

# Sometimes They come Back Adaptation (FINAL)

From: Harvest of Darkness Game Supplement

Sometimes They come Back Adaptation, Harvest of Darkness, pages 2-11.

Location: Narmaren, 5 miles south of Prompeldia.

Prompeldia: see pg 88 on the Kingdoms of Kalamar Campaign Setting Sourcebook.

Adaptation: by Mark S. Middleton, LKOK Director

Expected Play Time: 4-5 hours

Monsters: Do not make the monsters any tougher if the group has higher level PCs.

Other Plot information available: None.

Adventure Set up - almost the same (use reasons 1 & 3). Adventure begins in Bet Rogala when a merchant hires them to escort him to Prompeldia (Hook 3) and on the way they meet two travelers that tell them of the problem in Narmaren (Hook 1).

## Village of Narmaren, The Stables, Shrine of the Traveler & Delton's Tent

**60 XP** Total for Wandering around town talking with people.

**Treasure:** 200 gp from Alin if they bring him the boy Vrilind. Fine can be bought and then sold back in Pekal for twice the buying price. Each person can buy 50 gold worth of pottery (which be sold for 100gp) , this is all they are allowed to buy.

### **NPC Roleplaying Notes:**

**Alin.** Attacking Alin would be considered murder by the authorities in Prompeldia and would cost the PCs a 200 gp bribe (a piece) to get out of jail (before they are turned over to the Overlord Priests). Alin is not stupid and will not be drawn into a fight by a bunch of goody-goody adventurers. The 10 Guardsmen that come to get the "murderers" are from 3<sup>rd</sup>-level Fighters from Prompeldia.

**Dremi.** She will remain very quiet about her association with the Broken Chain Brotherhood. However, if the party frees the captured slaves from the Brolenese slave traders, she will find out where the PCs are from and send a note to that chapter of the Brotherhood (Notice of the Broken Chain).

**Pally.** Pally can be used as a henchman if the entire party is first level or if the party only has 4-5 PCs. He will fight, but not as a front line guy. He's not suicidal and will not do things that the rest of the party won't risk doing. He will use his daggers from range whenever possible and then close to attack. He will ask for an equal share of the treasure (gold).

**Saryf.** He will heal wounded adventurers for a minor donation (even just one gp) and will come to the battlefield (to use his turn undead powers) if told about the undead and the party lacks a cleric, otherwise he will question the PC cleric about his own faith in his powers and mention that this must be a test.

**Delton.** These are ordinary weapons, nothing is exceptional or masterwork.

**Other sites:** This is where the party can buy the exceptional pottery. Any knowledge skill (DC 5) of Pekal, Bet Rogala, Baneta, etc. informs a person that this pottery can be resold for twice the purchase value. The trader will only sell 50 gps of pottery to each person, and will not enter into any long term agreements.

### **The Game is Afoot**

Use 1) scrounger after using 3) Only as a flyby and then 4), 5) or 8),

1) Scrounger

1 Rogue, 1 Ogre 60 XP

Treasure: 50 gp total after selling the Hreal's stuff

Certs: None

4) or 5) or 8) ONLY USE ONE ENCOUNTER

30 XP

Treasure: Max 100gp total equipment carried. The keelboat is known as a Norga Krangel Boat. The only place to sell it would be Prompeldia, but if they try to, the boat is seized and the PCs each have to pay a 50 gp bribe to not be jailed for theft and suspicion of murder.

Certs: None

## **The Battlefield**

1) The Temple Area

Jonyez, Chlagen & 6 zombies 85 XP

Treasure: 500gp total

Certs: Scroll of Speak with Dead

2) nothing except some stolen animals

3) Temple of Harvester or Souls.

7 skeletons 30 XP

Treasure: 10 gp (swords)

Certs: none

4) Temple of Prince of Turmoil.

6 skeletons 30 XP

Treasure: 10 gp (swords)

Certs: Potion of remove blindness/deafness

(The wand can not be found)

### **Roleplaying Notes:**

**Jerad.** He will accompany the party during the rest of the adventure but then consider his debt to be repaid. He will ask for a weapon and some sort armor (even leather is ok).

**Tiana.** The Grandparents are in fact wealthy and will reward each PC with 100 gold.

**Vrilnd.** The Boy, Vrilnd, can be converted from worshipping the Overlord with three DC 15 Diplomacy checks. He can be converted to worshipping another deity with three DC 10 Religion checks (once he turned from the Overlord). Once Alin the Warden finds out, he will not challenge the PCs. The PCs will get the enmity of Alin, Warden of the Overlord.

**Herson.** Will point out the secret compartment if the party doesn't look around.

**Mordock.** His episodes of insanity can be controlled with a diplomacy or bluff check DC 15. He can be helped with 5 days of "mental" healing DC 10 heal check. His clay pots are not special and only worth a total of 50 gps.

## **Rebirth**

5 skeletons 30 XP

Treasure: 10 gp (swords)

Certs: none

## **The Rescue**

Jonyez (ghoul), & 4 zombies (Chlagen, Amar, Egarhz & Mordock- only if left behind) 110 XP

Treasure: Skull-shaped great helmet

Certs: None

## **Experience Total**

Total XP  $60 + 60 + 30 + 85 + 30 + 30 + 110 = 400$

400 XP for the adventure

## **Day Units: 15**

## **Gold/Wealth**

$200 + 50 + 100 + 500 + 10 + 10 + 10 = 880$  gp max total from the modules equipment sales.

100gp each for rescuing Tiana  
100gp each for fine pottery sales in Pekal

### **Certs**

1. Scroll of Speak with Dead.
2. Potion of Remove blindness/deafness.
3. Skull-shaped great helmet
4. Emnity of Alin the Warden.
5. Favorable Notice from the Brotherhood of the Broken Chain.

The following “Living Kingdoms of Kalamar” character known as

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## Scroll of Speak with Dead



Value: 375 gp (200 if sold)

Charges: N/A

Tradable: Yes

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## Potion of Remove Blindness/Deafness

*This small bottle has a glass stopper held in place by a wax seal. The liquid inside the bottle is dark green and contains small yellow flakes that seem to twinkle in sunlight.*



Value: 750 gp (400 if sold)

Charges: N/A

Tradable: Yes

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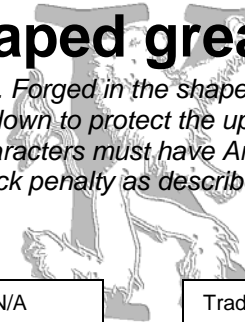
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## Skull-shaped great helmet

*This steel helmet has been painted a dull gray. Forged in the shape of a large humanoid skull, the wearer's neck is protected by thick chain mesh that hangs down to protect the upper shoulders. When worn, it provides a +2 circumstance bonus to Intimidate checks. Characters must have Armor Proficiency (medium) to properly wear the helmet, else they take a -2 armor check penalty as described in Core Rulebook I v.3.5, page 122.*



Value: 30 gp (18 if sold)

Charges: N/A

Tradable: Yes

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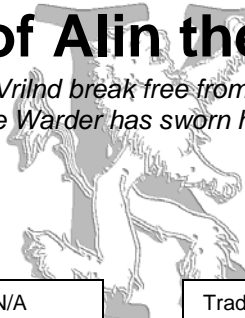
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## Enmity of Alin the Warder

*For your part in helping Vrind break free from The Oppressor and his religious fanatics, Alin the Warder has sworn his vengeance upon you.*



Value: N/A

Charges: N/A

Tradable: No

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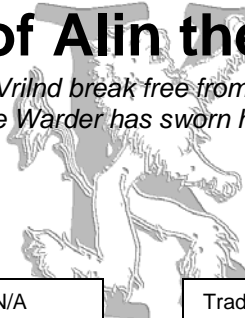
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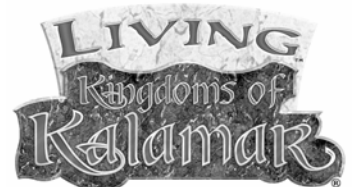


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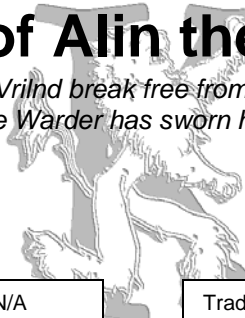
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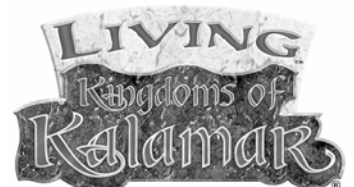


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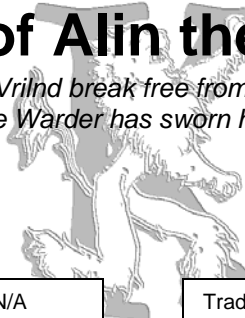
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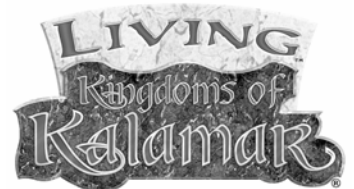


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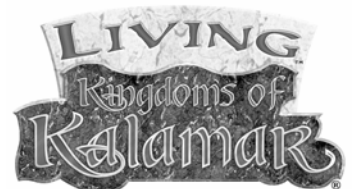


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## Sundered Link

You find a broken link from a heavy iron chain in your backpack, along with a strange note:  
*Your actions freeing the slaves did not go unnoticed. This trinket is a key. Keep it safe.*

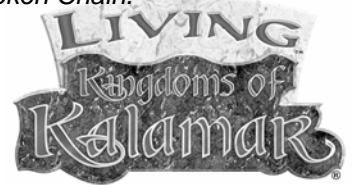
This item counts as Favorable Notice from the Brotherhood of the Broken Chain.

Value: N/A

Charges: N/A

Tradable: No

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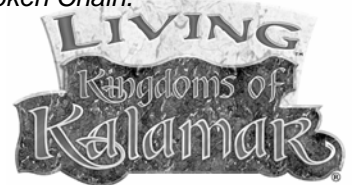
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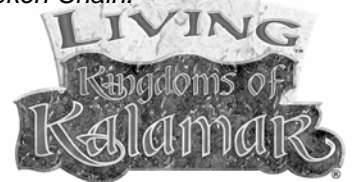
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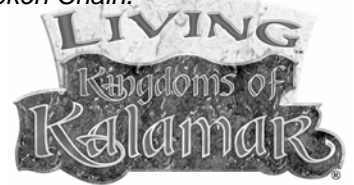
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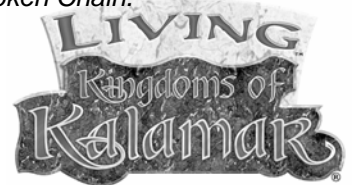
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