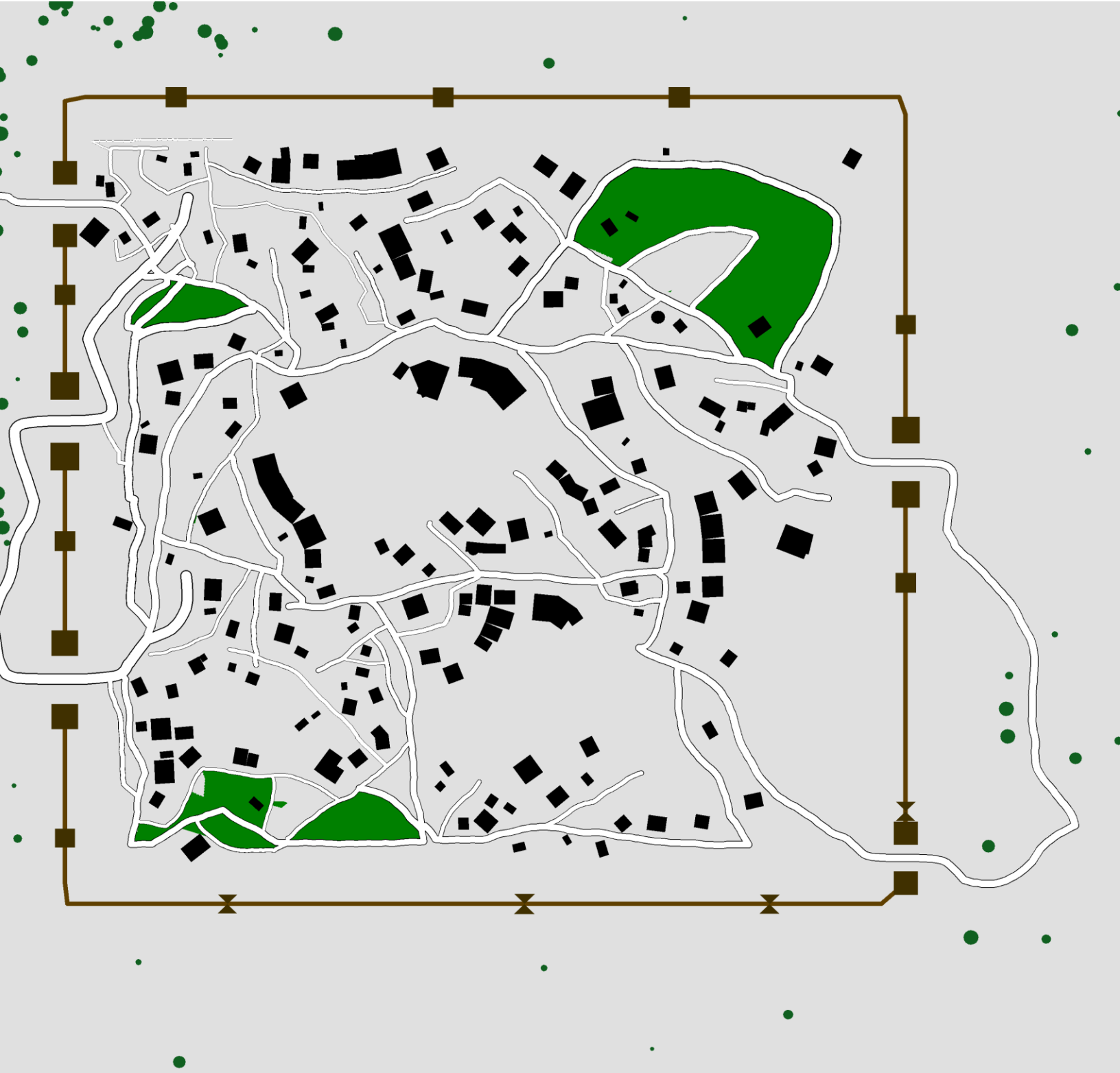


The Fade Tabletop

Howling at Kurtos

This is an adventure meant for level 1 characters. The adventure is meant to be an introduction to the world *The Fade* takes place in. It will start in the town of Kurtos, a small town to the north east of Naglfar on the border between Rihilig and Kyukeisho. The town has a wall only barely constructed to protect the dwellers.



The Story

The town of Kurtos, one of the few towns bordering Kyukeisho due to the dangers that lie in the lands in the country due to its demonic and aberrant inhabitants. Kurtos was formed about 100 years ago by Lord Tatalis, and it is now being owned by his son Lord Sifan. The residents of Kurtos focus in farming cows and sheep, helping Naglfar's lacking agricultural industry.

Five months prior, a string of disappearances among livestock occurred as various farmers blamed wildlife, thieves, or even demons for the theft. Lord Sifan had no answers for the farmers, and sending town guards to conduct searches whenever a report comes in about livestock going missing.

It was only with the most recent disappearance that evidence managed to be found, the guards came across a perfectly cleaned skeleton of a cow. Worried, Lord Sifan decided he should call upon the most powerful mercenaries currently in town.

The Player Characters

The player characters are assumed to know each other before the start of the game (this is up to the GM discretion), however where they come from and if they live in the town or not is up to the players and should be determined before the game begins. It is heavily recommended the characters are either of any Holy or Neutral alignments, yet Unholy characters could work with the party if their interests involved protecting the town in which they live in and love.

GMs can restrict whatever races they wish, however these are the recommendations:

- *Satori and Neun*: The two races are near extinction, and with how little there are of them, it would be a less than 1% chance of one even being in the area.
- *Demonkin*: Due to the stigma surrounding demons in this particular area of the world, a Demonkin would find it difficult even living in these parts, let alone being hired as a mercenary.
- *Vampire, Dhampyr, Abomination, Half Ghoul, or Half Ghost*: This is similar to Demonkin in which the stigma is so great against undead as a well that it'd be a long shot for one to be hired.
- *Loptyn*: Dark Elves, due to their unholy nature, will be subject to scrutiny from townsfolk. The last run-ins they've had with Dark Elves involved two of the towns guard being killed by the assassins before they were able to subdue the threat.
- *Mi-Go*: Mi-Go are unnatural alien creatures, and venturing away from their star system is rare enough, but showing up on Berngulsh is practically unheard of.
- *Deep One*: These aquatic creatures don't wish to dwell too far from a body of water, which Kurtos is incredibly far from.
- *Hobgoblin*: While people in town rarely practice magic, after an incident leading to one of their mages being killed, Hobgoblins are driven away.

When arriving at Lord Sifan's manor (the largest building north of the center on the map), he greets the party with a smile and an offer of refreshments. He offers wine, tea, coffee, or water to those entering. If someone asks for something more exotic, he will comment on having received "A strange type of drink from Heion". If they wish to try it, he will ask for 5 gold due to its rarity. The drink is cold and has a crisp flavor, while at the same time being very sweet and bubbly. It is labeled as "Malton's Classic Soda" in English.

After the group has been greeted and pleasantries have been had, Lord Sifan dons a more serious expression and folds his hands together. He begins with the following dialogue.

"I'm sorry to call you here under such serious circumstances. I wish we could meet in a kinder environment, but this situation at hand must be dealt with. We believe there is a creature lurking outside of the town. So far, it has only attacked livestock but I have no doubt it will move onto people sooner..."

Lord Sifan will allow the party to ask questions, which he will answer to the best of his ability. The following are common questions.

Has anybody witnessed the creature? "No, not yet. However claw marks have been witnessed upon the ground. The cow we found was completely clean however, only a skeleton remaining."

Has anybody been attacked? "Fortunately, no. The guards have not come across it yet. It means we haven't seen it just yet, but at the same time...it means my men are still safe."

How much are we being payed? "For your servitude, I intend to pay each of you 200 gold."

Is there any additional assistance you can offer? "I have a treasure of mine I can offer you, but only if you return it once you're done. I do hope the ring helps you in your journey."

He will give the party the ring if the final question is asked. The stats for the ring are below.

Name	Price	Description
Hunter's Ring	5,000 G	This ornate silver ring has a single sapphire in the center. It grants its wielder a +5 bonus on Knowledge checks made to identify creatures.

Note: Attempts to sell his ring in town will fail, and with the town being as small as it is, a black market doesn't exist to sell it in. If the characters are talking about doing this, the GM can offer them to roll a *Knowledge (Royalty)* check at a DC 5. On a success, they know it isn't wise to sell a noble's prized gear in his own town due to it painting a big target on the character's backs.

After being wished luck by Lord Sifan, he will direct them to head towards the northern most western gate as their starting point due to the farm (the two buildings north of the road next to the gate) being the most recent place attacked. If the characters wish to ask the farmers any questions, they may however the farmers will be beside themselves with fear and unsure how to answer what it was like. At first, they may start out blaming demons and suddenly switch to undead later in their story.

Once the party goes past the gates, they will see that the road goes on for another couple feet before ending, the only thing visible beyond that being a thick forest. When venturing into the thick forest, the party members must roll an *Awareness* check DC 14. On a success, they manage to hear the howling of a creature in the distance. Party members without ranks in *Knowledge (Wilderness)* may mistake it as a wolf, however those with ranks in it know the howl definitely doesn't come from a wolf.

Venturing further north (a small path leads in this direction), the group will encounter what looks like a small ruins of what used to be a temple. The characters can attempt a *Knowledge (Religion)* check at DC 15. On a success, they know the temple was once dedicated to Amaterasu, a deity worshipped by Asian cultures, and formerly worshipped by the Satori when they were prevalent. Upon searching the ruined temple, the group will find a rusted holy symbol of Amaterasu. The sun engraved on the holy symbol is barely noticeable due to the buildup of rust over time.

While the characters are doing investigations and gathering information about the ruins (any additional information is up to GM discretion), a small voice calls out to them, the weakness in the voice making it obvious to be from a child.

"H-hello?" The small girl will ask, peeking out from the dilapidated entrance which is only supported by an archway which formerly held a door. If anyone speaks to her or tries approaching, she will speak yet very meekly and will avoid eye contact. Questioning her reveals she ran away to find her dog and hasn't found him yet, asking if the party can help her. If they agree, she will visibly calm down and begin walking. If someone tries to touch her, she will look distraught and move away. In the off chance that someone forces to touch her, their hand will go right through her, causing her form to disappear.

The party, if they decide to follow the girl, will be led quite a ways away from the ruins but still within eyesight of it. She stops once reaching a clearing about 30 ft. in diameter, calling out the dog's name 'Fluffy'. Out from the trees, a large black dog with glowing red eyes will show itself. The dog will growl at the group, and let off a single howl. This howl is, strangely enough, not the howl they heard earlier deep in the woods. The dog will, however, attack the party despite the girl's protests for Fluffy to "sit" or "stay".

Fluffy

The remains of what was once a dog is now a black mass of fur with glowing red eyes, growling and snarling. It has a white foam escaping its lips.

Level	1 st
Size & Type	Medium, Outsider (Demon)
HP	13 (10 HP per level)
Defense	19 (10 +2 Natural Armor + 7 Agility)
Avoid	17 (10 + 7 Agility)
Stability	24 (15 + 9 Defense halved)
Attack (Bite)	+7 Hit, 1d6+3, Melee range, x2 Critical hit
Movement	40 ft.
Strength	8 (+3)
Magic	2 (-3)
Endurance	8 (+3)
Resistance	4 (-1)
Agility	12 (+7)
Luck	7 (+2)
Skills	Acrobatics {Agility} (+8), Stealth (+8)
Gear	None
DR and MR	None
Special	Feral Bite
Languages	Fyra

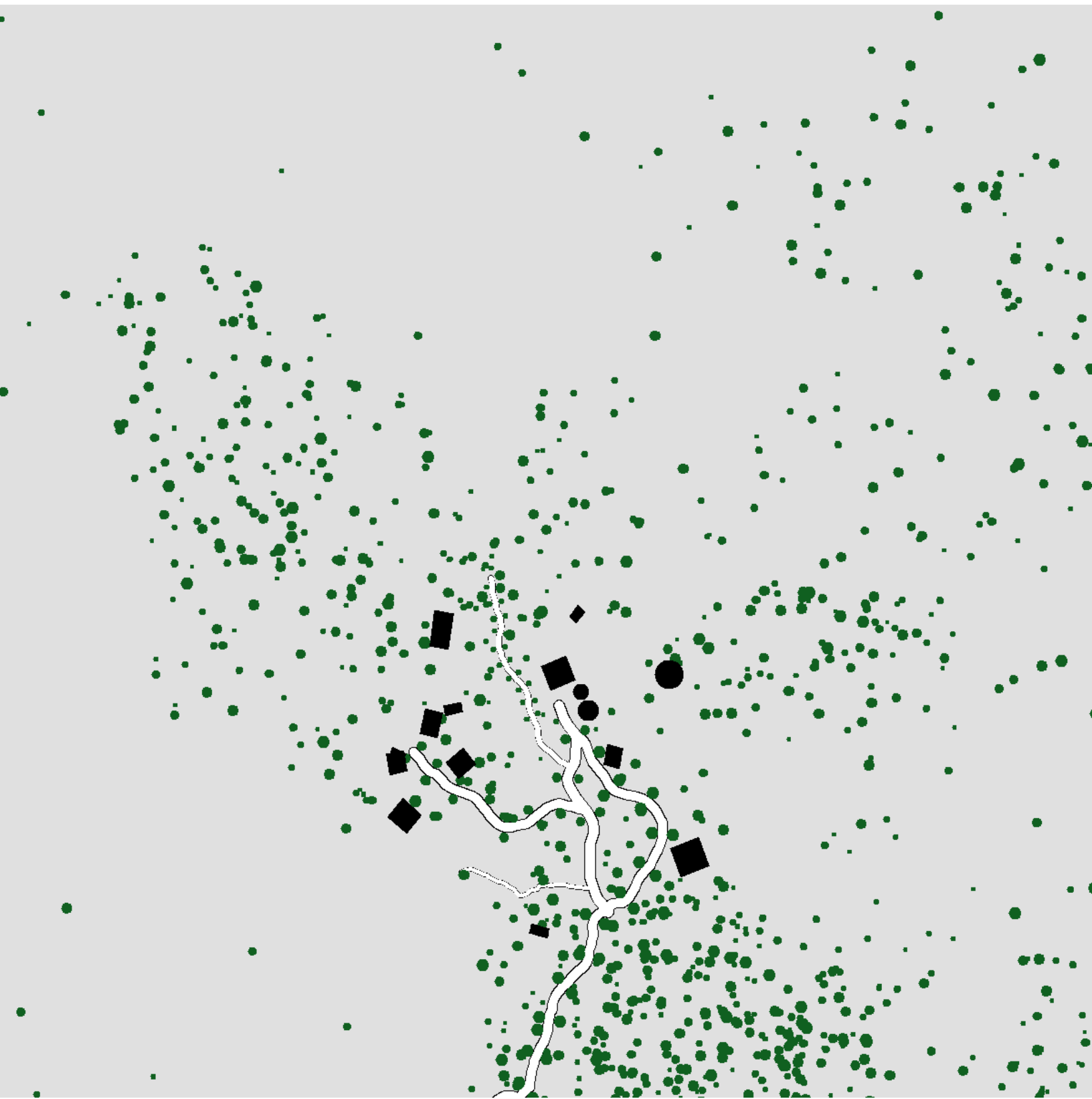
Feral Bite

As a standard action once per day, instead of a normal bite do a feral bite. This uses the bite's attack modifier, but doesn't deal any damage. Instead, the opponent must make a DC 14 END save or become nauseated.

After the fight with Fluffy, the ghost of the girl will disappear in sadness. Fluffy's body, rather than lying limp like a regular dead body, bursts into a puff of black smoke as if it had been conjured from elsewhere.

The same strange howling happens not too long after the fight, as if it were a response to the prior howling from Fluffy. This time, the characters have a clear direction of the howling: North West from the clearing they're currently in.

Gradually as they walk, the amount of trees become less and less, allowing for the party to see farther up ahead. Up ahead the party can see what looks like a desolate town, foliage overtaking what was once nice Satori buildings. Now the buildings are derelict, tarnishing their former beauty.



All but two of the houses in the Satori village are destroyed, these being the largest northernmost house, and the first square house to the east upon entering from the wooded area.

Upon investigation, the first house has a collection of dust and leaves from the outside as a reminder of its advanced age, the wooden floors beneath the character's feet creak. At GM's discretion one of the boards may break, though this doesn't harm the character or impose any threat other than startling them. Searching through the house, they'll find a half-finished painting upon a canvas along with a dining set, books splayed out on the table. Anyone with *Japanese* as a language can attempt a *Linguistics* check DC 16 to decipher the writing. On a successful roll, they know this is written in Sori. Although they aren't able to completely understand what was written down, they can understand the writing was a diary from a Satori named "Aki" who missed her family in one of the neighboring villages, yet wished to make her life here in the town "Kibou" and hopefully marry soon.

Upon opening the doors to the second non-derelict house, the characters find the odd discovery that the house is surprisingly clean, unlike the previous houses they explored (assuming they took a peek around the other dilapidated houses). A low groan is heard from within the house, as well as some feet stomping up the steps. The door to the basement opens from the eastern wall if one is standing and looking from the view of the front door.

The person who comes out from the basement wears tattered clothing, a dead look is in their eyes as they gaze at those who entered their home. Mahaka the Blighted One sizes up the people before her. With a lick of her lips, she grunts and mutters to herself that these ones will do. If questioned on what she means, Mahaka taps her staff against the floorboards and grins, stating that their flesh will give her more life than the animals her compatriot gathered. With that, she will engage the group in combat, her "compatriot" deciding to show itself by her side (Stats on the next page).

Mahaka is an elderly Hobgoblin with stringy white hair that is plastered to her sweaty green face, wrinkles adorning it to add onto her sense of frailty. The blue, tattered robes she wears used to belong to a Dwarven whom she had killed and eaten.

Her "compatriot" appears to be a long and tall black figure with sharp claws that dangle from its tiny palms, its head is nothing more than a pair of white expressionless eyes and a bright red tongue which lolls out of its mouth, licking at the air randomly as it approaches. It knows very few words in English except "Eat!" and "Kill!" and when it is hurt it does shout "Pain!"

Mahaka

A stench emanates from this old hobgoblin, her lazy gray eyes staring at her prey with the intent to devour their souls.

Level	3 rd
Class & Alignment	Chaplain (Necromancer), Unholy Disorder
Size & Type	Medium, Humanoid (Hobgoblin) {Old}
Aura	Gluttony (Maroon)
HP	24 (8 HP per level)
Defense	10 (10 + 0 Agility)
Avoid	10 (10 + 0 Agility)
Stability	20 (15 + 5 Defense halved)
Attack (Quarterstaff)	+0 Hit, 1d6-2, Melee range, x2 Critical hit
Movement	25 ft.
Strength	3 (-2)
Magic	12 (+7)
Endurance	5 (0)
Resistance	14 (+9)
Agility	5 (0)
Luck	5 (0)
Skills	Knowledge {Astronomy, Humanoids, Magic, and Religion} (+3)
Gear	Quarterstaff, Unholy symbol of Danyries
Spells Prepared: 8 Spellcasting/day: 8	Bolt of Shadow (x2), Bolt of Negativity, Fright Night, Bone Armor, Ray of Sickness, Unholy Radiance, and Curse Save
Special	Healing Touch 2d6+7, Healing Radius 1d4+7
Languages	English and Rawn

Soul Taker

This black mass stares at its victims with a hungry growl escaping from its nonexistent lips, the only other indicator it has a mouth being the tongue that hangs to the side.

Level	2 nd
Size & Type	Large, Outsider (Demon)
HP	26 (10 HP per level)
Defense	18 (10 + 5 Natural Armor + 3 Agility)
Avoid	13 (10 + 3 Agility)
Stability	24 (15 + 9 Defense halved)
Attack (Tongue)	+3 Hit, 1d3+3, 15 ft. Reach, x2 Critical hit
Attack (Claw)	+6 Hit, 1d6+3, Melee range, x2 Critical hit
Movement	30 ft.
Strength	8 (+3)
Magic	8 (+3)
Endurance	8 (+3)
Resistance	8 (+3)
Agility	8 (+3)
Luck	8 (+3)
Skills	Stealth (+6)
Gear	None
DR and MR	None
Special	Soul Stealing, Hefty Claws
Languages	Fyra and Rawn

Soul Stealing

Upon killing its target, the target's soul is stolen by the Soul Taker. Both it and its owner (in this case Mahaka) recover 25 HP.

Hefty Claws

The Soul Taker adds both its Agility and Strength to hit with its claw.

Upon being defeated, Mahaka's soul emerges from her chest while her body slumps to the ground. The much younger and more attractive (by comparison to her older self) Hobgoblin grins and laughs to herself as she believes she is free of the mortal chains which bind her, yet in an act of irony a set of flaming chains "burst" from the ground, wrapping themselves around Mahaka's spirit and dragging her into the ground as the spectral chains disappeared with the screaming and frightened Hobgoblin.

The party, upon coming back to the town to report to Lord Sifan, are hailed as heroes of the town and invited to stay for a party being held by Lord Sifan in honor of the parties' slaying of the beast that had been killing the livestock.

After the party, Lord Sifan will ask questions about the situation. Upon learning about Mahaka, his face turns grim as he rubs his chin in thought. He will say he doesn't know about where she could gain such power, yet he knew Mahaka was a religious leader to a cult dedicated to Danyries. Supposedly the cult had fallen off the map for whatever reason. Those who went to investigate found Hobgoblin bodies strewn about, half-eaten. It was assumed that they had fallen victim to an animal attack however it wasn't ruled out that Mahaka went mad and killed her followers.

After revealing this to the party, he will pay them the money for the job and ask for his ring back if it is in their possession.

Thus concludes the adventure.

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