

# THE PRODIGAL SONS




This adventure is designed for 3rd to 4th level HackMaster characters and features a variety of challenges. A group of four to six players that includes a variety of character classes will likely enjoy the most success on this sojourn. One PC of Good alignment would be beneficial to the adventure but is not essential.

The story starts in the village of Tiwidu, a booming population center. This locale can be found within the Lands of Tarisato, a region in the *Kingdom of Kalamar* campaign setting and is also the focus of the HackMaster product 'Tiwidu – Village on the Verge.' The aforementioned product is not needed to play this adventure. A GM could use this peril as a stand-alone adventure in his or her own campaign with a minimum of tweaking.

**GameMaster's Note** – If Tiwidu is used as the adventure's backdrop, PC dwarves will find social interaction extremely difficult. For the last twenty-five years, the dwarves who live in the Lands of Tarisato serve almost exclusively as slaves to humans due to Emperor Kabori's subjugation of the nearby dwarven kingdom of Karasta. Tiwidu villagers will whisper to the local constables if they spy unchained dwarves walking about town, unpervised.

The adventure starts while the PCs are walking about Tiwidu one mid-morning. Badiril, Tiwidu's haymonger. Soon approaches the party.

 The gentle, warm wind sways the multitude of wind chimes hanging off the village's businesses and residences. The harmonious chorus of notes created from the zephyr's passage gives Tiwidu – at least for this moment – an aura of peace, a sharp contrast from the normal bustle of the town traders haggling and solidifying deals with their customers. As you stroll down one of the village's streets, you and your companions enjoy this speck of serenity, sensing that it will likely not come around again today.

A broad, overweight man in his late forties is standing near the lane next to a wide, two-wheeled wagon hitched to two horses. Whatever is in the cart's bed is flat and covered by dusty blankets. The man takes off his straw hat and uses it to fan himself, revealing an unruly nest of brown hair. He spots you and promptly walks in your direction.

"Ah, lads and lasses. I'm Badiril, the village's haymonger, and I am in a bit of a predicament. I am due to leave for Ka'utavidu to pick up a delivery today but I also need to have the new millstones transported to the Dilatak Mill. I would entrust one of my sons to do this, but all three are out of town, busy dealing with other errands. Care to make a bit of copper for your time?"


Badiril (Area 89 in 'Tiwidu – Village on the Verge') is already running late and is quite desperate for help. He may know the PCs from word-of-mouth from other villagers, have seen them grow up in the village, or he just trusts their faces. Badiril will give each PC who undertakes the task a Sesateri (copper coin).

► Badiril can be swayed into raising the payment up three Sesateri for each person on a successful Opposed Salesmanship skill check (vs. Badiril's Resist Persuasion skill of 38%).

If negotiations fail, Badiril will take the cart and leave the PCs in a huff, giving the job to some off-duty bouncers of Tiwidu's one tavern, 'The Shaky Salamander's Shack.'

**GameMaster's Note** – GMs not keen on having the party entrusted with the cart and its cargo can change the job offered to that of escort. Badiril has heard of the rise in bandit activity north of Tiwidu and wants to ensure the safety of his son Valorel and the millstones. Valorel's stats are provided below Badiril's.

Once the party agrees to the task, read or paraphrase the following:

 "Thank you kindly. Just take the wagon through the town's north gate and head east on Velu's Trail once you cross the bridge over the E'Retu River. After a mile-and-a-half you will reach the Dilatak Mill. The mill's owner, Mubamel, is expecting the new millstones today. You don't have to worry about unloading the stones though; Mabamel has a few laborers at the mill who will handle that weight. Once you are done, bring the wagon and horses back to my barn located on the south side of town where my stableboy, Hagil, will be waiting for you. For your coin, meet me at 'The Shaky Salamander Shack' tomorrow afternoon and I'll throw in a free tankard of ale."

Badiril will give more explicit directions to his barn if asked, but because of his popularity in Tiwidu, any villager will be able to direct the PCs to the haymonger's storehouse. Ill-minded PCs thinking of robbing Badiril of his wagon and beasts-of-burden will find a mounted posse comprised of the merchant's three sons and 1d3+2 men-at-arms on their trail in two days. Badiril's brand – a wagon wheel with a crow inside – is on the right flank of both draft horses and the wagon.

► Merchants who operate within a 15-mile radius of Tiwidu will recognize the brand with a successful Observation check (Easy).

The haymonger will explain that Mubamel has already paid for the millstones if asked. Badiril will supply the PCs with the miller's description (see this issue's 'Casting Call') and will emphasize that Mubamel will likely oversee the unloading of the stones. Once the PCs are





# GAMEMASTERS' WORKSHOP

## HackMaster



### MUBAMEL

# CASTING CALL

**Mubamel Dilatak:** Human (Laborer)

**Stats:** HP 28; Init +5; Spd 10; Rch 2½'; Atk +0; Def -1; Dmg d6p+d4p+1; DR 1; ToP 9/7

**Quirks & Flaws:** Early Riser, Superstitions (the color Red), Myopia

**Notable Proficiencies & Skills:** Laborer, Maintenance/Upkeep, Minimal Skill Weapon (club), Administration 26, Agriculture 42, Appraisal (Livestock 26, Sundries 34), Botany 23, Carpentry/Woodworking 35, Language (Kalamaran) 71, Listening 10, Literacy (Kalamaran) 48, (Merchant's Tongue) 29, Mathematics 38, Observation 10, Resist Persuasion 21

**Possessions:** club, rugged work garments, leather boots, pouch containing 8 sp, 11 cp and keys to D and F

**BACKGROUND:** Mubamel Dilatak is a second-generation miller, proudly serving Tiwidu and its surrounding farms for the last thirty-four years. Mubamel's father, Nafamel, passed away three decades ago, leaving his only son the grist mill and a chest full of books. Mubamel did not see much value in the latter since his relationship with his sire was turbulent at best. Mubamel kept the locker stored in the spare bedroom and soon forgot about it, a new bride named Gameda and mill management becoming the focus of his life.

Gameda bore Mubamel two sons named Gabamel and Pakamel. The two boys lost their mother to illness as they were just entering their teenage years. Devastated by her passing, Mubamel threw himself at his work, neglecting his sons in his grief. The younger, Pakamel, adapted to his father's indifference, while the older, Gabamel, resented his remaining parent. Gabamel fell in with some of the more nefarious individuals of Tiwidu. Family heirlooms began to come up missing. Mubamel confronted Gabamel on the thefts and then forbade the youth from leaving the mill grounds for a month when Gabamel did not confess to the pilferage. Vitriol was hurled over the dinner table every night for the first week, followed by stony silence the next. One evening, Mubamel took a swig of Baker's Thicke Mead from a stone jug and then fell into a catatonic state. Pakamel rushed to his father's side. He then turned his head to see a smiling Gabamel standing nearby, a small glass vial in his palm. Pakamel attacked his brother. Hands scrambled over the cutlery on the nearby dinner table, and soon, a knife was thrust into Pakamel's heart, killing him instantly. Gabamel fled his family home and had not been seen since.

Mubamel woke up a day later, only to find Gabamel gone and Pakamel murdered. For a few months Mubamel found himself at the bottom of a bottle. He eventually refocused on the business and, with Tiwidu's recent economic boom, thrived to the point he acquired more property from Earl Esemar to build a bark mill. Mubamel hired on some laborers to clear the land and has already had two of the four planned bark houses built. Despite the recent prosperity, the miller feels everything he does is for naught. Once Mubamel passes from this world, the mills will fall to someone outside the Dilatak family.

Mubamel is a broad-shouldered, brown-haired man in his early fifties. His constant laboring and strict work ethic have lent him a hale and hardy physique. His beard and mustache is thick and bushy, though not as yet graying. Coupled with his striking green eyes, this might otherwise have resulted in an attractive visage, were it not contrasted with his perpetual frown. The graybeards of Tiwidu are the only ones who can remember the miller ever smiling. Mubamel spends his days overseeing the hired help, issuing instructions with a low, authoritative voice. Once the day's labor is finished, Mubamel usually sits on a stool next to his wife and Pakamel's graves until the evening is in full bloom.

**Additional Notes:** Mubamel will have no problem fighting side-by-side with PCs in defense of his land, yet the reappearance of Pakamel (see his entry) will stop him cold in his tracks (1d10p+10 seconds to recover).

finished with their inquiries and Badiril is satisfied that the task is in good hands, he will bid the party good luck and head off to Ka'utavidu.

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**Badiril the Haymonger:** N Kalamaran human merchant; HP 24; Init +2; Spd 7 (jab 5); Rch 1' (dagger); Att +2; Dmg 2d4p (dagger); Def +1 (no armor); DR 0 (no armor); ToP 10/ 5; Jog 10 feet/second; Tenacity: Nervous

Relevant Skills: Animal Empathy 31, Animal Husbandry (Horses 36), Appraisal (Fur & Pelts 23, Livestock 42, Sundries 54), Botany 28, Language (Kalamaran 71), Listening 11, Observation 11, Resist Persuasion 38, Salesmanship 43

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Quirks/Flaws: Glutton, Talker (Loud), Weary

Valorel, the youngest of Badiril's three sons, is a heavyset, brown-haired man in his early twenties. He's sporting a broken nose, the latest injury from the near-nightly brawls he has with his brothers. Despite the bruise-producing flare-ups, the brothers are quite close and will back each other up in a fight. Valorel is initially quiet to strangers, but if anyone mentions fishing, he will become quite the chatterbox. The young drover knows how to get to the Dilatak Mill, but he hasn't visited the location since he was in his early teens, so he is not familiar with the owner or the laborers. Valorel will not partake in any fighting during this adventure except in defense of the horses.

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**Valorel the Drover:** N Kalamaran human laborer; HP 28; Init +5; Spd 10; Rch 2.5' (club); Att +0; Dmg d6p+d4p +2 (club); Def +1 (work garments); DR 1 (work garments); ToP 12/ 7; Jog 10 feet/second; Tenacity: Steady

Quirks/Flaws: Early Riser, Fear of Heights

Relevant Skills: Animal Empathy 31, Animal Training (Horses 39), Language (Kalamaran 68), Listening 11, Observation 11, Resist Persuasion 11

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**2 Draft Horses:** HP 40 each; Init -1; Spd 10; Rch short; Att +4; Dmg 2d6p-2; Def +3; DR 2; ToP 16/ 6; Trot 10 feet/second; Tenacity: Steady

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Relevant Skills: Listening 30, Observation 30

## The Dilatak Mill

Velu's Trail is little better than its name; it simply consists of two parallel, trace paths that barely break through the thick grass to the rich soil below. Despite the faintness of the path, its nearness to the E'Retu River will keep the PCs from losing their way.

▶ Party members with an Advanced Mastery Level in Tracking will note - on a successful check of Average Difficult - a heavily laden, four-wheel wagon (procured by Gabamel Dilatak and his brigands) passed through the area within the last couple hours. Another productive check (Average) will reveal a number of dogs (five) traveled with the wagon. The amount of men and women that accompanied the

wagon can't be determined because most of the brigands rode in the bed of the cart with the cargo.

After traveling a mile east on the trail, read or paraphrase the following:



The thick foliage that hugs the track retreats inland, increasing your visibility. Two buildings stand about one hundred yards away. The closest - a two-story, wooden structure that borders the forest - appears to be the miller's household. The mill itself - an even larger building of stone and timber - lies off to the right, somewhat behind the house. Two figures attend to horses hitched to a four-wheeled wagon parked in front of the house.

Gabamel Dilatak and his band posed as delivery workers as they approached the mill grounds. Mubamel and his laborers were caught unawares between the attacking brigands and dogs. The laborers were rounded up and placed into the living room of the house (**D1**) while Dilatak cornered his father in the mill (**F**) where both men are playing a game of cat-and-mouse. The brigands at **A** and **B** are charged with keeping a lookout on traffic coming down Velu's Trail. The relatively easy (yet still incomplete) takeover of the mill has bolstered the dregs' mood. The bandits are seeking a few more victims for some easy coin or goods before leaving the mill. Anyone leading a wagon, or who is dressed in finer garments than commoner's garb, will be seen as marks for the brigands. If the fight at **A** goes against the brigands, their fellows at **D** will open the door and release their dogs into the fray. Gabamel and his cohorts at **F** will not join in combat.

**GameMaster's Note** - The brigands are not hardened soldiers and some of their tactics (i.e. Gabamel's Barrel) may backfire. While the band of brigands outnumber the PCs, a good whack from a sword or club will likely send a would-be robber running. Pay heed to their Nervous Tenacity! Unless otherwise noted, the brigands and laborers have a Skill of 11 in Listening, Observation, and Resist Persuasion and a 66 in Language (Kalamaran). Captured brigands, if coerced, will reveal the name of their leader but will exaggerate the number of members of their band, doubling to tripling the amount of thugs and curs just to put the PCs on edge. All dogs have a Skill of 90 in Listening and 40 in Observation. Presiding GMs should also familiarize themselves with the Dog Pack Mauling Rules on pgs. 88-89 of the *Hacklopedia of Beasts*.

Unless otherwise noted, the bandits described in this adventure are armed with shoddy small shields (-1 DR), leather armor, and broadswords (-1 attack/damage), meaning that these items are totally worthless in regards to resale value.



## A. Greetings

These two brigands, disguised as laborers, have been ordered to 'welcome' visitors to the mill while their leader, Gabamel, catches up with his father Mubamel. The pair will call out to the party if the PCs try to direct their cargo to the mill (F) and will go so far as to block the party's path to the mill if ignored. Read or paraphrase the following:



The two men, laborers by their raiment, are leaning against the wagon cutting up apples and eating the slices. The wagon's cargo is covered by canvas. A barrel, sitting on the ground at the end of wagon, has a hole in its lid with half an apple resting near the opening. One man, the thinner and closer of the two, nods to you and says, "Ay, what did you bring us?"

- ▶ PCs who invest a little time in looking at the men's clothes (Scrutiny - Easy) may notice the tunics and trousers are either too baggy or too tight.

The brigands were rushed in the selection of dress for their new roles. The pair also did not have time to interrogate the laborers on who might be visiting today. The

speaker of the two will try to make small talk. If asked where the miller is, the speaker will inform the PCs that Mubamel is "currently engaged." This brigand, Bihufa by name, should be treated as having a 12 in Skilled Liar should the PCs press him on details of the mill. Bihufa will invite the most formidable-looking PC to grab an apple from inside the barrel (see [Deadly Trappings: Gabamel's Barrel](#) on p. 19 for details). If no one takes the bait and the conversation takes a dramatic turn, Bihufa will kick over the barrel, which, in turn, dislodges the lid and releases the tarantubats. The flying spiders will not discriminate with their attacks once they take to the air (assailing both brigands and party members). Both brigands have clubs tucked just under the canvas covering the wagon (2 seconds to retrieve). Each brigand has a small leather belt pouch with 2d4 cp and 2d6 tc inside.

**2 Disguised Brigands (34 EP each):** NE Kalamaran human brigands; HP 23, 24; Init +2; Spd 10 (club); Rch 2½'; Att +2; Dmg d6p+d4p (club); Def +0; DR 1; ToP 10/ 5; Jog 10 feet/second; Tenacity: Nervous

**4 Tarantubats (20 EP each):** HP 4 each; Init 0; Spd 10; Rch 0'; Att -1; Dmg 1 (+ virulence 9 poison, causes -1 to Strength on a failed save. Lost Strength is restored at a rate of 1 point every 30 minutes.); Def +8; DR 0; ToP 2/ 2; Jog 2.5 feet/second (Fly 25 feet/second; Tenacity: Steady; Size Tiny



The four-wheeled wagon contains two 50ft coils of hemp rope, a set of average quality manacles (with key), a barrel of apples, three crates of corn dodgers, a small crate holding ten pounds of rock salt (17 sp, can be sold to Lasare, see *Tiwidu: Village on the Verge* area 67), two large sacks of grain (for the horses), five full wineskins (full of water), and a five-gallon cask of ale (2 sp, can be sold to Fozwarz Razeska, see *Tiwidu: Village on the Verge* area 37). There are also two empty crates and another cast of ale nearly drained dry (the brigands celebrated right after the procurement of the wagon). The cart is equipped with two draft horses (use the stats from Badiril's team if need be). The wagon and its horses could lead to further adventures. See the [GameMaster's War Room](#) article at the conclusion of this adventure for details.

## B. Outhouse

A brigand was attending to nature's call just as the party pulled up to the mill. He will keep an ear out to any conversation happening outside.



This wooden outhouse has been bleached grey by years of sunlight. The hinges to the door are rusted and cobwebs are hanging off the roof.

The lock (Shoddy) to the outhouse is already engaged. If the brigand gets wind of PCs approaching the outbuilding he will bark out, "Occupied!" Once he is aware that his compatriots at **A** have company, he will pull up his drawers and load his light crossbow (a 30-second process). When combat breaks out, he'll open the door (2 seconds), fire off a snapshot volley (-6 to hit), and then dive behind the woodpile (**C**) to reload. Unfortunately there is a surprise waiting for him there. If he's still alive and has not lost his nerve after dealing with the woodpile denizen, the brigand will attempt to hang back and use his crossbow to harass the PCs, only engaging in melee if back into a corner. The bandit wears leather armor and has 17 bolts in his war quarrel case. Since he recently lost all his coin in a card game, his belt pouch is empty.

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**Brigand (34 EP):** NE Kalamaran human brigand; HP 23; Init +2; RoF 20 (light crossbow); Spd 11 (broadsword); Rch 3¼'; Att +2 (light crossbow) Attk +1 (broadsword); Dmg 2d6p (bolt) or 2d6p+d3p-1 (broadsword); Def +1; DR 2; ToP 10/ 5; Jog 10 feet/second; Tenacity: Nervous

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## C. Woodpile

Even though the Dilatak house stays warm during the winter months (due to Pakamel's presence), Mubamel likes to keep wood close at hand for cooking.



 This 15' long woodpile stands between three-to-four feet in height. The wood appears to have been chopped a long time ago. Tall grass grows around the base of the pile.

Some of the wood was chopped over two seasons ago, and the bottom of the pile has started to rot. This has attracted a giant centipede. It is quietly munching away on the north side of the pile and will not bother anyone unless greatly disturbed (i.e. by a diving brigand).

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**Giant Centipede (14 EP):** HP 4; Init -1; Spd 5; Rch 0'; Att +0; Dmg poison (VF 5 poison – save or suffer d6p points of damage at a rate of 1 point/10 seconds until damage is reached); Def +1; DR 0; ToP n/a; Jog 5 feet/second; Tenacity: Cowardly

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## D. Dilatak House


- ▶ Unless the fighting at A was somehow subdued, the laborers in **D1** will likely hear (Listening – Easy) the battle

They will also note that something is going on through the actions of their captors (i.e. looking through shutters, drawing weapons).

- ▶ The laborers will yell at the top of their lungs, hoping their cries will attract would-be rescuers (Listening – Trivial).

All doors in the house require a Feat of Strength (vs. d20+8) to force open. The portals are equipped with Shoddy quality locks and Mubamel (currently at **F9**) has the master key. All the doors on the first floor are unlocked, but those on the second floor are engaged.

Read or paraphrase the following once the party is within twenty feet of the front door:

 The two-story wooden house is a few decades old, the planks grey from the long exposure to the Tarisato sun. A stone fireplace is in the middle of this side of the building to the left of the door. All the shutters to the structure appear closed.

- ▶ A successful Observation check (Easy) will reveal that the shutter to the left of the fireplace just cracked open.

One of the brigands inside wanted to assess the situation. If the PCs approach the window, try to go around the house, or come within 15' of the front door, the brigands at **D1** will release their two dogs onto the party to give themselves time to prepare.


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**2 Dogs, Guard (84 EP each):** HP 32 each; Init -2; Spd 10; Rch 1'; Att +3; Dmg 2d4p + 2; Def +3; DR 2; ToP 13/10; Jog 15 feet/second; Tenacity: Steady

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**GameMaster's Note** – While the PCs are inside Mubamel's house, the haunt **Pakamel Dilatak** (see his entry on p.15) will discretely use his Mind Reading ability to try to pick the best possible candidate from the party for possession. Once a target is chosen, Pakamel will whisper out-of-sight to the PC, beckoning him upstairs to **D6**.

## D1. Living Room/Kitchen

 The bottom floor of the building, lit by a lantern hanging off a ceiling timber, is comprised of a single, large family room with a kitchen area in the southeast corner. Some men and women in the center of the room stare at you with their weapons drawn. The aggressors flank a long table turned on its side. There is a cut-log stairway in the northwest corner leading to the second floor.

The brigands turned the 5' wide, 8' long dining table on its side to use as cover in case PCs storm in with missiles/spells a-blazing. If one of the brigands remains unengaged in combat for at least 20 seconds, he or she will make his or her way to where the laborer-hostages are tied up and threaten to cut one of their throats. Unfortunately, there is a surprise in store for that thug. The brigands will fight until two of their numbers have either fled or fallen. The remaining pair will then try to retreat through one of the building's two exits. Each brigand has a broadsword, leather armor, and 2d4p cp.

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**4 Brigands (34 EP each):** NE Kalamaran human brigands; HP 23, 24x2, 25; Init +2; Spd 11 ; Rch 3¼'; Att +1; Dmg 2d6p+d3p-1(broadsword); Def +1; DR 2; ToP 10/ 5; Jog 10 feet/second; Tenacity: Nervous

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Once subdued by the brigands, the laborers were tied (Rope Use 15) to stools and placed in the northeast corner of the room. The least-injured worker (HP 17), the foreman Sarenar, has slipped out of his bonds and is waiting for the right moment to strike. Any brigand who comes within 5' of Sarenar's location will prompt the laborer to pick up his stool and use it as a club. The other laborers will not aid in the battle against the bandits. They are not warriors and one of their number had his leg broken during the attack on the mill. If freed, the laborers will help by giving any information they can, but will want to get away quickly to hide in the woods and protect their injured friend. All the laborers are illiterate and, thus, are not skilled enough to draw a map of the mill for the PCs.

Sarenar the foreman is willing to join forces with the PCs in order to liberate the mill. Sarenar is a middle-aged man sporting a long red mustache flecked with gray, which is usually curled into a stern frown. Once **D1** is secured, the foreman will express his desire to see "these damned bandits put to trial in Tiwidu. I want justice!" Sarenar will fetch the large woodsman's axe from over the fireplace, which he wields as a shoddy battle-axe.

**GameMaster's Note** – Sarenar is a staunch believer in law and order and though he hates Gabamel for what he's done, he would rather see the prodigal son and his bandit cronies turned over to the Tiwidu constabulary than killed in cold blood. GMs are encouraged to use Sarenar to suggest to PC's that they should capture as many bandits alive as they can. Sarenar will oppose any effort to kill bandits that have been disabled, but will not desert the group until Mubamel has been saved.

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**3 Laborers:** N Kalamaran human laborers; HP 15 (out of 26), 11 (out of 27), 13 (out of 27); Init +5; Spd 10 (club); Rch 2½'; Att +0; Dmg d6p+d4p (club); Def -1; DR 1; ToP 11/ 7; Jog 10 feet/second; Tenacity: Steady

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**Sarenar:** N Kalamaran human laborer; HP 17 (out of 26); Init +5; Spd 12; Rch 3'; Att -1; Dmg 4d3p-1 (woodsman's axe); Def -1; DR 1; ToP 11/ 7; Jog 10 feet/second; Tenacity: Steady


Relevant Skills: Administration 22, Agriculture 28, Weather Sense 16

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The ground floor and kitchen area contain the basic tools of medieval living. The laborers will be sure to berate any PCs who rifle through Mubamel's things.

## D2. Backdoor

The brigand band posted a guard here. If PCs managed to sneak around the house without being spotted by the bandits at **D1** or alerting the chickens at **E**, read or paraphrase the following:

 A rawboned, shorthaired woman in leather armor armed with a crossbow is leaning against the backdoor of the house. She is looking at the chickens pecking around the nearby coop with disdain.

If she hears combat in **D1**, the brigand will not aid her fellows. Bandits running out of the door will prompt her to join them in their retreat. Conversely, if approached and/or attacked by more than one assailant here, she will retreat into the house. If she has the opportunity, she will fall back and use her crossbow to take pot shots at the PCs (possibly joining forces with the bandit from the outhouse). She is armed with a broadsword, a light crossbow, and has 13 bolts in her war quarrel case. Her small belt pouch contains 7 cp.


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**Brigand (34 EP):** NE Kalamaran human brigand; HP 25; Init +2; RoF 20; Spd 11 (broadsword); Rch 3¼'; Att +1 (broadsword), Attk +2 (light crossbow); Dmg 2d6p (bolts) or 2d6p+d3p-1 (broadsword); Def +1; DR 2; ToP 10/ 5; Jog 10 feet/second; Tenacity: Nervous

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## D3. Gameroom

Once the PC(s) scale the stairs up to this room, read or paraphrase the following:

 This room at the top of the stairs has a small oak table and two matching stools set against the west wall. A chessboard has been carved into the tabletop. There is a door in the east wall while another lies to the south. A hallway in the southeast corner leads off to the east.

Mubamel and Gameda played chess while she was still alive. After his wife's death, Mubamel forbade his sons from touching the board and its quartz pieces; the miller wanted to preserve his memory of Gameda by keeping their last, unfinished game intact. (Even the young Gabamel was not dastardly enough to pawn off something that reminded him so much of his mother).


- ▶ PCs who examine the board (Scrutiny – Easy) will note a thick layer of cobwebs on the pieces and the table's surface.

The PC who Pakamel has been luring to the second floor will have "East hall..." whispered into his or her ear.

- ▶ This PC may (Observation – Average) notice that one of the knights on the chessboard moves by itself towards the hall's direction up to the board's edge. Pakamel's use of the knight piece is his belief in the PC's (hopefully) noble character.

## D4. Spare Bedroom

If PCs gain access to this room, read or paraphrase the following:

 This bedroom has two shoddy cots with a large chest between them along the far wall. The air is stale and musty. The wooden floor is covered with a thick layer of dust.

During Gameda's living years, her visiting relatives would stay in this room. Since her passing and the loss – in one form or another – of the Dilatak sons, Miller Mubamel locked up this room.

The chest, passed down to Mubamel from his father Nafamel, is equipped with a Good quality lock (Mubamel has the key). Inside the chest is a miscellaneous selection of books, twenty-six in all. Twenty-five books (value 1d4p+4 sp each) cover subjects from engineering, crop rotation, fairy tales, astrology, and cross-stitching. The remaining tome, titled 'Whelping, Breeding, Training – A Master's Guide to Training Dogs' by Mev/Pak Lab/Tavik, is a comprehensive (and weighty) work on canine raising and handling. Further information on this tome can be found in [All Things Magic](#).



D5. Master Bedroom

If PCs gain access to this room, read or paraphrase the following:

This bedroom is free of dust, unlike the rest of the rooms on this floor. The chimney from the fireplace in the living room on the first floor runs through this room just to the right of the door. A cot rests just south of the chimney, hugging the west wall. In the southwest corner of the room is a wooden chest and in the southeast, a wardrobe with ill-fitted doors.

The chest is not equipped with a lock and only holds some articles of clothing, the same as the wardrobe. Mubamel keeps most of his coin (including his laborer's wages) under some stone materials at the bark mill site.

D6. Sons' Bedroom

The locked door will remain closed unless the PC Pakamel has chosen enters the hall. If this is the case, read or paraphrase the following:

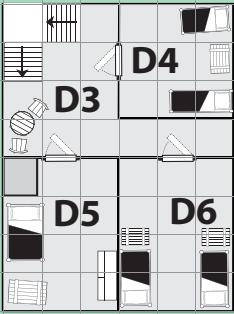
The door in the hallway, covered in a layer of dust and cobwebs, creaks open after you hear a slight 'pop.' The door keeps swinging open until it comes to a cold standstill, perpendicular to the opposite wall.

The 'pop' was caused by Pakamel unlocking the door. Once the PCs are inside the room, read or paraphrase the following:

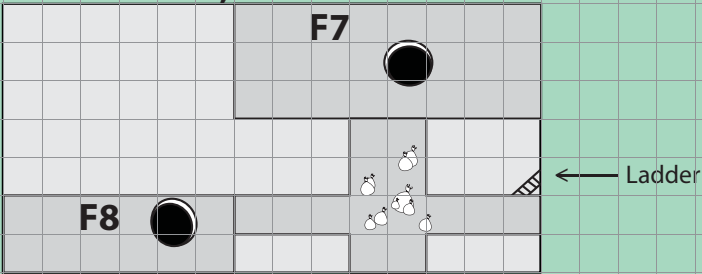
This bedroom contains two cots, both in the southern half of the room. Each cot has a footlocker, and between the cots is a small nightstand. The cot in the southwest corner is rumpled and uneven, the blanket threadbare. Chiseled on the cot's footlocker is the name 'Gabamel.' The southeast cot is made and the cover tightly tucked in. On the walls near this cot are some drawings of castles with knights charging the gates. The footlocker near at the end of this cot bears the name 'Pakamel.'

If Pakamel's target PC is in the room, read or paraphrase the following:

Dilatak House, 2nd Story



Mill, 2nd Floor



☞ A hunched figure floats out from the center of cot, glowing with a soft green light. Its body is translucent and has the consistency of a fine mist. As the being lifts its head, its undefined features coalesce into the face of a melancholy young man not yet past his prime, with deep-set, dewy eyes. The being straightens his back, and casts his eyes over your group. Suddenly, his eyes glow brighter and the being points a shining hand towards the other cot.

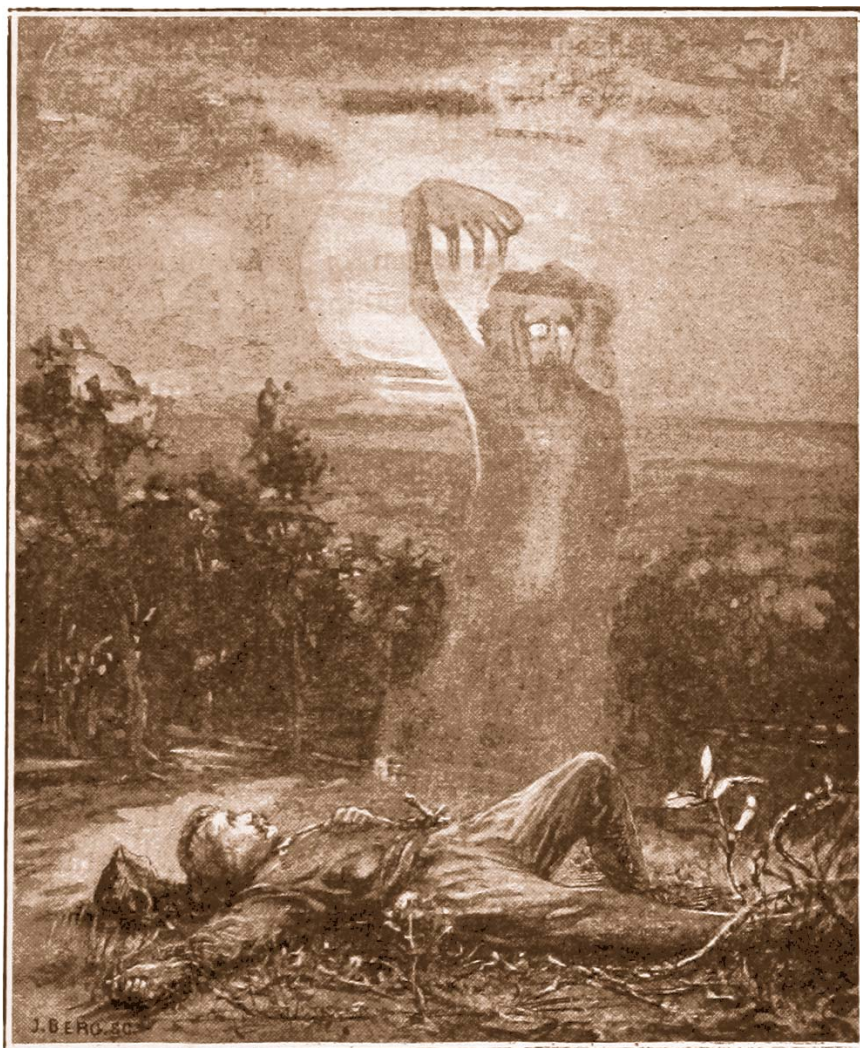
“The prodigal son has returned! My father... he is in danger! Be my hands! Stop my brother!” wails the shade, his orotund voice reverberating through your skull.

With the return of Gabamel, Pakamel's spirit is raging to reach the mill (**F**) to defend his father and exact bloody revenge on his brother. Communication with the haunt will be limited; the dead millman will only reiterate his initial words. Pakamel's chivalrous nature will keep him from attempting possession of a PC for 1d4 minutes, but the anxiety born from the proximity of his

killer will quickly override Pakamel's usually peaceful disposition. PCs wanting to avoid the haunt's possession attempts need to leave the confines of the house. Pakamel will flow through the floors and walls of the house to assail a fleeing PC. A low-level party may not have the means (i.e. blessed silver weapons) to defeat the haunt and the spirit will be aware of this. If PCs do attempt to fight Pakamel, the spirit will simply continue his efforts to possess one of them and not try to kill them (as he knows they pose him no real threat).

If Sarenar is with the group, he will be utterly flabbergasted by the appearance of the ghost and will gape with shock. He is able to inform the PC's of the spirit's identity and personal history, but knows nothing about the nature of haunts and their motivations.

Undeath has lessened Pakamel's lipsp, but once he has taken over a PC, the trait will fully manifest. A possessed PC will stick with the melee weapons on his or her person and otherwise follow the rules for haunt possession as described in the *Hacklopedia of Beasts*. Pakamel will use his host to attack any obstacle (brigand, dog, or PC) that presents itself on his way to **F5**



**GameMaster's Note** – Pakamel will only consider possessing those of Good alignment with Neutral Good being his foremost choice. If faced with a selection of two or more candidates, he will pick the most physically imposing. Any PC who serves as Pakamel's vessel will inherit the haunt's Quirks/Flaws during the duration of the possession. Possessing one of your PCs in this case doesn't mean that the player needs to sit on the sidelines while you take control of his character. If the possession is successful, take your player aside and explain his new motivation (to save Mubamel and kill Gabamel, no matter what). Make sure to emphasize to your player that he has a fun roleplaying opportunity ahead of him and that you are not going to simply take over his character.


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**Pakamel Dilatak (275 EP):** NG Kalamaran human haunt; HP 30; Init +1; Spd 10; Rch Short; Att +5; Dmg 1d3p + victim must make a Wisdom save (vs. d20p+10 or be possessed); Def +7; DR 5; ToP n/a; Jog 15 feet/second; Tenacity: Brave

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There is nothing of value in the room.


## E. Chicken Coop

 A wattle chicken coop, cordoned off by a four-foot high wooden fence, sits next to the backside of the miller's house. Over half a dozen hens and a rooster are strutting around the penned-in area. The gate to the pen lies in the southeast corner of the fence.

The rooster and eight hens should be treated as having a collective Listening skill of 25. If the chickens hear something approach, they will start to cluck. The clucking could prove problematic if PCs are trying to sneak around the pen to neutralize the sentinel at **D2**.

## F. Dilatak Mill


 The Dilatak Mill is a huge, two-story structure of solid construction. The first floor is comprised of mortar and stone while the second is of wattle, daub, and wide timber. The tiled roof has a few ravens shifting about, peering at their surroundings with varying degrees of interest. The loud creek of the overshot water wheel drowns out the sounds of the local wildlife. The wooden flume that feeds the wheel originates further up the E'Retu River, diverting part of the waterway's flow so its power can be harnessed to process grain into flour.

 An adjoining stone shed juts out from the main building's west side with a swing door set in its south face. The mill's main entrance, just south of the shed, is another swing door large enough to accommodate most work wagons provided the teamsters duck upon entry. Aside from the water wheel and flume, the mill is free of outside activity.

Once Mubamel's laborers and house was secured, Gabamel and some of his cronies descended upon the mill. Mubamel, almost shocked into immobility by the return of his estranged son, recovered enough to escape to the mill's second floor. There he has been keeping the brigands at bay by throwing sacks of unprocessed grain down upon the uninvited guests. The PCs arrived just as Gabamel was instructing his peons to use the pulley lines hanging through the trapdoors at **F7** and **F8** to reach his father. If the dogs at **F2** are engaged and Gabamel notices, he'll order (if heard) the brigand at **F3** to aid the canines. If both the dogs and this brigand are rendered incapacitated, Gabamel and Sin'Ge will charge the PCs.

**GameMaster's Note** - Due to the noise of the water-powered mechanisms of the mill (along with the proximity of the river), all Listening checks are to be made at Difficult Difficulty. All the entry doors to the mill are equipped with Good quality locks but are not engaged. The brigands will lock the doors if necessary, but due to their Nervous Tenacity, they like to have a quick escape route. Horn-paneled lanterns light all ground floor rooms, excluding the Dressing Shed (**F1**) and the southern half of the Processing Area (**F5**). The lanterns provide Good illumination. The southern half of the Processing Area and the second floor is Dimly lit. The ceilings of storerooms **F2** and **F3** are 10' high. The walls of the storerooms, if scaled to reach the second floor, require a Climbing/Rappelling Check of Average Difficulty. Gabamel and his brigands should be counted as having an 11 in the Climbing/Rappelling skill. The brigands in **F2** and **F3** will start their ascent simultaneously to the second level via rope-and-pulley once either one has been spotted by the party. One of the brigands will likely reach Mubamel. See **F9** for details.

## F1. Dressing Shed


 The stone shed's interior is mostly bare, the floor swept granite. Brooms, lengths of wood, leather straps, mill bills, and other tools either hang or are set against the walls of the shed. A large plank of wood is propped up next to the heavy oak door.



Millstones need to be dressed from time to time to continue to grind up grain. Mubamel, with the help of his workers, does that important function here. Gabamel and the brigands peeked in here upon entry to make sure the space was clear before pursuing Mubamel.

**GameMaster's Note** - If the PCs are on the lookout for a place to keep any prisoners they take during their liberation of the mill, this room is an ideal location, as the door is designed to be barred from the outside. As GM, you can drop hints to your players such as "this room looks secure" and if Sarenar is with the PCs he could also suggest this room might serve well as a temporary holding cell before the bandits are taken back to Tiwidu "to stand trial for their crimes!"

## F2. Unloading Area

 This room is where wagons unload their unprocessed grain. A large crate hugs the north wall. The east wall - interrupted by an open swing door - ends in a gap that connects to a larger room lying to the southeast. An open door lies in the south wall. Two large dogs hustle about the room.


The canines have been commanded to guard the area against non-members of the brigand band (i.e. the PCs). The noise of the mill machinery may cover the cacophony enough so the bandits might not notice new arrivals, although Sin'Ge (**F5** - Listening 90) might hear the conflict.

The crate holds three dozens large sacks used to hold flour or grain. Mubamel keeps these sacks on-hand in case his customers want to purchase extras.

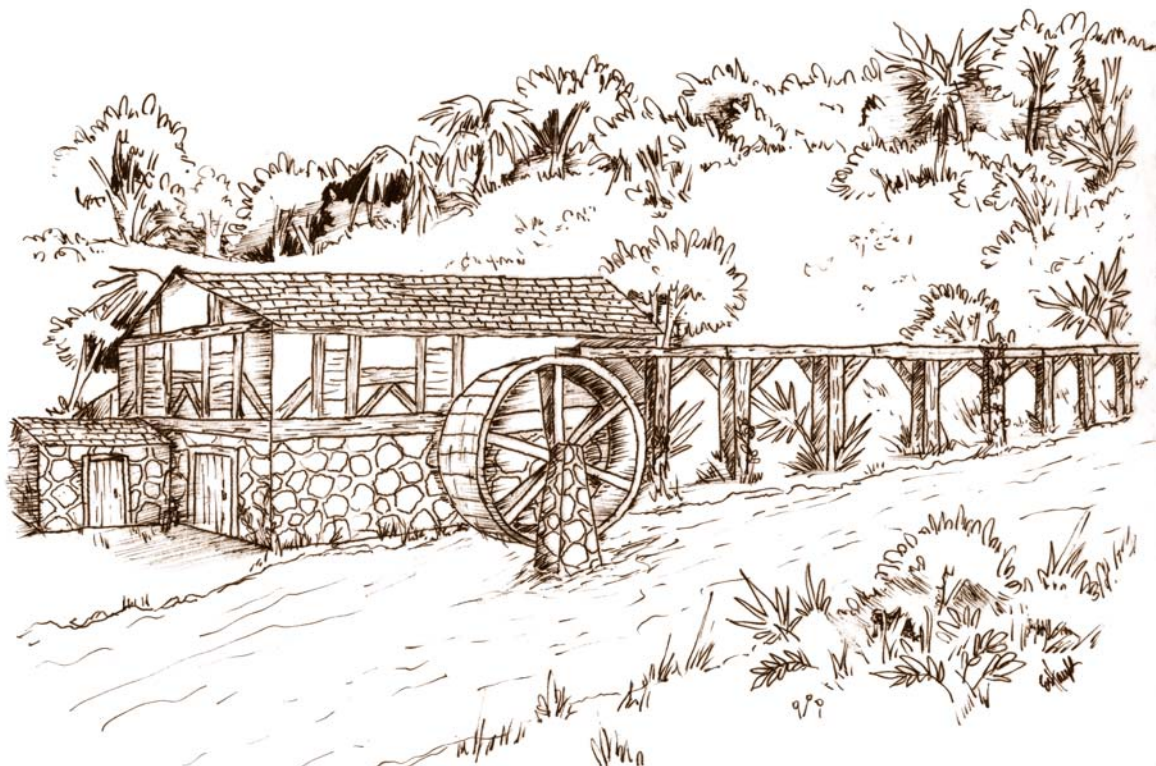
**2 Dogs, Guard (84 EP each):** HP 32 each; Init -2; Spd 10; Rch 1'; Att +3; Dmg 2d4p + 2; Def +3; DR 2; ToP 13/10, Jog 15 feet/second; Tenacity: Steady

## F3. Inbound Storage

Both doors to this room are open. For PCs who peek inside the room, read or paraphrase the following:

 This long, narrow room appears to be used for storage for a number of bulky sacks line the walls. A heavy, sweaty man in leather armor is inside suspended in the air. He has the end of one hanging rope somehow hooked between his shoulder blades and is using another line from above to pull himself off the ground.

The brigand is using the rope-and-pulley set above the open trapdoor at **F8** to pull himself to the upper level of the mill to confront Mubamel; it will take the thug 10 seconds to clear the opening above and another 5 seconds to unhook himself before he can start closing in on the miller. The brigand is currently 4 feet off the ground. If he spots PCs in **F2** during his ascent (or is called to aid the dogs by Gabamel), the brigand will quickly drop himself to the ground (1 second), then unhook the rope (5 seconds) before unsheathing his



sword to engage hostiles. He may not take the time to unhook himself if rushed by PCs.

Of course if a PC grabs the rope during such an instance he could try to lift the brigand back up into the air. Have the PC make a Feat of Strength check vs d20p-3 to yank the brigand back up into the air. A successful attempt lifts the bandit high enough so that he is dangling three feet off the ground (subsequent successes can lift him up in further three foot increments). If threatened by other PCs while he hangs helpless in the air, this bandit will quickly surrender, throwing his broadsword to the ground. There are many areas and objects nearby that a PC could tie the rope off to with a Rope Use check.

- ▶ If the PC holding the bandit off the ground attempts to tie off the rope, make an (Average) Rope Use check. Any other PC can roll an (Easy) Rope Use check to tie it off.

This brigand may have already reached the second floor if the party spotted his comrade at **F4** first. The brigand has leather armor, a broadsword, and a small belt pouch containing 7 cp.

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**Brigand (34 EP):** NE Kalamaran human brigand; HP 27; Init +2; Spd 11; Rch 3¼'; Att +1; Dmg 2d6p+d3p-1 (broadsword); Def +1; DR 2; ToP 11/ 5; Jog 10 feet/second; Tenacity: Nervous

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Some of Mubamel's customers do not have to time to oversee their grain processed. The miller uses this room to store the unprocessed sacks (usually overnight), using coal to mark the bags with the owner's initials to deter confusion. There are fifteen full sacks currently inside the room, along with two half-pound pieces of coal and three 50' coils of rope.

## F4. Outbound Storage

Both doors to this room are open. For PCs who peek inside the room, read or paraphrase the following:

 This long, narrow room appears to be used for storage. Inside are a number of sacks as well as six open crates hugging the north wall in a row. A thin man in leather armor is somehow suspended in the air. He has the end of one hanging rope somehow hooked between his shoulder blades and is using another line from above to pull himself off the ground.

This brigand is heading up to **F7**; use the aforementioned times in **F3** on ascent/ hook-removal. This brigand may have already reached the second floor if the party spotted his comrade at **F3** first. The brigand has leather armor, a broadsword, a poison container ring of iron (empty), and a small belt pouch containing 4 cp and 13 tc.

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**Brigand (34 EP):** NE Kalamaran human brigand; HP 27; Init +2; Spd 11; Rch 3¼'; Att +1; Dmg 2d6p+d3p-1 (broadsword); Def +1; DR 2; ToP 11/ 5; Jog 10 feet/second; Tenacity: Nervous

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The counterpart of **F3**, this storage room holds processed grain ready to be picked up. There are a total of fourteen sacks of flour in the room. The empty crates were placed here for a future order from Toloba Bemelo, a prominent merchant in Tiwidu (see *Area 91 of Tiwidu: Village on the Verge for details*). Inside the two crates nearest the east wall are two dead laborers, killed during the brigands' attack. The dead men belonged to Bemelo and were on loan to Mubamel to help with moving the millstones. There is nothing of value on the bodies.

## F5. Processing Area

Unless Gabamel (and Sin'Ge) have been drawn out of this area, the brigand leader will still be here taunting his father. Read or paraphrase the following:

 The air in the processing area of the mill is hazy, ripe with a sharp, earthy smell. The raised platform housing the old millstones is partially dismantled in anticipation of the upcoming switch. A fierce-looking man with unkempt hair and a heavy beard along with an equally menacing dog at his side is screaming at someone moving about on the wooden platform suspended above the room. The wild man's outcries are nearly inaudible with the proximity of the turning waterwheel. Some ruptured sacks of grain lie about on the floor.

Mubamel has been throwing sacks of unprocessed grain down upon Gabamel whenever the brigand leader tries to approach the ladder to the left of the backdoor (**F6**). Gabamel knows it is just a matter of time before one of his peons gets up to the second level.

- ▶ PCs who pass a Listening check (Difficult) can hear Gabamel rasp mockingly, "Come down, Father! Here to take your books and your life, Father!"

Once Gabamel notices the new arrivals, he and Sin'Ge will attack. He will try to fight in unison with his dog and any other ally that joins him. Mindful of possible attacks from his father above, Gabamel will try to position himself out of harm's way during combat. Treat both master and dog's Tenacity as Brave. Gabamel's Tenacity will drop to Nervous if Sin'Ge is killed. A PC who is killed while being possessed by Pakamel will force the gravely frustrated haunt to rematerialize back at **D6**. Unlike the other bandits in the mill, none of Gabamel's equipment is of shoddy quality.

**Gabamel Dilatak (67 EP):** CE Kalamaran human brigand; HP 32; Init +6; Spd 11 (mace); Rch 2'; Att +3; Dmg d6p+d8p+4 (mace); Def +2; DR 2; ToP 12/ 6; Jog 10 feet/second; Tenacity: Brave

Possessions: +1 mace, medium shield, leather armor, medium shield, 1 healing ointment (to soothe Sin'Ge's burns)

**Sin'Ge (133 EP):** HP 40; Init -2; Spd 9; Rch short; Att +4; Dmg d6p+d8p+3; Def +4; DR 4; ToP 16/ 10; Jog 15 feet/second; Tenacity: Brave

Mubamel was just getting ready to disconnect the waterwheel from the millstone exchange when the brigands attacked the mill. On the south wall just east of the exchange is a series of levers used to operate the millstones and waterwheel. A rope ending with a hook (another hoist for grain sacks) hangs in the square just northeast of the exchange for use by Mubamel's more immediate customers. A wooden ladder next to the door at **F6** leads up to **F9**. A table in the northeast corner of the room is littered with an array of miller tools.

## F6. Backdoor

Like **D2**, the brigand band posted a guard here. If PCs managed to sneak around the mill without being spotted, read or paraphrase the following:

A grey-haired, middle-aged man with thin arms and a pot belly stands guard near the grist mill's backdoor. He keeps looking up at the nearby wooden flume with apprehension. He holds a crossbow, and a sheathed broadsword hangs loosely off one of his hips.

This brigand doesn't appreciate engineering or being surprised. If he hears combat within the mill, the brigand will not aid his comrades. Bandits running out of the door will prompt him to join them in their retreat. Conversely, if approached and/or attacked by more than one assailant here, he will retreat into the mill. He is armed with a broadsword, a light crossbow, and has 15 bolts in his war quarrel case. His small belt pouch contains 14 cp and a deck of cards (value 2 sp). Players who take the time to study this deck of cards will find it contains 54 cards. There is an extra ace of spades and ace of clubs in the crooked deck.

**Brigand (34 EP):** NE Kalamaran human brigand; HP 27; Init +2; Spd 11; Rch 3¼'; Att +1; Dmg 2d6p+d3p-1 (broadsword); Def +1; DR 2; ToP 11/ 5; Jog 10 feet/second; Tenacity: Nervous

## F7. North Platform

This open platform serves as the roof for the mill's northeast storeroom. An open trapdoor with a rope-and-pulley suspended above is set near the center of the platform.

This area is used to lower sacks of processed grain into the outbound storage room (**F4**).

## F8. East Platform

This open platform serves as the roof for the mill's southwest storeroom. An open trapdoor with a rope-and-pulley suspended above is set just east of the center of the platform.

This area is used to lift sacks of unprocessed grain out of the inbound storage room (**F3**).

## F9. Feeding Platform

If PCs at **F5** (or **F2**) look above, read or paraphrase the following:

Suspended above the mill proper is a wooden platform. The platform connects with the rooftops of the mill's storerooms. Just south of the main intersection of the crossway is the hopper where bags of unprocessed grain are poured, feeding the millstones below. Next to the hopper is a burly, white-bearded man armed with a club. He's waving his cudgel at the brigands below.

Mubamel retreated up here when the mill was invaded. Once he sees that the PCs are not in league with the brigands the miller will try to work in conjunction with his new allies. In all likelihood, one of the brigands from either **F3** or **F4** will reach Mubamel's position. Use the timetable below once the miller and bandit face one another, merging it with the PCs' own Count at your own discretion (i.e. once the party reaches **F5**). Direct interruption or attacks by the PCs amid the battle sequence will cause the brigand to flee.





**Timetable of Battle on Platform**

Second	Result
0	Mubamel hits brigand for 7 hp (brigand now 19)
1	Brigand hits Mubamel for 9 hp (Mubamel now 19)
9	Brigand hits Mubamel for 4 hp (Mubamel now 15)
10	Mubamel hits brigand for 9 hp (brigand now 10)
17	Brigand misses Mubamel
20	Mubamel hits brigand for 6 hp (brigand now 4)
25	Brigand employs Fighting Withdrawal, misses Mubamel. Mubamel does not pursue
30	Brigand flees. Mubamel does not pursue

Mubamel is not keen about facing more than one opponent at a time; if both brigands from **F3** and **F4** close in on the miller, he will jump down the 10' feet to the ground floor (taking 5 hp in damage). From there Mubamel will try to reach the PCs' side, if able.

**Mubamel Dilatak:** N Kalamaran human laborer; HP 28; Init +5; Spd 10 (club); Rch 2½'; Att +0; Dmg d6p+d4p (club); Def -1; DR 1; ToP 12/ 7; Jog 10 feet/second; Tenacity: Steady

There are four 40 lb. sacks of unprocessed grain next to the hopper. If unengaged, Mubamel will drop these down on solitary antagonists below (Speed 10, Att +0, Dmg 2d4p+1). If the PCs bypassed the house (**D**) on their way to the mill, Mubamel will aid them in rescuing the laborers.

**Conclusion**

Mubamel will be grateful for being rescued and will express even more gratitude if his laborers have been saved as well. If he and his staff are still unhealed from their injuries, Mubamel will ask if the party could escort them back to the village to the infirmary of the Merciful Fates (*Area 101b of Tiwidu: Village on the Verge*). He will suggest using the brigands' wagon to transport the wounded to town since Badiril's cart is already weighted down with the new millstones (and the laborers are too injured to move them). Once fully recovered (1d4p+2 days via the care of the Merciful Fates), Mubamel will send a messenger to inform the party to meet at 'The Shaky Salamander Shack.' He will then award 10 sp to each PC on top of paying for an exquisite meal for them at the inn. Mubamel will also throw in the tome 'Whelping, Breeding, Training – A Master's Guide to Training Dogs' just to be rid of the book, since Gabamel obviously wanted it so badly. The miller is still unaware of the whistle in the book's binding. If the party did not bother escorting/healing Mubamel and his crew, the award will be a flat 5 sp each. Mubamel will also suggest the PCs keep the brigands' wagon and horses.

If Mubamel has been saved and Gabamel killed, then Pakamel will emerge from his host PC and hug a stunned Mubamel, before evanescing into nothingness. If Gabamel is still alive, the possessed PC will try his hardest to kill the bandit. If the Party wants to capture Gabamel alive, they will have to restrain the possessed PC. Only a command from Mubamel will be able to stop the haunt from trying to exact its revenge. If Gabamel is turned in to the authorities in Tiwidu he will be tried and hung within the week. Only after his brother has been executed will Pakamel be able to pass from the world.

Badiril, upon hearing of the mill incident, will double the party's pay (2 or 3 cp each PC depending on prior negotiations) provided his cart is returned intact. The haymonger will go out of his way to offer the PCs future work, as long as they made a proper accounting of themselves. He will also offer to take the brigand's wagon and mules off the party's hands for 100 sp just to "free (my) friends of this burden." If the PCs opt to keep either of the horses, Badiril will lower his payment by 25 sp per mule kept.

If Mubamel is slain, laborers who survived the brigands will testify for (or against) the PCs once Tiwidu's constables come around (1d4p days). If the party is presented in a positive light, Acting-Sheriff Fopimal (*Area 64 – Tiwidu: Village on the Verge*) will reward the PCs 1 sp for each brigand killed/captured. If the mill's entire workforce was slain, and the violence there was not reported, the constables will mount an investigation at the site in 1d4p+2 days. Badiril will mention to Tiwidu's Finest that he sent some sellswords on an errand to the mill just a few days ago...

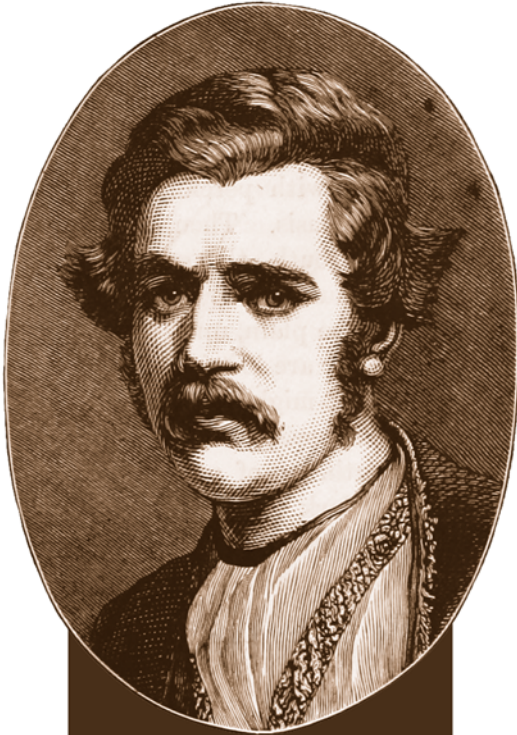
**Story Awards**

- Delivering the Millstone and returning Badiril's Wagon: **100 EP**
- Driving Off the Brigands: **600 EP**
- Delivering a Captive Brigand to the Constabulary in Tiwidu: **25 EP each**
- Delivering Gabamel to the Constabulary in Tiwidu: **100 EP**

**Credits:**

- Author:** William Tucker
- Art:**
- Cover: Charles Towne - River Scene with Overshot Mill
- Interior Art: Erin Hayes
- Maps: John McConnell

# The GOOD The BAD and the UGLY



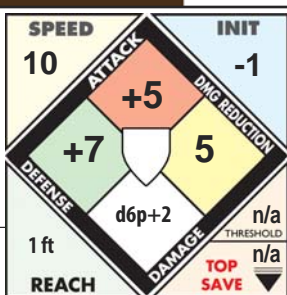
## Pakamel Dilatak

**Race:** Haunt  
**Class:** n/a  
**Level:** n/a  
**Size:** Medium  
**Movement:** 15  
**Alignment:** NG  
**Reared:** Tiwidu  
**Hit Points:** 30

**Phys:** +5  
**Mental:** Immune  
**Dodge:** +5

**Special Abilities:** Can hover, read minds, pass through solid objects, possess living beings, and can only be struck by silvered weapons

**Quirks/Flaws:** Chivalrous, Lisp



**Skills**  
Languages (Kalamaran) 71  
Literacy (Kalamaran) 53  
Resist Persuasion 25

**Background:** The son of Mubamel, Pakamel Dilatak was a handsome, curly-haired young man who enjoyed reading, fishing, and working the gristmill. Pakamel had a speech impediment that caused him to be nervous around the fairer gender, but that did not stop him from mimicking the mannerisms of the knights and heroes within the pages of the books in his grandfather Nafamel's chest whenever a pretty farmer's daughter came by to have some grain processed at the mill. Pakamel's relationship with his older brother Gabamel was strained almost from the onset and only grew worse when Gabamel started keeping company with some thuggish degenerates from nearby Tiwidu. The older sibling's new friends would mock the younger Dilatak's lisp. What love Pakamel had for his brother slowly died when Gabamel joined in the bullies' badinage.

When some family heirlooms began to disappear around the Dilatak house, Pakamel and Mubamel concluded that Gabamel was behind the thefts to cover some gambling debts he incurred while in Balelido. When confronted on the pilfering, Gabamel remained silent, yet he exuded an air of violence so palatable that Pakamel stayed out of his way the following week. Pakamel did not fully realize the depths of his brother's evil until he found their father prone and poisoned on the floor. Enraged, Pakamel attacked Gabamel, but was killed when his brother slowly drove a knife into his heart during a prolonged grapple.

Not long after his murder, Pakamel rose from his corpse as a haunt. He was joyous when his father began to stir and then fell into despair when Mubamel, upon discovering his younger son's corpse, held the body in his arms and wept till morning. Protective of his father and unable to pass on without exacting vengeance upon his brother, Pakamel's shade lingered within the house, ready to come to his sire's defense in case Gabamel returned. Mubamel never fathomed that his younger son's spirit was still around; the aging man had no time for ghost stories and any odd noise or low moan was explained away as "this old house settling."

Today Pakamel saw the bandits from out a window as they approached the Dilatak homestead. Due to the haunt being tied to the location of his demise, Pakamel could not leave the house to warn his father and the laborers. Soon, some of Mubamel's laborers retreated into the house, only to be pursued and captured by a quartet of brigands. Pakamel read their minds and learned not only that his father was at the nearby mill and in danger, but that it was his own brother leading the bandits. However, none of the eight living individuals currently in the house could serve as a proper vessel to be possessed by the haunt; therefore, Pakamel could investigate no further. Pakamel knows it is just a matter of time before Gabamel crosses the house's threshold. The restless spirit prays that his living brother's long awaited arrival does not mark their father's demise.

In life, Pakamel had a deeply tanned, boyish face that flushed beet-red whenever he had trouble pronouncing difficult words. His passage into undeath left his spirit-form an eerie, glowing green. The raiment that clings to the apparition's ghostly frame is much the same as he wore in life. Only upon close inspection of the shirt can one see the narrow hole in the chest where the knife went in.

**ADDITIONAL NOTES:** Pakamel will only consider possessing those of Good alignment with Neutral Good being his foremost choice. If faced with a selection of two or more candidates, he will pick the most physically imposing. Any PC who serves as Pakamel's vessel will inherit the haunt's Quirks/Flaws during the duration of the possession.

The  
GOOD  
The BAD  
and the  
UGLY



Gabamel Dilatak

**Background:** Gabamel Dilatak was a dutiful son and genuinely enjoyed working the mill with his parents Mubamel and Gameda and his younger brother Pakamel. In the evening hours, Gabamel's mother taught him how to read, usually grabbing one of the many books from Mubamel's deceased father's chest located upstairs in the two-story family home. One night, Gabamel poked deeper in the locker and found a thick tome filled with unusual symbols, canine illustrations, and slightly warped binding. Further inspection of the book revealed a silver dog whistle tied up in the kettle stitch. Gabamel marveled at the instrument but was ushered off to bed by his parents' shouting from downstairs. Sleep and the next day's chores suppressed the memory of the discovery, but the young boy never completely forgot about the whistle.

Gabamel's good nature faded when he saw his mother waste away due to an unknown illness. The Merciful Fates in Tiwidu were of no help, and his father ignored everyone but Gameda as her condition grew worse. Once Gameda finally passed on, Mubamel threw himself into working the mill, tuning out both his sons except at mealtimes. Gabamel filled the void by hanging out with the wrong crowd in town and harassing locals. His crimes grew in intensity and ambition. He began stealing family heirlooms, but those thefts did not go unnoticed. Mubamel, who barely uttered a complete sentence to his sons since his wife's passing, broke into a tirade, demanding Gabamel confess to the purloining. When no admission came, Mubamel forbade his older son from leaving the property for a month. The animosity between the two grew in the days that followed. One of Gabamel's associates in Tiwidu snuck him a vial of poison. Gabamel poured the toxin into a jug of his father's favorite mead and waited. Mubamel drank from the jug one night and collapsed. Gabamel gloated at his father's comatose form but was attacked by a vengeful Pakamel. Gabamel killed his brother with a dinner knife and then fled the mill and Tiwidu, taking some of his ruffian-friends with him.

The thugs fell in with the 'Cantankerous Curs,' a brigand band that operated north of Vawidu. The Curs were known to use dogs during their raids on merchant caravans. Having an affinity for canines, Gabamel volunteered to be trained by the group's dog handler. Over the years, Gabamel's skill with hounds grew, propelling him upward in the brigands' loose hierarchy. The villainous band's many successes caused them to become too bold and stationary. Emperor Kabori's century of imperial soldiers stationed at Balelido fell upon the Curs at a known bolt-hole, causing the brigands to scatter. Gabamel saw many of his dogs and comrades fall that night. He, five dogs, and eleven battered highwaymen joined up and escaped south, skirting past Balelido and back to his birthplace, Tiwidu. Gabamel heard rumors that his father was still alive despite the poisoning. Gabamel also remembered the dog whistle hidden in the book of dogs in his grandfather's trunk. The temptation to conclude unfinished business – along with finding out the exact properties of both whistle and book – was too much for Gabamel to ignore. He led his ill-formed band towards the old mill, a reunion most foul at the forefront of his mind.

Gabamel is a thick-limbed young man with hazel eyes and a broken nose. His arms have a few bite marks from his early days as a dog trainer. He always keeps his favorite dog Sin'Ge close at hand.

**ADDITIONAL NOTES:** Any PC possessed by Pakamel who exhibits the haunt's Quirks/Flaws will cause Gabamel to pause once (2d4p seconds) during combat. While wearing studded leather, Gabamel's Listening skill is reduced to 16.

**Race:** Human (Kalamaran)  
**Class:** Fighter  
**Level:** 1  
**Size:** Medium  
**Movement:** 10  
**Alignment:** CE  
**Reared:** Tiwidu  
**Hit Points:** 32

**Phys:** +0  
**Mental:** -1  
**Dodge:** +0

**Speed** 11  
**Attack** +3  
**Defense** +2  
**Reach** 2 ft  
**Damage** d6p+d8p +4  
**Init** +6  
**DMG Reduction** 2  
**THRESHOLD** 11  
**TOP SAVE** 6

**Possessions:** +1 mace, leather armor, medium shield, pouch of 7 sp and 17 cp

**Proficiencies:** Mace

**Talents:** Attack Bonus (mace), Damage Bonus (mace)

**Quirks:** Cruel

**Skills**

Administration 24  
Animal Empathy(dogs) 33  
Animal Training(dogs) 54  
Appraisal (books) 22  
Carpentry/Woodworking 26  
Intimidation 37  
Languages (Kalamaran) 73  
Listening 21  
Literacy (Kalamaran) 57  
Observation 18  
Resist Persuasion 19  
Torture 31



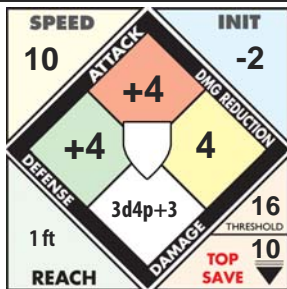
# The GOOD The BAD and the UGLY



## Sin'Ge

**Species:** *Canis lupus familiaris*  
**HoB entry:** Dog, War Dog  
**Size:** Medium  
**Jog:** 15'/second  
**Alignment:** non  
**Reared:** Lenavido  
**Hit Points:** 40

**Phys:** +5  
**Mental:** +2  
**Dodge:** +2



**Possessions:** none

**Talents:** Tough Hide, Damage Bonus

**Quirks:** Quick Tempered

*Given the advantages provided by its Talents, Sin'Ge is worth 133 experience points.*

**Skills**  
 Intimidation 30  
 Listening 90  
 Observation 40

**Background:** Sin'Ge was born in a kennel on a nobleman's estate on the outskirts of the town of Lenavido. Running low on attack dogs, the brigand band known as the 'Cantankerous Curs' stormed the nobleman's kennel one autumn night to add more four-legged allies to its ranks. The brigands encountered stiff resistance from the estate's men-at-arms. During the fighting a fire broke out, spreading quickly among the wooden kennel. Men and dogs panicked, struggling to escape the smoke and flames. One of the bandits, Gabamel Dilatak, heard two wolfhounds clawing in desperation at the timbers of a burning wall. Using an axe, Gabamel chopped a hole in the kennel divider. Both dogs attempted to squeeze out of the fiery opening. The first managed to duck the encroaching flames, but the other, due to its massive frame, got wedged between the planks and caught on fire. After a few precious seconds of pulling on the trapped dog's forelegs while trying to avoid the panicked animal's snapping jaws, Gabamel managed to tow the hound out of the wall. With the dog's face still burning, Gabamel snatched a nearby blanket and put out the flames. The kennel's walls and roof began to groan by then. Side-by-side the man and the two hounds ran off the estate grounds into the nearby woods where the rest of the brigand's companions retreated. Gabamel saw that his comrades were none the worse for wear and that over a dozen dogs were now on leashes, ready to be indoctrinated into serving their new masters.

Gabamel trained and bonded with his new dogs, which he named Sin'Ge and Rus'Ge. He and his two canines brought down many a merchant or caravan guard. The good fortune of the brigand band was brought to an end when a century of imperial soldiers attacked the Curs' base north of Vawidu, scattering the marauders. Gabamel lost Rus'Ge during the attack and barely escaped with his own life. Now Gabamel, Sin'Ge, and a few remaining bandits and dogs are traveling south to Tiwidu, mayhem and malice on their minds.

Sin'Ge is a male wolfhound of such size and vile temperament that experienced dog handlers would believe the canine has a bit of sturm-wolf in his ancestry. The burn scars he received from the kennel fire start from his muzzle and extend past the occiput, leading to a ghoulish appearance. By a stroke of luck he retained both eyelids during the injury, yet that flesh is curled and blackened, much like the rest of the burns. His extensive muscle mass lends to a tough hide. Sin'Ge's height, combined with a frightful visage and wide shoulders, has even made dwarves and hobgoblins pause in their tracks. He misses his litter-mate and attack-partner Rus'Ge and has taken to whining a bit before naptime in response to the other dog's absence. Sin'Ge's loyalty to Gabamel is absolute and will defend his master with his dying breath.

**ADDITIONAL NOTES:** Sin'Ge is stronger than most other war dogs, granting him a +1 Damage bonus to melee attacks (total 3d4p+3) and mauling (1d4p+1). His unusual muscle mass grants him the 'Tough Hide' feat. His bond to Gabamel translates to Tenacity: Fearless. Gabamel will use Sin'Ge to flank isolated opponents. If attacked by a united front with no escape available, Gabamel and Sin'Ge will fight side-by-side.

**Whelping, Breeding, Training – A Master’s Guide to Training Dogs** by Mev’Pak Lab’Tavik, is a comprehensive (and weighty) work on canine raising and handling. The book also lends great insight to the skill Animal Husbandry (Dogs). The book may be used as an aid to learn both aforementioned skills via BP expenditure. If a PC has at least Average Literacy in the Kalamran language, then he may dedicate a week of study (about two hours a day) in order to receive a one-time half price purchase of the skill Animal Training: Dogs. A dog trainer/breeder will pay upwards to 25 sp for such a work. The book weighs 6 pounds, potentially making it a vexation to lug around. PCs handling the book might notice (Scrutiny check – Average) a slight bulge in the binding. Inside the kettle stitch is the Galtonian Whistle (See below).

**Galtonian Whistle:** The Oloseta mage Mev’Pak Lab’Tavik specialized in enchantment. He also had a fondness for dogs; thus, most of the items he created were specialized in the handling of canines. Unfortunately, Lab’Tavik was a chronic alcoholic. After a few drinks of Finch-Yager, the mage tended to slur his words during the last few syllables of spell casting, which usually altered the enchantment beyond its original intent. His alcoholism also made him especially cross, causing him to go through apprentice mages faster than a newly sharpened scythe on a cornfield. One such apprentice was Nafamel Dilatak. Once Lab’Tavik dismissed Nafamel for not sweeping out the wizard’s cellar (which was blocked by a bookcase and a snarling mastiff), the former novitiate lifted some items from Lab’Tavik’s laboratory to compensate for the vile treatment he received. Nafamel quickly sold most of the items and left Oloseta and then used the money to build a gristmill just north of Tiwidu. What items that remained from the theft were left in a chest in the spare bedroom of the Dilatak residence.

Hidden in the binding of one book in the chest is the *Galtonian Whistle*. The silver instrument, which produces no noise when utilized, can be used to create an effect equivalent to the journeyman mage spell *Yudder’s Whistle of Hell’s Gate* except that it affects all non-sapient canines within a 30-foot radius. Each exposed canine must roll a Mental Saving Throw vs. d20+6 to avoid the whistle’s enchantment. The curs that fail the saving throw are compelled to run in fear from the shrill

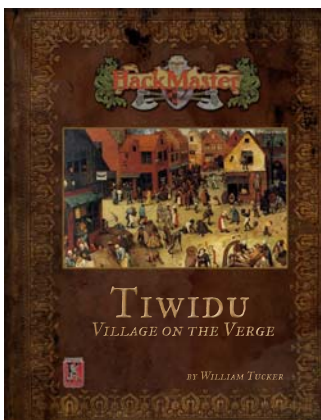


sound for 10 seconds. The whistle contains 12 charges. After the twelfth use of the whistle’s powers, the flipple breaks rendering it functionally useless. If sold, this silver whistle may fetch up to 10 sp as a curio.



***There’s more to explore! Continue the adventure with these books available at [kenzerco.com](http://kenzerco.com).***

## Tiwidu: Village on the Verge

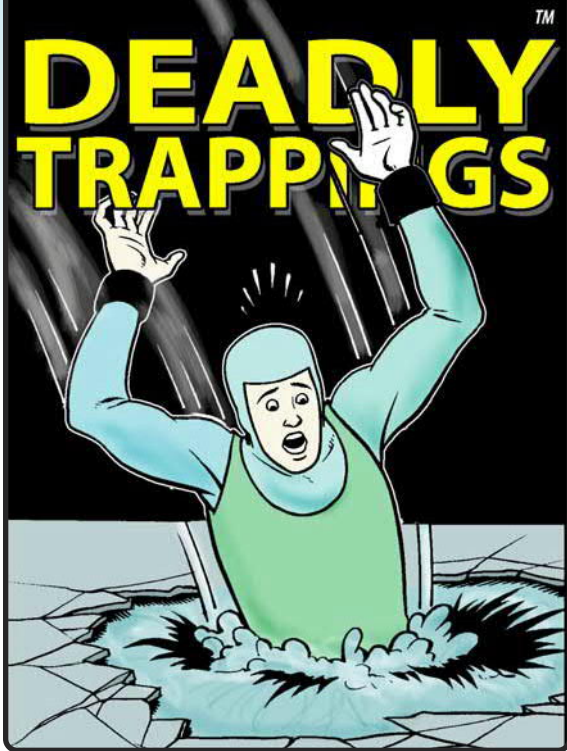


The village of Tiwidu comes to life! With over a hundred unique locations and the NPCs to populate them, Tiwidu is the perfect setting for a new game just starting up, but it can also be easily integrated into any campaign. “Tiwidu: Village On the Verge” is the jumping off point for the adventures “Strangers on the Trail,” “Shadow Over Tiwidu,” and “The Prodigal Sons.”

## Shadow Over Tiwidu



Strange things are stirring in the hills and jealous eyes have turned towards the village of Tiwidu. In “Shadow Over Tiwidu,” a chance meeting leads players down into a world of blood feuds, deceit, and the tireless pursuit of vengeance all set against the backdrop of a massive multi-story dungeon. The tough choices players make in this adventure not only mean the difference between life and death, but also directly impact the future of Tiwidu. This adventure is set in and around Tiwidu.



Gabamel and his ragtag crew, while traveling on their way to Tiwidu, chanced upon a lightly guarded wagon just south of Balelido. After dispatching the wagon's men-at-arms and merchant, Gabamel inspected the wagon's contents. The brigand leader soon came to the conclusion that the dead merchant was likely a disguised smuggler because the inventory ledger did not match the contents of the wagon. Gabamel took a particular interest in one of the two barrels among the crates. One of his men opened the lid, and a dull-black, winged spider flew out, biting another bandit. While his men dispatched the flying arachnid, Gabamel ordered the lid to be placed back on the cask; he could see the tips of legs and fangs edging over the barrel's brim. The bitten bandit complained of weakness but recovered half an hour later. The brigands wanted to set the barrel on fire to kill the vermin inside, but Gabamel came up with another plan. After much trial and error, he turned the cast into a trap of sorts.

Gabamel's Barrel is a normal barrel with a thirty-gallon capacity. The lid has a hole in the center wide enough for a medium-sized humanoid's arm to reach in. Connected to the lid by some threads and wheat-glue is a dark cloth bag. At the bottom of the bag is an apple. About half-a-foot above the apple are a few threads nearly invisible to the eye due to the dark interior of the barrel (Scrutiny Check Difficult, Average for those with low light vision). A hand reaching for the apple will push on these threads (Observation Check Average to notice), causing the cloth bag to rip away from the lid. The four tarantu-

## Gabamel's Barrel

**AKA:** Barrel of Fangs

**INTENT:** Poison

**MECHANISM:** Thread, Cloth

**LETHALITY:** Low

**DAMAGE:** 1 hp per tarantubat bite (1st stage), strength drain (2nd stage), see text

**ENGINEER:** William Tucker

bats in the barrel, sensitive to vibrations, are poised to spring on and bite the victim's arm (+1 to hit due to limb's confinement) two seconds after the bag drops. The victim yanking his or her arm out of the lid hole will prompt the tarantubats to attempt to disengage themselves from the limb. Each spider must roll a successful Feat of Agility vs. d20 to avoid being crushed against the lid (1d4p points of damage). A tarantubat gets +3 bonus on this roll. Anyone foolish enough to keep his or her arm inside the barrel during the attack will suffer another potential bite per tarantubat every 10 seconds. Every bite causes a loss of 1 point of Strength if not resisted (VF 9). Victims reduced to 0 Strength become paralyzed for 2d6p hours. Lost Strength is restored at a rate of 1 point/30 minutes.





# GAMEMASTER'S WAR ROOM

## Running The Prodigal Sons



Welcome to the **War Room** — this is where we talk, GM to GM. Here you'll be presented with a few suggestions for running the adventure and some options for mixing things up. I'll also explain how to integrate this adventure with the companion products *Tiwidu: Village on the Verge* and *Shadow Over Tiwidu*.

### RAMPING THE ADVENTURE UP/DOWN

*The Prodigal Sons* can be run in a variety of ways and against parties of various levels and make-up. As the GM, it's ultimately up to you how challenging you want to make the adventure and if you should scale the difficulty up or down. The following are suggestions:

#### RAMPING UP

▶ Place more dogs in Gabamel's crew. Have one or two dogs in the outhouse (**B**) with the brigand now hiding behind the privy. Once combat occurs at **A**, the brigand will edge around to the door and release the hound(s) to attack the party. Add a dog to accompany the sentries at **D2** and **F6**. Have Sin'Ge's litter-mate Rus'Ge (same stats sans maiming via burns) still alive and by Gabamel at **F5**.

▶ Make Pakamel (**D6**) even more restless and reckless. The haunt will not even bother asking for permission to possess a PC; he will wrestle for control of a host immediately, then charge towards the mill to rescue his father.

▶ Raise the brigands' spirits. Due to the success of the prior wagon raid, the brigands' Tenacity is now at Steady.

▶ Have waterwheel at the mill (**F**) shut down, lowering the Listening checks from Difficult to Average for the occupants within.

▶ 1d4p+2 more brigands, other refugees of the crushed 'Cantankerous Curs,' caught wind of Gabamel's whereabouts and have been following his trail since. These bandits will be encountered a half-mile west of the mill.

#### RAMPING DOWN

- ▶ Remove the dogs from either **D** or **F2** (or both).
- ▶ Give some of the brigands wounds (damage taken during the wagon raid that has yet to be healed).
- ▶ Remove all the wounds from the tied-up laborers at **D1**. Aside from a couple bruises, the workers are free of injuries and very eager to fight.
- ▶ Tipping off the party. One of the laborers (likely Sarenar) slipped his bonds at **D1** and escaped the brigands. He is hiding just off the trail a quarter-mile west of the mill trying to get his breath back. The laborer will flag down the PCs and tell them of the situation. He is aware of Tiwidu's shortage of constables and guards, so he will shoot down any plan to seek additional aid from the village. Time is of the essence.

### BEYOND THE MILL

If still alive, Mubamel will be indebted to the party. He has another matter that he feels the party may be suited to investigate. Mubamel is building a bark mill upriver because he did not want to process bark and grain at the same mill given how busy the grist mill is already. (He also doesn't want bark-flakes in his bread.) Laborers working on the site have witnessed some strange behavior with some of the work-mules stabled up there; the normally ornery animals have been staggering around as of late, and work has slowed down to a stand-still. He'll pay each PC 15 sp to investigate and solve what is causing the mules to act sickly. There is a nest of ten leech men located in a large hollow log a quarter-mile northeast of the bark mill. The blood thieves have been feeding on the mules nightly for the last few days. The presiding GM can let this scenario occur later if the party needs more time to recover rescuing the grist mill.

More members of the disbanded 'Cantankerous Curs' will migrate to the area within 1d3p+1 weeks, drawn by Tiwidu's economic growth. PCs bragging about slaying

Gabamel and his band will likely attract the attention of these new arrivals. The fresh brigands (equal to the number of PCs plus two) will lie in wait for the party the next time the ‘heroes’ leave sight of the village.

A dire situation will manifest if Mubamel was killed during the assault on the mill. If unable to rescue his father, Pakamel will wail in eternal agony in D6 (relinquishing control of a possessed PC to rematerialize back in the anchoring house). Only the killing of Gabamel (and possibly any other participating brigand) will put this spirit to rest, a predicament made more complicated if the brigand leader escaped. Gabamel will head south, deeper into the Lands of Tarisato, to escape justice. PCs eager to hunt down Gabamel may have a chase on their hands.

### INTEGRATION WITH TIWIDU

GMs seeking to incorporate this adventure with the Tiwidu releases will have to gauge if the party is ready to deal with this hostage situation. PCs fresh off the farm (1st level) will likely find the adventure beyond their abilities. GMs with access to *Tiwidu: Village on the Verge* are encouraged to allow the party to stretch its legs (completing some of that supplement’s side-quests as well as some homebrewed jaunts) before Badiril requests aid. If the GM is running the lengthy adventure module *Shadow Over Tiwidu*, he or she should introduce *The Prodigal Sons* after the party clears or guts Levels One through Six of Shalelock Hill. The PCs will likely enjoy an outdoor adventure by this time and a particularly nasty GM might have the hill’s remaining forces strengthen their defenses during this breather.

Tiwidu merchant Toloba Bemelo may have had dealings (*Area 91 of Tiwidu: Village on the Verge*) with PCs prior to their experience at the mill. If the party’s previous interactions with the tradeswoman were less than favorable, she may be of a suspicious mind when she catches word that the workers she loaned to Mubamel

are dead, and the PCs were part of the violence at the site.. She may have the PCs discreetly followed to ferret out their role in the deaths. Conversely her rival the Fhokki Kynthla (*Area 49*) may seek to hire the PCs, if just to vex Bemelo.

The wagon and horses the brigands captured belong to a smuggling ring based in the town of Setido, located on the western edge of Kalamar. The horses can be identified as to being not indigenous to Tarisato by anyone with Average skill in Appraisal – Livestock (Expert skill will pinpoint the region of origin). The smuggling ring - known as the ‘Nether Hawks’ - marks its wagons on the underside with the small etching of two avian talons tearing a coin in half (Scrutiny check Difficult if looking underneath the cart). Kynthla has ties with the Hawks but does not know about this shipment. The Hawks will message Kynthla in 1d4p+2 weeks, inquiring if she has seen the wagon and its crew. PCs going about Tiwidu in an unfamiliar cart may draw the Fhokki’s attention. She will then send one of her dregs to discreetly check the underside of the suspicious wagon. Depending on Kynthla’s own history with the PCs, she may choose to buy the wagon off their hands, steal it when the party is not looking, or send in four of her toughest problem-solvers (equivalent to men-at-arms) to break a few limbs just to set an example. The last option will be done discreetly outside Tiwidu if the option presents itself.

By the way, those tarantubats were being shipped to Earl Esemar’s Estate. Tiwidu’s ruler finds steamed tarantubat quite delicious and will be quite upset if he finds out one of his pleasures was robbed from him via a country bumpkin’s sword. The PCs might have some tall explaining to do...

William Tucker