

# Library Fines

**A simple mission clears up some loose ends.**

Alan Jones

*Delivering a few scrolls seems like a mundane task but it leads to some answers for the PCs .*

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## **Adventure Summary**

This adventure is designed for 5 PCs of level 5-6 (25 total levels). It is set in southern Glantri but could be placed anywhere.

## **Adventure Background**

The PCs have heard something about the Stars of Darkness and Light and have encountered previously a group of orcs that are looking for these items.

The PCs are travelling with a trading caravan.

## Journey to Assusia

### Setting Out

After several days hard trading, as well as the repairs needed to the caravan's wagons, Captain Chiesa is finally ready to depart. He approaches you with a bundle of scrolls in his hand. "Blooming paperwork!" he cursed banging the scrolls into his palm. "It seems to get worse each journey. They claim that they want open and free trade but I have to fill in a pile of forms just to cross the border. Another set listing who will be accompanying me and another listing my cargo. Anyway, here are your passes. They entitle you to stay and work in Glantri for a period of no more than three months. We should be out long before then. Falamar, you and Brother Durgin should pay attention to paragraph three where it states that you shouldn't cast a spell without a licence. Now I have purchased a licence for you both to cast spells, but only in self defence or in defence of the caravan. If you want to do more then you will have to visit Glantri City and join one of the Guilds."

He shook his head in frustration. "Even with this licence you should be careful not to cast too many showy spells, they see divine magic as some sort of heretical act. Madness! One other point, Brother Durgin and Master Pippin, don't go off with any wizards on your own. They have been known to experiment upon halflings and dwarves to see what makes you less susceptible to magical influences. So Dohrum, you need to be doubly careful not to be enticed down dark alleys by strange men."

"I've completed my trading and I've got a good price on most things so I hope we will make a nice profit on this trip. We're not going far into Glantri, just twenty odd miles to a village called Assusia. Nice place, has a good inn and they are used to travellers so they don't look askance at anyone, different." He inclines his head towards Durgin and Pippin.

If the PCs ask this is what the captain has purchased:

- 8 Bags of Rope (4cwt 200gp)
- 10 Barrels of preserved Fish (8cwt 150gp) – From the clear mountain rivers and lakes.
- 1 Box Rare Books (.3cwt 1000gp) – Magic/Alchemical texts from the old tower.
- 10 Barrels of salted goat (8cwt 200gp)
- 20 Bags of grain and vegetables (8cwt 150gp)
- 150 bricks of salt (7.5cwt 100gp)
- 1 Box assorted uncut gems (.05cwt 3000gp)
- 1 Crate of Armour (2 sets of masterwork chain mail, 1cwt 600gp)
- 10 Bundles of goat hides (4cwt 150gp)

Total Price: 5550gp

Total Weight: 4085lbs

Journey Estimate: 3 days to the village of Assusia in southern Glantri.

Journey: Fort Fletcher to Assusia

Cargo Carried in 4 Wagon

Previous Weather: 0 wet days.

Day 1

Initial Terrain Hills

Weather Partly Cloudy

Road Clear

Distance Travelled 14 miles.

Encounter No

Mishaps 0

Night 1

Initial Terrain Hills

Encounter No

Day 2

Initial Terrain Hills

Weather Overcast

Road Clear

Distance Travelled 14 miles.

Encounter Yes

Mishaps 0

Night 2

Initial Terrain Hills

Encounter No

Day 3

Initial Terrain Hills

Weather Storm

Road Clear

Distance Travelled 8 miles.

Encounter No

Mishaps 0

### The Parliament of Crows

On the second day out of Fort Fletcher the weather is dull and overcast with occasionally squally bursts of rain. Suddenly there is a crash from behind and a cry from one of the Helen. "Something just hit my wagon and bounced off!" She looks a bit shaken but has drawn her weapon and is ready for action.

A search of the undergrowth near the wagon (DC10) will reveal the headless corpse of a peasant. The body is further disfigured with large acid burns and claw marks. At the same time they will see a group of black birds circling a short distance away to the west.

If the PCs decide to find out what the birds are doing they will find a track leading west from the main trail leading into the hills.

If they don't the caravan will be attacked a little further along the road, which will lead to the Captain ordering them to find out what is going on. "It is our duty to keep the roads safe where we can."

### The Ruined Village

A spot (DC12) will reveal a few oily black flakes or scales amongst the soil as the PC walk towards the village.

You follow a track towards the circling crows passing deserted fields, occasionally seeing a broken hoe or spade amongst the neatly tended furrows. You soon come to a cluster of small thatched stone buildings around a green, with a larger, two storied building at the far end. All the buildings are damaged; in some the thatch has been torn off, others have stones wrenched from the walls causing them to partially collapse. The ground is churned and the walls are etched with acid and scored as if by massive talons.

A search check at DC10 or a spot at DC15 will lead to the discovery of a scrawled note on the wall of a building warning of the end of the world – "A fiery hammer from the Immortals will bring all to an end."

### The Carcass Pile

Behind the largest building the crows rise up as you approach revealing a tumbled pile of bodies. Whatever caused this devastation does not appear to have discriminated between young and old, rich or poor. The bodies are badly burnt with acid and rent by claws and teeth. Standing over the bodies is a pair of large, black wolves.

A listen check at DC15 will allow the PCs to hear the sound of the dire wolves before they turn the corner.

As the PC approach the wolves stop tearing at the carcasses and attack.

➤ **Dire Animal, Wolf (2):** CR 3; Large Animal ; HD 6d8+18 (Animal) ; hp 48,40; Init +2; Spd 50; AC:14 (Flatfooted:12 Touch:11); Atk +10 base melee, +5 base ranged; +10 (1d8+10, Bite); SA: Trip (Ex) ; SQ: Scent (Ex); AL N; SV Fort +5, Ref +4, Will +3; STR 25, DEX 15, CON 17, INT 1, WIS 12, CHA 10. Skills: Hide +5, Listen +6, Move Silently +5, Spot +6.

Description: Dire animals are larger, tougher, meaner versions of normal animals. They tend to have a feral, prehistoric look.

A dire wolf is an immense gray or black wolf, about 8 feet long and weighing some 700 pounds.

**Combat:** Dire wolves prefer to attack in packs, **surrounding** and **flanking** the foe when they can.

**Special Attacks:** Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

### The Manor House

A listen check at DC12 will indicate noises coming from inside the larger building, screams and crashing. The noises are coming from upstairs. It sounds like someone or something banging at a door. A success at DC17 will also allow the PC to hear someone crying for help.

If the PCs investigate they will encounter the pack of dire rats streaming down the stairs as they enter.

➤ **Dire Animal, Rat (6):** CR1/3; Small Animal ; HD 1d8+1 (Animal); hp (8,8,8,8,5,5); Init +3; Spd 40, Climb 20; AC:15 (Flatfooted:12 Touch:14); Atk +1 base melee, +4 base ranged; +4 (1d4,Bite); SA: Disease (Ex) ; SQ: Scent (Ex); ALN; SV Fort +1, Ref +3, Will +1; STR 10, DEX 17, CON 12, INT 1, WIS 12, CHA 4. Skills: Climb +11, Hide +11, Move Silently +6.

Feats: Weapon Finesse: Bite.

Description: Dire animals are larger, tougher, meaner versions of normal animals. They tend to have a feral, prehistoric look.

A dire rat can grow up to 3 feet long and weigh over 60 pounds.

**Combat:** Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

**Special Attacks:** Disease (Ex): Filth fever-bite, **Fortitude (DC 12)**, incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see Disease, page 74 in the DMG).

### Up The Wall

The wall is DC25 to climb and it is 16 feet to the shuttered window. If the PC tries to open the window before announcing himself then the person inside will try to push them off the wall. (This is an opposed strength vs. balance check. The occupant has no bonus to her strength). The occupant will not be able to climb down and will need a rope to help her. Also as soon as the shutter opens the Mohrg and two zombies manage to smash the door and enter the chamber.

Looking through the shutter you see crouched in the corner a young woman dressed in a simple woollen dress which is spattered with blood and mud. She has managed to push a chest against the only door from the room which as you watch is starting to splinter and break. Something is trying to break its way in.

### Up The Stairs

You climb the stairs following the sound of banging. At the top are three partially decayed corpses each bashing at a door with their fists. As you reach the top two turn to face you while the third continues to bash away at the door, which has started to splinter under the creature's powerful attacks.

➤ **Mohrg**: CR8; Medium Undead ; HD 14d12 (Undead); hp 109; Init +5; Spd 30; AC:15 (Flatfooted:14 Touch:11); Atk +12 base melee, +8 base ranged; +12/+7 (1d6+5, 2 Slam; 0+2, Antennae touch); SA: Improved Grab (Ex) , Paralyzing Touch (Su) , Create Spawn (Su) ; SQ: Racial Traits: Undead; AL CE; SV Fort +4, Ref +5, Will +9; STR 21, DEX 13, CON --, INT 11, WIS 10, CHA 10. Skills: Climb +11, Hide +15, Listen +12, Move Silently +15, Spot +12, Swim +10. Feats: Alertness, Dodge, Improved Initiative, Mobility.

Description: Mohrgs are the animated corpses of mass murderers or similar villains who die without atoning for their crimes. Tortured by all-consuming hatred of living things, they long to live again.

A mohrg looks like a gaunt, nearly skeletal corpse and is easily mistaken for a zombie or ghoul. The creature's tongue is its most noteworthy feature-long, cartilaginous, and clawed.

*Combat*: Like zombies, mohrgs attack by slamming enemies with their powerful fists. They often catch opponents flat-footed, for they move much faster than zombies.

*Special Attacks*: Improved Grab (Ex): To use this ability, the mohrg must hit with its slam attack.

*Paralyzing Touch (Su)*: A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed at a **Fortitude save (DC 17)** or become paralyzed for 1d4 minutes.

*Create Spawn (Su)*: Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

➤ **Zombie (2)**, Medium-size: CR1/2; Medium Undead ; HD 2d12 (Undead); hp (12, 9); Init -1; Spd 30; AC:11 (Flatfooted:11 Touch:9); Atk +2 base melee, +0 base ranged; +2 (1d6+1, Slam); SQ: Racial Traits: Undead, Partial Actions Only (Ex); AL NE; SV Fort +0, Ref -1, Will +3; STR 13, DEX 8, CON --, INT --, WIS 10, CHA 1. Feats: Toughness.

Description: Zombies are corpses reanimated through dark and sinister magic. These mindless automatons shamble about, doing their creator's bidding without fear or hesitation.

Zombies are not pleasant to look upon. Drawn from their graves, half decayed and partially consumed by worms, they wear the tattered remains of their burial clothes. A rank odour of death hangs heavy in the air around them.

*Combat*: Zombies hammer enemies with their unnaturally strong fists. Because zombies move so slowly, however, experienced adventurers have little trouble dealing with them.

*Special Qualities*: Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

*Partial Actions Only (Ex)*: Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

If the girl in the room survives (she has 4hp to start with she tells the PCs of what happened. Her name is Cira, she worked as a lady's maid to the Iraid family who lived in the manor.

"A huge black winged beast came that blocked out the sun, it flew over and everyone ran but it sprayed something over them and they died. It came at noon the day before yesterday when most were working in the fields. It destroyed the houses and anyone that tried to run. Then it started digging in the graveyard and this creature emerged and started to kill those that had hidden from the first attack, I think the body was that of Mad Mikeal who had killed all his family 5 years ago in a drunken rage. I heard it fly off and I hid here then Mikeal found me, and then you saved me."

She has some family in Assusia, an aunt, so would welcome travelling with the caravan. The rest of the journey passes without incident.

## The Village of Assusia

The village of Assusia is a clean and ordered settlement built around a well tended green. The houses are built from local grey stone with steeply pitched roofs of green pan-tiles. Away from the green the streets zig-zag up the hillside with some larger properties surrounded by high stone walls occupying the flatter areas. You arrive early in the morning while stalls are being set up and the smell of fresh bread is rising from the bakery near by.

The captain is pleased to arrive in one piece and Cira thanks you before leaving to find her aunt.

"Would you take this box to the Faustino Mayberry the bookseller, he has a shop in Mill Street opposite the Oaken Nose inn which is probably the best place to stay in town. The Cart and Ladder is alright but stay clear of the Prince's Cat, it is known as a house of ill repute and you may get into trouble there. I have some business to attend to, I'll treat you all to the best meal that the innkeeper can provide."

### Facilities and Characters

**Assusia** (Hamlet): Conventional LG 100gp limit; Assets 1945gp; Population 389; Human 96%, Halfling 2%, Elf 1%, Dwarf 1%,  
*Com6; Com3(X2); Exp7; Exp3(X2); Ftr4; Ftr2(X2); Ftr1(X4); Rog1; War4; War2(X2); Wiz3; Wiz2; Wiz1(X4); Adp1(X1); Ari1(X1); Com1(X331); War1(X1);*  
 Baker; Butcher; Grocer; Tavern(X3); Blacksmith(X3); Merchant(X4); Cobbler(X2); Cooper; Miller; Tanner; Woodworker(X2); Tile maker; Boat for Hire; Carter(X2); Cartwright; Porter; Stable; Bounty Hunter; Barber; Burglar; Fence; Interpreter; Labourer (X5); Minstrel; Alchemist;

### Bookseller (Exp3)

Merchant specializing in books and scrolls, she is not affiliated to any of the merchant houses. He appears frail and has a nasty cough and a constant snuffle. His face has more creases in his face than a bed sheet in a brothel and he shuffles rather than walks around his store which is packed with boxes and scrolls. He is a grumpy and miserable old sod who does not take well to being haggled with. If the PCs if they do not try to haggle he will show them his wares and the PCs have a chance to spot an interesting item (spot DC15 – minor scroll, DC20 – medium scroll, DC25 – major scroll – one scroll per party best roll used). The old man will let them have any of these for a base price of 50gp as he doesn't notice that it is a magical item.

He is pleased to see the scrolls and books have arrived in good condition, he spends a good few moments checking each one for damage. "You can't be too careful," he wheezes, "They can get bashed around but your captain knows how to look after valuables. Now can you spare an old man a few hours and take these to the tower of Zurbaran, it is only a few miles north-east along the Nathrat road. He seemed quite insistent that he got these papers as soon as possible. It seems he's been waiting for them a long time. I don't expect you'll do it out of the goodness of your cold stone hearts, you'll want gold for it won't you. Well I can offer you 100 Ducats, 50 now and 50 when you return. You are robbing an old man blind but that's business these days."

A successful intimidate check at DC17 will get them 20gp extra (10gp before and 10gp after) for each point over 16. A failure will just make him even grumpier and he shoos them off. If they do not try to haggle he will show them his wares and the PCs have a chance to spot an interesting item (spot DC15 – minor scroll, DC20 – medium scroll, DC25 – major scroll – one scroll per party best roll used). The old man will let them have any of these for a base price of 50gp as he doesn't notice that it is a magical item.

He hands you a wooden and ivory box about two foot square and about one foot tall, you recognise it as one of the ones the captain had bought in Fort Fletcher. He locks it and keeps the key. "Zurbaran doesn't need the key to unlock it as you can imagine but he will know if it has been tampered with so don't be silly."

If the PCs ask about Zurbaran the bookseller nods at Falamar, "He's an elf like your friend here, but older, he even looks old which most of your lot don't."

**Faustino Mayberry**, Male Human Exp3: CR 2; Medium Humanoid ; HD 3d6-9(Expert) ; hp 8; Init +0; Spd 30; AC:10 (Flatfooted:10 Touch:10); Atk +0 base melee, +2 base ranged; AL NG; SV Fort +0, Ref +3, Will +8; STR 6, DEX 10, CON 5, INT 17, WIS 16, CHA 15.  
 Skills: Appraise +9, Craft (Bookbinding) +4, Forgery +9, Gather Information +8, Knowledge (Cartography) +9, Knowledge (Geography) +9, Knowledge (History) +9, Knowledge (Literature) +9, Knowledge (Local) +9, Speak Language +6.  
 Feats: Armour Proficiency: light, Great Fortitude, Iron Will, Lightning Reflexes and Simple Weapon Proficiency.

Item	Value	Notes	Taken
Minor Scroll	325gp (50gp)	Spot DC15 (Charm Person, Mirror Image, Bull's Strength)	

Item	Value	Notes	Taken
Medium Scroll	1075gp (50gp)	Spot DC20 (Tongues, Polymorph Self)	
Major Scroll	5775gp (50gp)	Spot DC25 (Mass Charm, Stone to Flesh, Shadow Evocation)	

### Blacksmith (Exp7)

Brynn has a fairy red beard and unruly hair that is tied back with a strip of sweat-blackened leather. His large yellowed teeth are chipped and his breath smells bad. He is however a friendly and gentle man who is always willing to help his neighbours.

☛ **Brynn Ratzlaff**, Male Human Exp7: CR 6; Medium Humanoid ; HD 7d6(Expert) ; hp 27; Init +2; Spd 30; AC:12 (Flatfooted:10 Touch:12); Atk +7 base melee, +7 base ranged; +7 (1d8+3, Mace, heavy); AL NG; SV Fort +2, Ref +4, Will +4; STR 14, DEX 14, CON 11, INT 14, WIS 9, CHA 12.  
 Skills: Bluff +2, Craft (Armoursmithing) +12, Craft (Blacksmithing) +12, Craft (Bowmaking) +4, Craft (Leatherworking) +4, Craft (Locksmithing) +4, Craft (Metalworking) +12, Craft (Weaponsmithing) +12, Handle Animal +11, Intimidate +11, Knowledge (Engineering) +12.  
 Feats: Armour Proficiency: light, Simple Weapon Proficiency, Skill Focus: Craft (Armoursmithing), Skill Focus: Craft (Blacksmithing), Skill Focus: Craft (Metalworking), Skill Focus: Craft (Weaponsmithing).

He has a few items for sale, which he has taken in trade, and he will try to make any standard or masterwork armour, shield, ranged or melee weapon, though he is better at the latter than the former.

Item	Value	Notes	Taken
Shortspear +2	8302		
Kama +1	2302		

### Alchemist (Exp3/Wiz3/Adp1)

If the PCs want healing potions they will have to come here.

☛ **Rudolf Meza**, Male Human Exp3/Wiz3/Adp1: CR 6; Medium Humanoid ; HD 3d6(Expert) , 3d4(Wizard) , 1d6(Adept) ; hp 24; Init +0; Spd 20; AC:10 (Flatfooted:10 Touch:10); Atk +2 base melee, +3 base ranged; AL CN; SV Fort +2, Ref +2, Will +10; STR 8, DEX 11, CON 11, INT 17, WIS 15, CHA 11.  
 Skills: Alchemy +17, Appraise +13, Concentration +6, Craft (Poison making) +13, Decipher Script +9, Knowledge (Arcana) +12, Knowledge (Portals & Gates) +7, Knowledge (The Planes) +7, Profession (Apothecary) +5, Spellcraft +13, Use Magic Device +6.

Item	Value	Notes	Taken
Potion of Glibness	500		
Scroll	2700	Arcane Lock (CL3), Contagion (7), Evard's Black Tentacles (7), Transmute Rock To Mud (9)	
Bead of Force	2000		
Potion Bless (CL1)	40gp	Must be used within 1d4+1 days. He has 2 of these for sale.	
Potion CLW (CL1)	40gp	Must be used within 1d4+1 days. He has 5 of these for sale.	

### Mayor (Wiz2/Ari1)

The PCs are unlikely to meet the mayor, Lance Trexler, unless they do something naughty/silly. He is a stern man who believes in the rule of law. If he suspects anything he will report the PCs to Prince Volospin.

### General Merchant (Umbeth House) (Exp6)

All standard items and some magic items (4) available here. Umgath Sermun, a human descended from Ethangarian stock and appears to be in his late 40s. He doesn't like the prince, or his policies, but will not openly speak out against him. He is protected by the power of his Merchant House. He has good knowledge of the local area and can be persuaded to answer questions. However he will also be taking notes on the PCs.

☛ **Umgath Sermun**, Male Human Exp6: CR 5; Medium Humanoid ; HD 6d6(Expert) ; hp 24; Init +0; Spd 30; AC:13 (Flatfooted:13 Touch:10); Atk +4 base melee, +4 base ranged; +4 (1d6, Club); +4 (1d4, Dagger); +4 (1d3, Unarmed); AL N; SV Fort +2, Ref +2, Will +7; STR 10, DEX 10, CON 10, INT 15, WIS 15, CHA 14.

Skills: Appraise +11, Bluff +15, Disguise +4, Gather Information +11, Handle Animal +11, Innuendo +11, Intimidate +15, Knowledge (Local) +11, Listen +4, Profession (Merchant) +11, Sense Motive +11, Spot +4.  
 Feats: Alertness, Armour Proficiency: light, Charlatan, Improved Unarmed Strike, Persuasive, and Simple Weapon Proficiency.  
 Possessions: Weapons: Club (0 gp); Dagger (2 gp). Armour: Leather Scale (35 gp).

Item	Value	Notes	Taken
Potion of Detect Thoughts	300	Potion causes the drinker to glow a random colour (magenta) for the duration of the potion as for a <i>light</i> spell	
Arcane Scroll (Mount, Change Self, Feather Fall) all at CL1	75		
Vial of Deathblade poison	1800	DMG80	
Whip +4	32301		

#### **General Merchant (Mauntea) (Com3/Ftr2)**

All standard items and some magic items (3) available here.  
 Meade Vogol runs this store, an ex caravan guard he decided to stop after losing an eye in a fight with a pack of goblins. He wears a black leather patch over his blind eye but he can still tell when people are trying to pilfer any of his items.

♣ **Meade Vogol**, Male Human Ftr2/Com3: CR 4; Medium Humanoid; HD 2d10+2(Fighter), 3d4+3(Commoner); hp 28; Init +5; Spd 20; AC:17 (Flatfooted:16 Touch:11); Atk +5 base melee, +4 base ranged; +5 (1d8+2, Mighty composite longbow +2, Masterwork); +5 (1d3+2, Unarmed); AL NG; SV Fort +5, Ref +2, Will +1; STR 14, DEX 13, CON 12, INT 13, WIS 11, CHA 11.  
 Skills: Appraise +3, Climb +2, Handle Animal +8, Profession (Merchant) +8, Ride +11.  
 Feats: Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Combat Reflexes, Improved Initiative, Mounted Archery, Mounted Combat, Ride-By Attack, Shield Proficiency, Simple Weapon Proficiency.  
 Possessions: Weapons: Mighty composite longbow +2, Masterwork (600 gp); Arrows (20) (1 gp).  
 Armour: Chainmail, Masterwork (300 gp). Shields: Buckler, Masterwork (165 gp).

Item	Value	Notes	Taken
Scroll (Cat's Grace)	150gp		
Broad headed Arrows+2 (10)	1670gp	Damage is bludgeoning not piercing	
Talwar Sword +2	8315gp	Treat as a scimitar, typical blade used by warriors and druids from Sind	

#### **General Merchant (Al-Azad) (Com3/Ftr1)**

All standard items and some magic items (2) available here.  
 Anastasia Gwillym runs the store, still occasionally travels with the caravans when they head towards the north-west.

♣ **Anastasia Gwillym**, Female Human Exp3/Ftr1: CR 3; Medium Humanoid; HD 3d6(Expert), 1d10(Fighter); hp 18; Init +1; Spd 30; AC:14 (Flatfooted:13 Touch:11); Atk +6 base melee, +4 base ranged; +6 (1d8, Longbow, Masterwork); +7 (1d6+3, Sword, short, Masterwork); +6 (1d3+3, Unarmed); AL N; SV Fort +5, Ref +2, Will +4; STR 16, DEX 12, CON 10, INT 14, WIS 9, CHA 11.  
 Skills: Appraise +3, Climb +4, Handle Animal +7, Knowledge (Nature) +4, Profession (Merchant) +6, Profession (Teamster) +6, Ride +10, Sense Motive +6, Spot +6, Swim -1, Use Rope +6, Wilderness Lore +6.  
 Feats: Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Great Fortitude, Iron Will, Shield Proficiency, Simple Weapon Proficiency, Track, Weapon Focus: Longbow.  
 Possessions:  
 Weapons: Longbow, Masterwork (375 gp); Arrows (20), Masterwork (140 gp); Arrows (5), Silvered, Masterwork (35 gp); Sword, short, Masterwork (310 gp).  
 Armour: Studded leather, Masterwork (175 gp).

Item	Value	Notes	Taken
Scroll (Feather Fall)	25 gp		
Potion (Alter Self)	300 gp		

### Minstrel (Exp3/Wiz1)

Lazarus Szata, a human originally from Karameikos has some skill with the lyre but spends most of his time behind the bar of the Oaken Nose a fair quality inn frequented by merchants. There is space for 15 in private rooms; there are 2 suites and 27 bunks in the common. These cost 9sp, 29sp and 3sp per night respectfully. The food is good and fair wines and ales are provided along with fresh seasonal vegetables all for 10sp. The mattresses are plump and clean and the 14 strong staff makes sure that you want for nothing.

### The Oaken Nose (Com1)

The oaken nose is a well built two storied building set in its own walled grounds with a well maintained garden and a stable block. Your host, Jamar, is of Ylaruam stock. The food is good, lean meats and an assortment of fair wines and good ales. Fresh vegetables are served in season. Currently boiled guinea fowl sausages, shark with steamed vegetables and dragonfly stew is on the menu with a rich and sticky ginger flan to follow. A meal will set you back 16sp. The ale of the week is Muther's Toxin, "Strong enough to boil your boots" says Jamar. The beds are clean and the mattresses are plump and soft. There are double rooms at 10sp a night, or a suite large enough to accommodate all of you for 30sp.

### The Cart and Ladder (War2)

The Cart and Ladder is a small inn run by a tough looking man named Solomon Garik. He is prepared to put himself about if trouble starts. Eight private rooms, 1 suite and 24 in the taproom costing 2sp, 10sp respectively but Solomon lets people sleep in the taproom for free. The ale is strong which leads to some of the brawls that keep the village guards busy. Food is average at best but only costs 7sp. The beds are tired and you will find the odd rat or insect sharing them with you.

### The Prince's Cat (Com1)

Earline, a thin, rat faced elf runs the tiny rundown inn that is the Prince's Cat, know by locals as the Royal Pussy from the crudely painted sign of a lascivious hussy twirling a crown on her outstretched finger. Two private rooms and space for 13 in the taproom are the only beds here, the former costing 2sp the latter 1sp. The ale is odd tasting, rumours have it that Earline waters it down and buys stale ale and tainted barrels from the other taverns. The food is of a similar quality. The beds are no worse than that at the Cart and Ladder but the company is better in that Earline's two barmaids can be persuaded to keep you warm for a while for a couple of extra silver pieces.

### Fence/Burglar (Rog1)

Catalina is a lithe young woman who the PCs will only encounter with a successful gather information check at DC20 if they state they are looking for clerical potions. A failure will get them pointed towards the alchemist. A critical failure will attract the attention of the authorities.

Catalina keeps a small stock of clerical items which she sells at cost price (as she didn't pay for them in the first place!).

◆ **Catalina**, Female Human Rog1: CR 1; Medium Humanoid; HD 1d6+1(Rogue); hp 7; Init +6; Spd 30; AC:16 (Flatfooted:14 Touch:12); Atk +0 base melee, +1 base ranged; +1 (1d6+1, Rapier, Masterwork); +2 (1d6+1, Mighty composite shortbow +1, Masterwork); AL CG; SV Fort +1, Ref +4, Will +0; STR 12, DEX 15, CON 13, INT 14, WIS 10, CHA 8.  
Skills: Appraise +6, Climb +4, Disable Device +5, Hide +5, Jump +2, Listen +4, Move Silently +5, Open Lock +5, Search +6, Spot +4, Tumble +7, Use Magic Device +3, Use Rope +4.  
Feats: Acrobatic, Armour Proficiency: light, Improved Initiative.  
Possessions:  
Weapons: Rapier, Masterwork (320 gp); Mighty composite shortbow +1, Masterwork (450 gp).  
Armour: Studded leather, Masterwork (175 gp).  
Shields: Buckler (15 gp).  
Goods: Arrows (20), Masterwork (7 gp); Rope, silk (50 ft.) (10 gp); Thieves' tools (30 gp).  
Magic: Potion: Hiding (150 gp); Potion: Sneaking (150 gp); Potion: Cure Light Wounds (1) (50 gp); Potion: Cure Light Wounds (1) (50 gp); Potion: Spider Climb (1) (50 gp); Potion: Spider Climb (1) (50 gp).

Item	Value	Notes	Taken
Scroll CLW	25gp		
Scroll Lesser Restoration	150gp	Scroll is written improperly; any spell on it fails if an intelligence check at DC17 is not made. Scroll is not erased until a successful cast. Scroll is old and brittle. Any mishandling causes it to disintegrate. When used a reflex check at DC15 is needed to prevent it crumbling.	
Potion of CMW	300gp		
Potion of Remove Disease	750gp		

### Tanner

Thurid is short, lightly built but has strong arms from lifting leather out of the stinking tanning pits that taint the air around this part of the village. Her arms are stained with the minerals and alchemical mixtures she uses to tan the hides. She is a good customer of Rudolf the alchemist and supplies tanned leather and prepared hides to the merchants as well as producing the odd set of leather armour, hide cloaks etc to those who want it.

☛ **Thurid**, Female Human Com1: CR 1; Medium Humanoid ; HD 1d4(Commoner) ; hp 4; Init +1; Spd 30; AC:12 (Flatfooted:11 Touch:11); Atk +3 base melee, +1 base ranged; +3 (1d6+3, Club); -1 (1d3+3, Unarmed); AL N; SV Fort +0, Ref +1, Will +0; STR 16, DEX 12, CON 11, INT 13, WIS 10, CHA 10. Skills: Alchemy +3, Craft (Leatherworking) +5, Knowledge (Geology) +1.5, Knowledge (Monsters) +3, Profession (Tanner) +5. Feats: Skill Focus: Craft (Leatherworking), Skill Focus: Profession (Tanner). Possessions: Weapons: Club (0 gp). Armour: Padded (5 gp). Goods: Coin: gp (8) (8 gp); Artisan's outfit (1 gp).

### Events

The following events will occur if the PCs spend a day in and around Assusia

#### Daytime Event

As you walk the streets you come across Cira begging near a water pump. The locals pay her little heed; occasionally one will drop a copper in the bowl at her feet but most just step over her and go about their business. She looks up and locks her hooded eyes on you. "Alms for a homeless unfortunate, my skin may be tired but my wits are still with me. Drop a silver in my bowl and let me tell your fortune." Her voice is thin and raspy.

#### Spot Checks:

- DC10 will show that the pump is leaking and the woman's clothes are soaking wet and stained with slime from that has grown around the pump.
- DC12 she doesn't appear to recognise any of you, and her voice is not the same as you remember it.
- DC15 her eyes don't quite match her eyeholes
- DC20 her skin has split revealing a hideous green hide beneath.

If the PCs approach she will spring up and attack with claws, her robes falling off and 'her' skin ripping apart as she attains her normal size.

☛ **Bog Hag**, Female OA, Bog Hag Shapechanger2/War2: CR 3; Medium Shape changer HD 2d8+4(Shape changer) , 2d8+4(Warrior) ; hp 30; Init +1; Spd 30, Swim 30; AC:13 (Flatfooted:12 Touch:11); Atk +3 base melee, +4 base ranged; +4 (1d6, 2 Claws); SA: Disease (Ex) , Improved Grab (Ex) , Drowning (Ex) ; SQ: Alternate Form (Su), Fast Healing (Ex): 2, Taint: 6, Vulnerability: Fire (Ex); AL CE; SV Fort +8, Ref +4, Will +4; STR 10, DEX 12, CON 15, INT 11, WIS 12, CHA 13. Skills: Bluff +12, Disguise +12, Jump +7, Listen +3, Sense Motive +8, Swim +3. Feats: Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Combat Reflexes, Shield Proficiency, Simple Weapon Proficiency, and Weapon Focus: Claws.

PCs struck by the Bog Hag's claws need to make a fortitude save at DC13 or suffer from bog rot. Incubation is 1d4 days and causes 1d4 temporary constitution damage. Stashed under a loose paving slab is a pile of 300 gold coins.

#### Evening Event

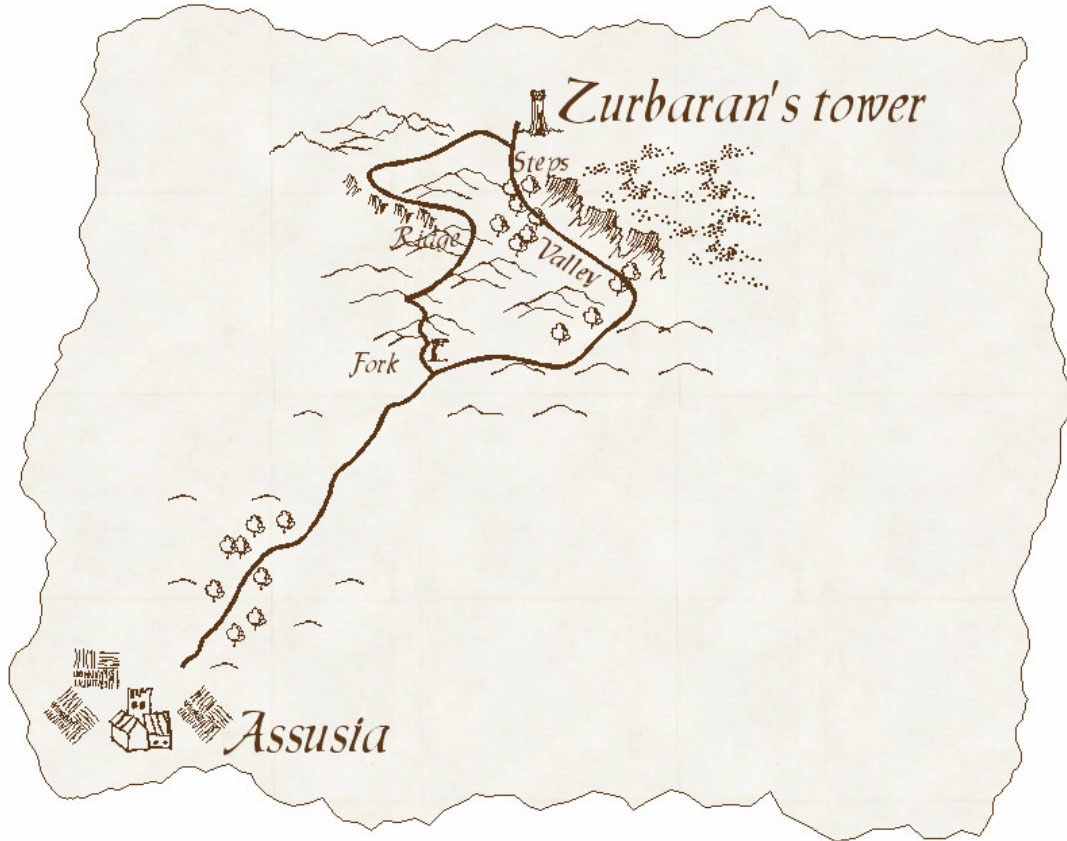
No event or as the Daytime Event if the PCs didn't go out during the day.

#### Night Event

If the PCs go out at night and make a spot check (DC15) or a listen check (DC15) they will notice Catalina breaking into the Al-Azad merchants. She will try to plead innocence (Bluff (-1) vs. Sense Motive) but if the PCs see through this she will offer them a 25% discount on the items in her possession (including her personal supplies). If the PCs threaten to turn her in she will reply that she will tell the authorities that Durgin has been preaching in the street. "If I'm going to go down, I'll take you with me!" she spits.

## To Zurbaran's Tower

The bookseller gives you detailed directions to Zurbaran's tower. "You head along the main track for 4 miles then when you get to a fork by the gibbet don't take the route that winds up the slope, take the one that goes along the valley. The ridge route can be dangerous if the fog comes down or a strong wind gets up. The valley winds east, then west for a mile or so then at the end you should see a flight of broad steps set into the valley side. Climb these and you will see the tower a mile or so ahead." He sketches the route on a map for you.



The first part of the journey runs through farmland and orchards, the trees bare of leaf and fruit at this time of year but you can make out the buds ready to burst at the first hints of spring. As the bookseller explained after about four miles of easy walking the road forks; narrow winding track threads its way through stunted trees up the side of a hill to the north east while the main trail turns east along the bottom of a wooded valley. Between the two tracks stands a gibbet. Hanging from it is a crow eaten corpse; just a few shreds of flesh remain the rest has been picked clean by scavengers. Around the neck of the corpse hangs a faded wooden panel upon which writing can just be made out.

"Thus ends all heretics. Rad is One, Rad is All." It is signed Sir Uthar Aendyr, Constable of Volnay.

A search of the body (DC10) reveals that the body is wearing a pendant in the form of a flower surrounded by stones. A knowledge religion check (DC12) to identify this as the clerical symbol of Yamuga, a success at DC17 will hint that the cleric may have come from Ethangar.

If the PCs give the corpse a decent burial then as they are preparing the ground or collecting stones they come across a scroll. Also if any of the PCs are killed within 10 miles of the gibbet the ghost of the cleric will appear and cast *True Resurrection* on each of the deceased PCs.

As you take stock of the battle and stand over your dead comrades a pale shade floats towards you. As it passes wild flowers spring up from amongst the rocky soil. It leans over the bodies and lays a hand on each of their heads spending perhaps ten minutes with each. As it finishes your fallen companion rises to their feet unharmed.

"You risked your lives to let me pass on to Yamuga's Fields. It was the least of what I could do to bring those back that were not ready to pass over. Now I must go. Take care, friends."

☛ **Magic: Scroll:** Animal Friendship (1), Stone Shape (5), Cure Moderate Wounds (5), Barkskin (3), Protection from Elements (5) (1,300 gp).

### The Ridge Route

If the PCs disregard the bookseller's advice and take the ridge route read the following.

The path winds back and forth across the hillside until eventually it flattens out and continues along a narrow ridge which forces you to walk single file. Steep scree slopes fall away on both sides and the track is littered with loose stones and boulders.

Hiding amongst the boulders is a pair of orc scouts, spot checks at DC6, listen DC4 to spot/hear them they will have seen/heard the PCs coming. One will engage the PCs in hand to hand combat while the other one blows on a ram's horn before attacking. The horn echoes loudly around the valley.

➤ **Orc Scouts (2)**, Male Orc War2: CR 1; Medium Humanoid ; HD 2d8(Warrior) ; hp 8, 9; Init +4; Spd 20; AC:16 (Flatfooted:16 Touch:10); Atk +4 base melee, +2 base ranged; +4 (1d6+2, Sword, short); +2 (1d6, Shortbow); SQ: Light Sensitivity (Ex), Darkvision (Ex): 60 ft.; AL CE; SV Fort +3, Ref +0, Will -1; STR 15, DEX 10, CON 11, INT 9, WIS 8, CHA 8.  
Skills: Climb -3, Hide -4.  
Feats: Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency.  
Possessions:  
Weapons: Shortbow (30 gp); Arrows (20) (1 gp); Sword, short (10 gp).  
Armour: Chainmail (150 gp).  
Shields: Buckler (15 gp).  
Goods: Coin: gp (37, 14) (37 gp).  
Magic: Potion: Cure Moderate Wounds (3) (300 gp); Potion: Cure Moderate Wounds (3) (300 gp).

If the orc blows the horn before the PCs stop them then the four more orc warriors and the orc shaman appear 1d10\*10 feet away 1d4 rounds later as if from nowhere. The orcs will fight defensively (-4 to attacks but +2 to AC) to allow the shaman time to cast spells and to give time for the rest of the party to arrive. 1d4 rounds after that the orc leader and the remaining orc warriors along with the dire ape pet of the leader arrive from the north. Once the others arrive the orc warriors will attack along with their leader and the dire ape. The shaman will cast bless, and then burning hands if a PC comes with range before attacking with his axe. If taken below 5hp he will move back, cast obscuring mist then run. Elrig will not retreat; he knows that Pashnak will not forgive him for failing to get the scrolls.

➤ **Orc Warriors (4)**, Male Orc War2: CR 1; Medium Humanoid ; HD 2d8(Warrior) ; hp 13, 13,11,8; Init +4; Spd 20; AC:16 (Flatfooted:16 Touch:10); Atk +4 base melee, +2 base ranged; +4 (1d6+2, Sword, short); +2 (1d6, Shortbow); SQ: Light Sensitivity (Ex), Darkvision (Ex): 60 ft.; AL CE; SV Fort +3, Ref +0, Will -1; STR 15, DEX 10, CON 11, INT 9, WIS 8, CHA 8.  
Skills: Climb -3, Hide -4.  
Feats: Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency.  
Possessions:  
Weapons: Shortbow (30 gp); Arrows (20) (1 gp); Sword, short (10 gp).  
Armour: Chainmail (150 gp).  
Shields: Buckler (15 gp).  
Goods: Coin: (82, 47,0, 46gp).  
Magic: Potion: Cure Moderate Wounds (3) (300 gp); Potion: Cure Moderate Wounds (3) (300 gp).

➤ **Elrig Bloodhater**, Male Orc War5: CR 4; Medium Humanoid ; HD 5d8-15(Warrior) ; hp 28; Init +3; Spd 20; AC:18 (Flatfooted:18 Touch:10); Atk +9 base melee, +8 base ranged; +9 (1d3+4, Unarmed); +6/+2 (1d8+4/1d8+4, Axe, orc double, Masterwork); SQ: Light Sensitivity (Ex), Darkvision (Ex): 60 ft.; AL CE; SV Fort +1, Ref +4, Will -1; STR 18, DEX 16, CON 4, INT 9, WIS 7, CHA 4.  
Skills: Climb +0, Tumble +0.  
Feats: Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Blind-Fight, Exotic Weapon Proficiency: Axe, orc double, Shield Proficiency, Simple Weapon Proficiency, Toughness.  
Possessions:  
Weapons: Axe, orc double, Masterwork (660 gp).  
Armour: +1 Half-plate (1,750 gp).  
Goods: Coin: gp (290) (290 gp).

➤ **Dire Animal, Ape**:CR3;Large Animal ; HD 5d8+10 (Animal); hp39; Init +2; Spd 30, Climb 15; AC:15 (Flatfooted:13 Touch:11); Atk +8 base melee, +4 base ranged; +8/+3 (1d6+6,2 Claws; 1d8+3,Bite); SA: Rend (Ex) ; SQ: Scent (Ex); ALN; SV Fort +3, Ref +3, Will +2; STR 22, DEX 15, CON 14, INT 1, WIS 12, CHA 7.  
Skills: Climb +14, Move Silently +9, Spot +9.  
Description: Dire animals are larger, tougher, meaner versions of normal animals. They tend to have a feral, prehistoric look.  
These apes resemble large gorillas with long, ivory claws and razor-sharp teeth. They stand about 8 feet tall and weigh from 600 to 1,000 pounds.

➤ **Borbag Enemykicker**, Male Orc War1/Adp4: CR 4; Medium Humanoid ; HD 1d8+2(Warrior) , 4d6+8(Adept) ; hp 31; Init +1; Spd 20; AC:16 (Flatfooted:15 Touch:11); Atk +4 base melee, +4 base ranged; +5 (1d8+2, +1 Battleaxe); +4 (1d3+1, Unarmed); SQ: Light Sensitivity (Ex), Darkvision (Ex): 60 ft.; AL CE; SV Fort +5, Ref +4, Will +5; STR 13, DEX 12, CON 15, INT 8, WIS 13, CHA 7.  
Skills: Concentration +6, Hide +8, Listen +3, Spot +3.

Feats: Alertness, Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration.  
 Spells Known (Adp 3/3): 0 -- Create Water, Cure Minor Wounds, Detect Magic, Ghost Sound, Guidance, Light, Mending, Purify Food and Drink, Read Magic; 1st -- Bless, Burning Hands, Cause Fear, Command, Comprehend Languages, Cure Light Wounds, Detect Chaos, Detect Evil, Detect Good, Detect Law, Endure Elements, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Sleep.  
 Spells Prepared (Adp 3/3): **0 - Cure Minor Wounds x3; 1st - Bless, Burning Hands, Obscuring Mist.**  
 Possessions:  
 Weapons: +1 Battleaxe (2,310 gp).  
 Armour: +1 Scale mail: Shadow (4,200 gp).  
 Goods: Coin: gp (340) (340 gp).  
 Magic: Scroll: Magic Weapon (2) (50 gp).  
 Snagrid, None Animal, Weasel : CR 1/3; Tiny Animal ; HD 5d8 ( Animal) ; hp 15; Init + 2; Spd 20, Climb 20; AC 16; Atk + 1 base melee, + 7 base ranged; +7 ( 1d3-4, Bite ); SA: Attach (Ex) ; SQ: Scent (Ex); AL N; SV Fort + 3, Ref + 4, Will + 5; STR 3, DEX 15, CON 10, INT 7, WIS 12, CHA 10.  
 Skills: Balance +10, Climb +11, Hide +13, Listen +3, Move Silently +9, Spot +4.  
 Feats: Weapon Finesse: Bite.

A successful Gather Information check at DC10 will mean that the PCs recognise the orcs as those they have fought before. A success at DC15 means that they notice that the largest orc, the leader is missing. A success at DC20 means that they remember or hear reference to the names of the leading orcs and that one of them can cast spells.

The path crosses a steep sided valley via a narrow stone bridge. Carved into and over its stone balustrades are grape vines with bunches of plump grapes spilling out of goblets. On the far side a flight of steps carved into the valley side gives access to the valley floor while ahead stands a squat stone tower. The wind causes a large flag atop the tower to flap and crack. It displays a golden goblet filled with purple grapes on a white background.

#### The Valley Route

The path runs east for a short distance before turning north-west to follow a burbling stream at the foot of a steep escarpment. The path skirts scattered copses of oaks and elms as it slowly rises.

As the PCs pass the third of the copses they will be attacked by the two orcs stationed in the trees. If the PCs make a spot (DC10) or listen (DC8) check then they will notice the orcs just before they attack otherwise they will be surprised. One will engage the PCs in melee combat while the other one blows on a ram's horn before attacking. The horn echoes loudly around the valley. See stats in the section above for details). The orcs in the trees gain 75% **concealment** from the tree's dense foliage (30% miss chance).

If the orc blows the horn before the PCs stop them then the four more orc warriors and the orc shaman appear 1d10\*10 feet away 1d4 rounds later as if from nowhere. The orcs will fight defensively (-4 to attacks but +2 to AC) to allow the shaman time to cast spells and to give time for the rest of the party to arrive. 1d4 rounds after that the orc leader and the remaining orc warriors along with the dire ape pet of the leader arrive from the north. Once the others arrive the orc warriors will attack along with their leader and the dire ape. The shaman will cast bless, and then burning hands if a PC comes with range before attacking with his axe. If taken below 5hp he will move back, cast obscuring mist then run. Elrig will not retreat; he knows that Pashnak will not forgive him for failing to get the scrolls.

A successful Gather Information check at DC10 will mean that the PCs recognise the orcs as those they have fought before. A success at DC15 means that they notice that the largest orc, the leader is missing. A success at DC20 means that they remember or hear reference to the names of the leading orcs and that one of them can cast spells.

You pass under a narrow stone bridge before reaching a flight of steps carved into the valley side. At the top of the stairs you join a paved track that leads to a squat stone tower. It displays a golden goblet filled with purple grapes on a white background.

## Zurbaran's Tower

A knowledge (local or nobility) check at DC15 will identify the flag as belonging to the Belcadiz family, a success at DC20 will reveal that this is the particular emblem of Zurbaran de Belcadiz.

You are halted at the gateway to the tower by two guards wearing purple and white tabards over polished chain mail. "Be you Swordmaster Kudan, Falamar of the Forest, Pippin the light-fingered, the heretic Durgin and Quay-Zhi of the Sunshine Band?" The one of the left speaks looking disdainfully at you all.

If the PCs answer in the affirmative then the guard on the right will open the door. "You are expected, please go in." You pass through a stone gatehouse and you sense rather than see the watchful eyes of the guards behind the walls. You emerge into a green courtyard with gravel paths leading between low, neatly trimmed box hedges. In the centre an elderly elf shapes a larger plant into the form of a pouncing lion. He turns as he hears you approach.

"Let me apologise for the rudeness of my guards. That was not the true form of the greeting I asked them to offer. Do you have the scrolls and books? They are undamaged?" The elf's voice is thin, but carries a note of warm humour. "I'll have a word with him; conjure some brambles in his bed tonight perhaps."

A tray carrying an assortment of drinks along with bowls of nuts, berries and olives floats towards you seemingly carried by an empty cape. "Don't be afraid, this is my 'man-servant' my tutor left me in his will, an invisible stalker, you may not have met one before." He takes the tray and places it on top of a stone bird bath. The cape floats of into the castle again. "It seems to read my mind. Please help yourself."

If the PCs mention they have met an invisible stalker before the Zurbaran purses his lips. "Really, and you obviously lived to tell the tale. Well done."

If the PCs ask about his tutor or Zubretta the elf replies;

"Yes Zubretta was my tutor at the Great School of Magic in Glantri City. He died about thirty years ago."

"The invisible stalker told me when he arrived that he was a last gift from my tutor."

"How did he die? Good question, his body was never found he was sailing on Lake Amsorak when his ship, The Sea Queen, sunk."

"I hope none of you are badly hurt? I have some alchemical preparations if you need healing" (he has 1d4+1 potions of *Cure Moderate Wounds* which he will give to any PC that needs them).

After a few rounds of questioning he holds up his hand. "Now may I take a look at the scrolls please, then you can be heading home." He takes the box and with a word and gesture opens the box. He carefully looks at each of the scrolls and tomes inside the box. "Very nice, just what I asked for. Please give this note to Faustino when you get back and he will give you the rest of your pay." The cape approaches with a tray upon which are five potion bottles. "Oh yes I almost forgot, as a token of my gratitude for bringing these items to me I have a little gift for each of you." He hands each of you a labelled potion bottle.

He stands up and you sense that it is time for you to leave.

For Kudan he has a potion of *Haste*.

For Durgin he has a potion of *Expeditious Retreat*.

For Quay-Zhi he has a potion of *Owl's Wisdom*.

For Pippin he has a potion of *Cat's Grace*.

For Falamar he has a potion of *Might of the Oak*.

All potions are CL6 .

### **The Return Journey**

The return journey to Assusia goes without a hitch, whichever way the PCs chose to go. The bookseller casts his eye over the note from Zurbaran, "That appears to be in order, thank you for your troubles." He hands over the remaining money and bids you good day.

### Appendix 1: Consolidated Encounter Details

Location	Name	Notes	Enc. Level	Difficulty	XP per PC	Encountered
Ruined Village: Carcass Pit	Dire Wolves		EL 5	-0.6 (Challenging)	300	
Ruined Village: Manor House	Dire Rats		EL 3	-2.6 (Easy)	150	
Ruined Village: Up The Stairs	Mohrg, Zombies (2)		EL 8.2	2.6 (Very Hard)	975	
Assusia: Daytime Event	Bog Hag		EL 3	-2.6 (Easy)	150	
To The Tower: Ridge Route	Orc Scouts (2)		EL3	-2.6 (Easy)	150	
To The Tower: Orc Attack	Orc Warriors, Dire Ape, Orc Shaman, Orc Deputy	These are the orcs the PCs met before	EL 8.1	2.4 (Very Hard)	874	

### Appendix 3: Consolidated Treasure Lists

Location	Description	Value	Weight	Taken By
Bog Hag	Coins (300gp)	300	6	
Gibbet	Scroll (Animal Friendship (1), Stone Shape (5), Cure Moderate Wounds (5), Barkskin (3), and Protection from Elements (5)).	1300	0	
Orc Scouts	Coins (37, 14gp)	51	1	
Orc Warriors	Coins (82, 47, 0, 46gp)	175	3.5	
Elrig	Orc Axe (Masterwork)	660		
Elrig	Half Plate +1	1750		
Elrig	Coins (290gp)	290	5.8	
Borbag	Battleaxe +1	2310		
Borbag	Scale Mail +1 (Shadow)	4200		
Borbag	Scroll (Magic Weapon)	50	0	
Borbag	Coins (340gp)	340	6.8	
Zurbaran	Potion: Expeditious Retreat (6) (300 gp); Potion: Cat's Grace (6) (600 gp); Potion: Might of the Oak (6) (600 gp); Potion: Owl's Wisdom (6) (600 gp); Potion: Haste (6) (900 gp).	3000	0	