22; S&H33; Swim22; Track13. **Secondary Skills:** Act14; Appr11; AthlG30; Begg12; Brawl19; Contort25; Forage8; Juggl25; Ldrshp10; Signal10; Stra&Tac11; Surveil13; WeathWatch8. **Stats:** St-90; Qu-91; Em-65; In-73; Pr-88; Ag-90; Co-78; Me-67; Re-65; SD-54; Ap-84. **Items:** +10 steel long knife, Magic arm greaves that allow parrying and add 10 to frontal DB.

Brednar Gulin, 6 51 5(5) N N 95ss 91hcb 5

Chief Constable

Age: 45, **Sex:** M, **Ht/Wt:** 5'8?"/185, **Hair/Eyes/Build:** Brown/Brown/Stocky, **Dmnr:** Cautious. **Race:** Jameri, **Profession:** Fighter. **Skills:** Alert5; Obs48; PickLock28; Ride24; S&H28; Track38. Admin40; BscMath39; Brawl32; Brib12; Diplom17; DisrmFoe22; Gambl14; LockLr19; Subdu38; Surveil28. **Stats:** St-76; Qu-44; Em-62; In-69; Pr-78; Ag-80; Co-65; Me-72; Re-89; SD-77; Ap-55. **Items:** +10 steel short sword; ring, detects evil 50' R.

Selmis Shelim, 7 26 1(0) N N 15fist 21sb 0

Jeweller

Age: 42, **Sex:** M, **Ht/Wt:** 5'9?"/145, **Hair/Eyes/Build:** Brown/Brown/Slim, **Dmnr:** Ingratiating, sometimes snobbish. **Race:** Laan, **Profession:** (Thief). **Skills:** Alert25; Obs55; PickLock36; **Secondary Skills:** Act43; Admin30; Alch24; Appr75; Arch20; BscMath40; Begg18; Brib39; Chem30; Craft62; DemnlRr23; Forgery20; Gambl18; Smith42; Trade74. **Stats:** St-44; Qu-86; Em-71; In-85; Pr-80; Ag-71; Co-56; Me-90; Re-88; SD-66; Ap-44. **Items:** Jeweller's loupe, +15 to detecting flaws in jewels.

Ahrenreth Adherents

Kellak, Adherent 5 52 5(30) N A 89da 65da 15

Age: (appears 25), **Sex:** M, **Ht/Wt:** 6'3?"/186, **Hair/Eyes/Build:** Black/Grey/Muscular, **Dmnr:** Cruel, **Race:** Dyr, **Profession:** Rogue, **Skills:** Amb55(8); Climb32; Obs25; PickLock39; Ride19; S&H29; Swim23; Track10. **Secondary Skills:** Acrob45; Act27; Appr18; Brawl18; Brib22; Chem13; Disguis34; Gambl5; PubSp17; RMas15; Signal22; Stra&Tac8. **Stats:** St-91; Qu-90; Em-25; In-68; Pr-82; Ag-99; Co-77; Me-67; Re-70; SD-58; Ap-92. **Items:** Ring of the Athimurl Adherents: white gold with lion head, white milky stones for eyes, +15 to RR vs nonevil clerical attacks, +15 to DB; Athimurl Dagger: white lion pommel carved out of narwhal tusk, blade is +15 enchanted white steel; enchanted black cloak adds +25 to hiding at night; +5 lightweight black leather jerkin; three +5 throwing daggers.

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Celpis Syne, Adherent 4	61	5(30)	N	N	91saren	75lcb	15	

Adherent

Age: 87, **Sex:**F, **Ht/Wt:** 5'10"/140, **Hair/Eyes/Build:** Black/Grey/Slim, **Dmnr:** Haughty. **Race:** Dyar, **Profession:** Fighter. **Skills:** Amb21(3); Climb36; Obs17; Ride29; S&H21; Swim27. **Secondary Skills:** AthlG37; Brawl54; Contort37; Gambl19; Sail9; Seduct22; Signal28; StunMan18; WeathWatch13. **Stats:** St-96; Qu-92; Em-65; In-79; Pr-88; Ag-94; Co-90; Me-60; Re-56; SD-44; Ap-81. **Items:** Ring of the Athimurl Adherents: white gold with lion head, white milky stones for eyes, +15 to RR vs nonevil clerical attacks, +15 to DB; Athimurl Saren: white lion pommel carved out of narwhal tusk, blade is +15 enchanted white steel; enchanted black cloak adds +25 to hiding at night; +5 lightweight black leather jerkin.

Vaniss, Adherent	6	31	1(25)	Y*	N	50da	15da	10
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Adherent

Age: 50, **Sex:**M, **Ht/Wt:** 6'4"/185, **Hair/Eyes/Build:** Black/Grey/Muscular, **Dmnr:** Vain. **Race:** Dyar, **Profession:** Bard (Essence). **Skills:** Alert5; Amb14(2); Attune35; Climb28; Obs34; PickLock21; Ride43; S&H39; Swim17; **Secondary Skills:** Act65; Appr24; Brib40; Dance50; Disguis26; DragLr17; Forgery21; Gambl12; Music60; PlayInstr70; Seduct50; Sing65. **Stats:** St-75; Qu-90; Em-98; In-88; Pr-93; Ag-80; Co-55; Me-81; Re-54; SD-39; Ap-93. **Spells:** Controlling Songs6; Lores5; Invisible Ways4; Lofty Bridge6; Sound Control4; Sound Projection4; Unbarring Ways6. **PP:**45. **Items:** Ring of the Athimurl Adherents: white gold with lion head, white milky stones for eyes, +15 to RR vs nonevil clerical attacks, +15 to DB; Athimurl Dagger: white lion pommel carved out of narwhal tusk, blade is +15 enchanted white steel; enchanted black cloak adds +25 to hiding at night; +5 lightweight black leather jerkin; Enchanted pipe (resembles a recorder) made of Dir wood, adds +15 to all Bardic attacks, bore can be adjusted in length shifting sound into near ultrasonic so only Elves can hear but attacks still effective against all humanoid races. Necklace, amber with a spider embedded, +3 spell adder for Bards only

Brotherhood of the Four Roses

Noruul hel Bralak	8	87	11(40)	N	N	91/50	70	15
						rapier/mgch?†	thrwstr/55spit	

Age: 35, **Sex:** M **Ht/Wt:** 6'2"/150, **Hair/Eyes/Build:** Grey/Grey/Slim, **Dmnr:** Cold, arrogant. **Race:** Neng, **Profession:** Thief. **Skills:** Alert19; Amb91(15); Climb78; DisTrap79; Obs73; PickLock89; Ride33; S&H105; Swim36; Track68. **Secondary Skills:** Act30; Appr34; BscMath28; Brawl36; Brib35; Camo94; Contort57; DetTrap63; DisrmFoe56; Disguis104; Forgery49; 1stAid35; LocHidden48; LockLr71; PoisonLr41; Signal58; Trade25; WeathWatch36. **Stats:** St-93; Qu-99; Em-65; In-70; Pr-87; Ag-96; Co-94; Me-80; Re-91; SD-78; Ap-35. **Items:** Red leather tunic, protects as AT 11 (-10); +10 stiletto & main gauche; +25 Lock Pick Kit; Boots of Silent Walking; Cloak of *Levitation*, also activates automatically if wearer falls more than 10 feet.

OTHER NPCS

Type	Lvl	Rate	Base	Max	Pace/Speed	Size/	AT	#	Outlook		
			MN	Bonus	MS/AQ	Crit	Hits	(DB)	Attacks	Enc.	
Phalos Drim, Constable	3	40	Dash/10	MD/MD	M/-		75	5(10)	66ss/45sb	1	Wary
Borit Chabb, Constable	4	50	Dash/10	MD/MD	M/-		89	5(10)	75ss/45da	1	Wary
Chirin Boental (ghost)	15	130	FSpt/30	VF/VF	M/LA#		165	1(50)*	110bs/90LBa/ Spec.(5Con/rnd)	1	In Denial
Atrafina Boental (ghost)	12	130	FSpt/30	VF/VF	M/LA#		125	1(50)*	45da/50LBa/ Spec.(5Con/rnd)	1	In Denial
Vels (M gang member)	1	60	Dash/10	MD/MD	M/-		41	1(10)	35armored fist/15da	1	Aggr.
Brazz (F gang member)	2	50	Dash/10	MD/MD	M/-		47	1(15)	45armored fist/25da	1	Neutral
Keck (M gang member)	1	40	Dash/10	MD/MD	M/-		39	5(10)	35ss/15da	1	Aggr.
Bran (M gang member)	1	65	Dash/10	MD/MD	M/-		40	1(5)	35armored fist/ 15da	1	Arrogant
Fleyer (M gang member)	2	50	Dash/10	MD/MD	M/-		48	1(10)	50da/25da	1	Aggr.
Chock (F gang member)	1	60	Dash/10	MD/MD	M/-		42	1(15)	45MASTR1/25da	1	Hostile

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?‡ = Special movement; see text (*Shadow World Atlas* or *Creatures & Monsters*).