



CASTLES[®] & CRUADES



Shadows of the Halfling Hall

By Mike Stewart



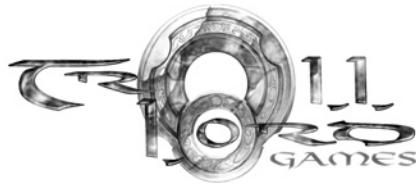
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THE
ANGAI'ANKHEE
K'Dir Marsh Bay



Shadow of the halfling hall

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This module is designed for characters of 1st-2nd level with a challenge level of 0-1.



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Shadows of the Halfling Hall

This module is an introductory module for 4-8 characters of levels 1-3. While an experienced group will find much of the module challenging, the Castle Keeper should insure that the characters in the party do not exceed 9 total character levels. If more than this total is desired, the Castle Keeper should increase the number and power of the monsters encountered appropriately.

Once this adventure is concluded, there are several other possibilities for further adventures around Newbriar. As the kobolds in the Old Meadowgrass place show, the Awakener in the tomb has attempted to garner allies for his plans. Perhaps other creatures were approached as well, posing a future threat to Newbriar's citizens? Further, tombs are rarely placed alone. There could be other tombs in the hills with their own undead denizens!

This module provides details on the town and residents of Newbriar as well as outlying farmsteads that might factor into the players investigations. The next section is the description of Willic's hall itself, with the secret passage and the lower tomb explained in further detail. Finally the kobolds gathering at the Old Meadowgrass place are described in both numbers and motives.

The adventure and other hooks herein are well suited to a beginning party, perhaps gathered from the various small communities around Newbriar who are lured by the offers of reward and danger. At least 1 cleric is necessary for success in this adventure, and at least 1 fighter and 1 rogue is strongly recommended. If no one in the party wishes to play a cleric, the Castle Keeper can arrange for Justin Grayce from the temple in Newbriar to agree to accompany the characters as either a non-player character or as a replacement character if a player has need of one during the course of the game.

Introduction

The mayor was drunk. Ok, perhaps not completely drunk but certainly inebriated enough to sway dangerously as he staggered upon the dining table with a mug of Hobb's finest held shakily in his hand. If he had not been barefoot, he would have certainly slid along the tablecloth and right into the vat of cream of mushroom soup, or so the other guests, those who were still conscious, believed. The Mayor of New Briar cleared his throat with a quite audible "Haarumph" and then stared bleary eyed at the spectacle around him.

What he saw was joyous merriment in all its decent forms. A scene of feasting, drinking and general celebration on display at the hall of their host, Master Willic Brambletoe. Dozens of halfling farmers, merchants and various notables from the nearby town of Newbriar graced the hall with their presences, their thirst and their appetites; and all were in full display as the Mayor of Newbriar, outfitted in his finest clothes, gathered himself to address the halfling attendees of Brambletoe's fete, though a drunken and vociferous lot they were.

"My friends" the garishly dressed halfling mayor shouted over the roar of the assembly. He tilted on his feet like a rowboat in a hurricane and squinted again at the throng seated amongst the

feast tables. "I would like to propose a toast to the generous, kind and er . . . generous Master Brambletoe. May his hearth be ever warm and his larder ever full!"

This was met by a roar of cheering and applause from the gathered halflings. There were about 40 or so jammed into the stone hall of Master Brambletoe, the (currently) most popular halfling in Newbriar. The oil lamps and torchlight wove a tapestry of eerie shadows and patterns flickering around the room and vaulted ceiling of the hall nestled within the hill in the halfling custom. But nothing could dampen the mood of merriment of any within the hall this evening.

Meanwhile, at the head table at the rear of the hall Brambletoe sat with besotted and well fed satisfaction. He leaned back on his chair to better feel the warmth of the fireplace behind him. This hall and the money left to him by his uncle that funded its construction, made him the envy of the halfling Cantons as well as a wealthy halfling of means and respectability. Indeed, the horde of revelers and feasters before him were ample proof of his success. Such prestige was easily won yet only maintained with a massive expense of food and ale; the expected largess of a country esquire among the small folk.

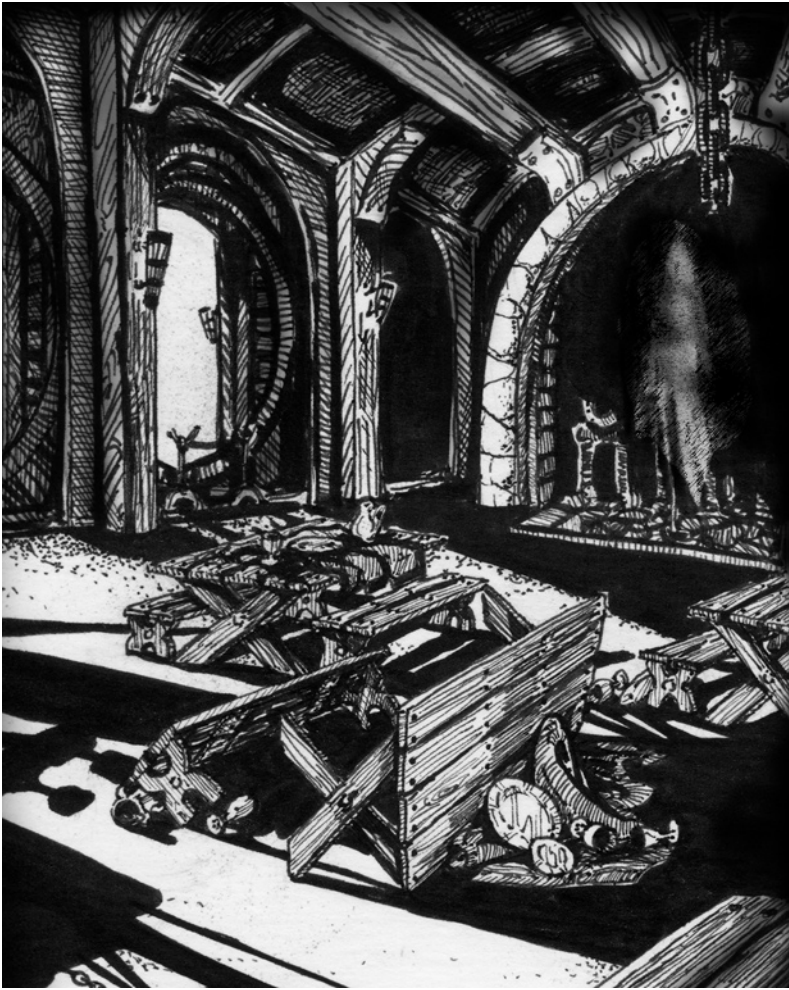
As propriety demanded, Brambletoe stood up upon his chair to thank the mayor for his kind words and deliver a speech of his own. "Good Canton folk" he began as the crowd's noise faded to a small roar. "I thank you all for your kind words and kinder gestures in attending this small party at my new home!" This was greeted by further shouts of appreciation and repeated hurrahs. "As we're only on the 16th course of the evening, I wanted to get the . . ."

Brambletoe was interrupted by the lighting of the flames within the stone hall suddenly dying out. Even the cheery flames of the fireplace behind him seemed to dim to mere embers, generating only a malevolent red glow. As he and his guests looked around in perplexity, the noise of the great front doors slamming open brought the murmurs of confusion to a hush. The hush was only temporary, for screams quickly emerged from those sitting nearest to the front doors. Brambletoe, never as brave as his uncle, quickly scuttled under his table in terror. The screams continued and were magnified and as the halfling huddled in fear. In the fireplace the coals and logs were moving! They spilled out onto the hearth and the floor as something rose from underneath- something of yellowed bone and rusty weapons - coming toward him . . .

For the Castle Keeper

The troubles of Newbriar center on the activities of one of its wealthier members. Willic Brambletoe was the nephew of a successful adventurer that hailed from the canton, Janos Brambletoe. Janos was a rogue of some renown and when he died in a battle with hobgoblins, his adventuring party returned his body and belongings to Newbriar for proper burial. Willic found himself the sole heir of his uncle's estate and fortune; which was considerable after a career as an explorer and plunderer of forgotten crypts, dungeons and the like.

Eschewing the adventuring life for himself, Willic sold most of the adventuring gear and magic items and used his increased fortune



Yes, fortune was certainly smiling on one certain halfling, or so Willic told himself.

Working with excitement, Willic scratched away the old bas reliefs, hired a traveling dwarven miner to open the end outside the hill to create doors and make the back vertical shaft into a fireplace for his dream hall. With these minor modifications (and a great savings in gold), Willic moved into his hall and hired servants. After a week of preparations he began to hold parties and feasts in his new hall . . . always speaking at length to anyone who'd listen about the vast expense he'd gone to build such an ornate edifice.

He always claimed that he hired dozens of dwarves at great expense to make the hall, though any dwarf inspecting the craftsmanship could detect the human origin of the hole. But since Willic has never invited any dwarves to his home (other than the prior miner who left soon afterward) this idea has been discarded by the community at large.

In truth the upper hall was only the ceremonial temple room, where the ancient priests of that forgotten human realm would make sacrifices for the dead. A small complex of rooms and tunnels lay just beneath this barrow, with the only exit/entrance being in the vertical shaft that now serves as Willic's fireplace. As the halfling was not curious enough to inspect the shaft in detail, the lower levels might never have been found by anyone.

But fate intervened in an unpleasant way. Among his treasures he left to his nephew, Uncle Janos had a small golden cirlet that he kept as a memento from his early adventures. The halfling thief claimed that he took it off the head of a lich he'd slain himself in hand to hand combat. The bearer of the cirlet was actually a ghoul, but Uncle Janos was not above exaggerating his exploits for the sake of a ripping good story. He kept the prize in his home in Newbriar and rather than sell it with the other treasures Willic brought it to his new abode. Indeed, Master Brambletoe would occasionally pose with it on his head and admire himself in his bedroom mirror. Quite the wealthy noble, Master Brambletoe

to buy a large swath of farmland to the northeast of the canton. It had always been Willic's dream of becoming a wealthy country squire with lands, livestock and most importantly . . . respect. To this end he settled into a comfortable country life, living in his uncle's house. While serving as Mayor (a job he did not excell at, nor keep for long) he began to build his estate.

While preparing to build his new home in a nicely sized hill with a fine view of the surrounding meadow, his diggers came upon a curious find. Buried deep within the hill was an old barrow of the ancient human kings that once ruled the region in the dim past. Upon closer inspection it appeared to be a single stone room of imposing size with a vertical tunnel at the north end, apparently that had been filled with earth when the barrow had been sealed.

Curious about this unexpected find, Willic dismissed his workers and explored the room in great detail. There was no tomb, no sepulchre and no treasures (a great disappointment to Willic). The halfling determined that whoever it had been built for, it was obviously being used by no one. Only the strange bas-relief carvings on the walls gave any indication of the age and builders of this ancient crypt.

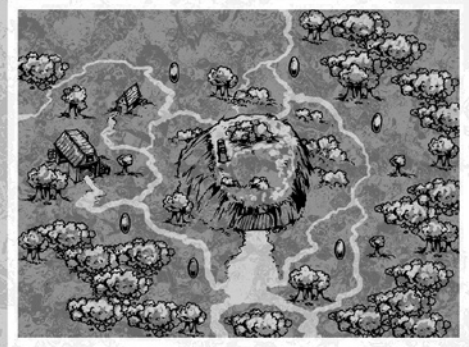
So Willic stared and thought. With some minor work the barrow would make a fine home for Willic. The vertical shaft could be made into a fireplace, the circular room squared on the sides with interior walls that would create side rooms flanking the great hall and a door built through the hill at the front would provide access. All at a vast savings of money and work for Master Brambletoe

What the little fellow was unaware of was that the cirlet held an Awakener (see *Monster Appendix A*). This being was unable to affect the outside world as neither Janos nor Willic ever put it into the proximity of any corpses. However, once Master Brambletoe brought it into the hall, it began to awaken the desiccated bodies of the petty priest king, his queen and the entombed servants in the catacombs below. Once revived, they arose late in the evening during Willic's grand party; to the horror of the assembled guests.

As a result, the people of Newbriar are paralyzed with terror. Many of their finest citizens were in Brambletoe's Hall when the undead awoke, and no one in town has seen any of the guests return from Brambletoe's Hall since that evil night (over two weeks from when the party of adventurers arrive). Of the few brave souls that have trekked to the hall to determine the fate of their fellows, none have returned. Desperate to solve this riddle, a call was made to hire brave adventurers to enter the hall and discern what happened to the halflings within. Your party have answered the call.

Outlying Farmsteads

Brambletree



Willoreed



Everful



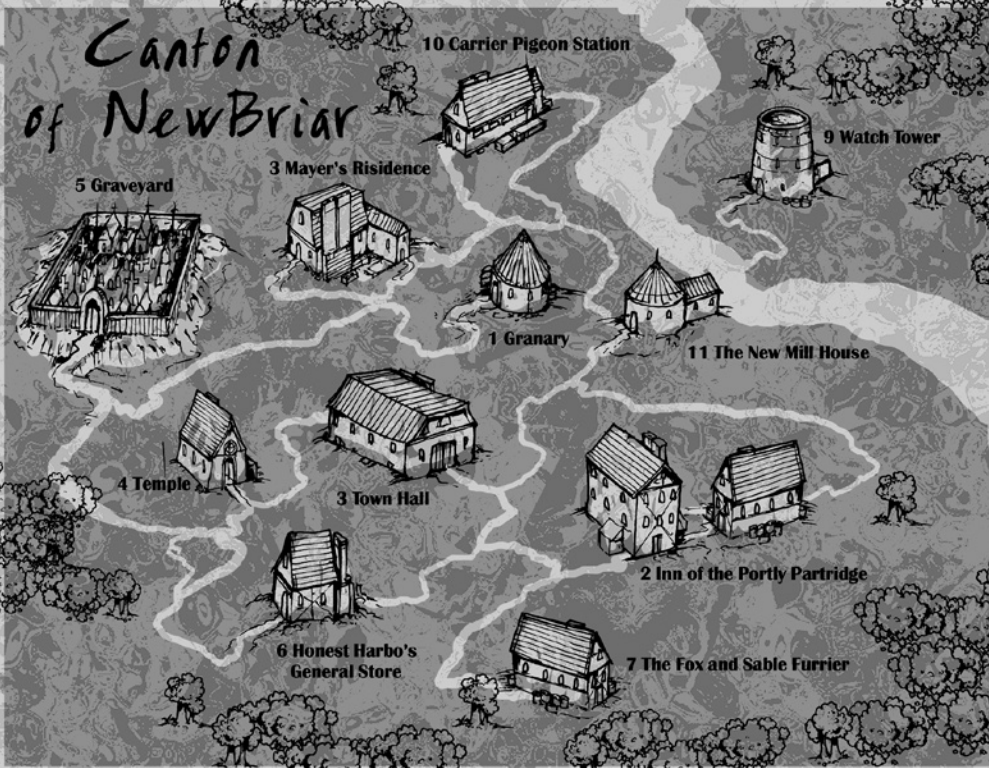
Alebrook



Defthand



Granger



Canton of New Briar



Scarytoe



Walleye



Longbottom



Roughpad



Mudfoot



Knucklefoot



Curlymane

Outlying Farmsteads

Involving the Characters

The Castle Keeper can engage the party on this adventure in a variety of ways.

1. If there is a halfling in the party, the Castle Keeper could work with that player to have Newbriar be their character's hometown and the character would wish to aid their kin in this emergency.

2. If a dwarf is in the party the Castle Keeper could have that dwarf be a relative or friend of the stonemason Willic Brambletoe hired to modify the hall, and he might have asked the character to check on his work.

3. The Castle Keeper could simply have the party hear of the offer of reward (100gp each) while loafing around in the ubiquitous tavern or inn located in a nearby town or village.

However the Castle Keeper engages the party to this mystery, they will find the people of Newbriar shy and reclusive of strangers. At least, until they inform the halflings that they wish to help in this dilemma, whereupon the halflings will be beside themselves with relief and provide free food, lodging, and anything else that they have at no cost (so long as it doesn't endanger any of their lives). Inquiries about the reward and information on the problem will find the party directed to the local inn, The Portly Partridge and its owner Redd Softfoot. He will thank the party profusely for their help, and give them all the information he has (*see Newbriar #2 Thee Portly Partridge Inn*).

The Town of Newbriar

The canton of Newbriar is unusual to those used to the building priorities of human towns, yet it is typical for those of the smaller folk called halflings by men. As a farming community, most residents actually reside outside the town itself; the town is merely the centerplace of social activities and commerce.

Unless otherwise noted, all buildings are constructed within hills in the traditional halfling manner. Such hill structure not only provides insulation during the cold of winter and the heat of summer, but also provide ready-made defenses against attackers. Those buildings constructed out of normal timber and stone are limited to those areas where imbedding the structure into the ground is impractical such as the granary or the Inn.

The town area proper is patrolled by the Reeve's guard, who act as the local police force. Unlike many city watches they do their best to appear unassuming and only involve themselves in truly dire situations. This is not due to cowardice, indeed the halflings of the guard are the bravest of the town. The mayor simply feels that too much of a presence generated by the watch inevitably dampen the chances of merchants plying their trade in the town. Currently the watch is headed by Merin Fireheel, the Reeve's second-in-command. Due to the disappearance of the Reeve she keeps the patrols limited to the town proper but is growing increasingly concerned about the Reeve's disappearance with two of the watch at the Brambletoe residence a fortnight ago. Merin was against hiring outsiders to deal with the crisis, fearing that if word got out of Newbriar's weakness it would only bring more trouble to the town. But as the decision has been made she will do her best to assist any who agree to investigate the hall.

Daytime Town Encounters (1-4 in 12)

Roll	Encounter
1	Passing Human Merchants (1-3)
2-4	Halfling farmer & family (2-7)
5-7	Watch Patrol (3) (<i>see Watchtower for statistics</i>)
8-10	Farm wagon w/2 drivers
11-12	Special (<i>see table III</i>)

Nighttime Town Encounters (1 in 12 chance)

Roll	Encounter
1-2	Halfling Ghoul (<i>as Monsters & Treasure ghoul but with only 5 hp and AC 12; +2 to strength saves versus paralyzation</i>) The ghoul has animal intelligence, but will not attack foolishly or when outnumbered. If the ghoul thinks the party is too strong or it is seriously outnumbered, it will skulk in the shadows waiting for an opportunity to attack a victim alone or at most in pairs. If slain and brought to any townsfolk, the ghoul will be identified as one of the missing guests of Brambletoe Hall's doomed celebration.
3-6	Watch Patrol (3) (<i>see Watchtower for statistics</i>)
7-10	Special
11-12	Farm wagon with 2 drivers; 1-5 on d20 humans, otherwise halflings

Special Encounters

Roll	Encounter
1-3	Merin Fireheel (<i>see Watch Tower #9 for statistics</i>).
4-6	Justin Grayce (<i>see Temple #4 for statistics</i>).
7-9	Chiyana (<i>see below</i>)
10-12	Benjam Evergrey (<i>see below</i>)

Chiyana (*She is lawful neutral, halfling, 1st level wizard whose vital stats are: HP 3, AC 10. Her prime attributes are: int and wis. Her significant attributes are: int 17, wis 15. She carries staff, robes, belt pouch w/spell components, 1d6 gp, potion of hill giant strength w/1 dose*).

Chiyana is an itinerant wizard who travels around the cantons offering herbal remedies and potions to cure all sorts of ailments. She's a bit addlebrained but is friendly and inoffensive. She trades her skills in return for boarding at various farms along her travels. She is currently in Newbriar and is making some coin selling potions to ward off evil. It is up to the Castle Keeper to decide the efficacy of such potions.

Benjam Evergrey (*He is a chaotic neutral, halfling, 2nd level rogue whose vital stats are: HP 8, AC 14. His prime attributes are: dex and cha. His significant attributes are: wis 13, dex 18, cha 14. He carries studded leather armor, dagger, thieves tools, 6 caltrops (1-2 dmg when stepped on), +1 Ring of Protection "pebble"-see below text*).

Benjam Evergrey is a stout little fellow with brown hair and eyes and a bright red dyed leather jerkin and ensemble. He always has a placid smile upon his face and exudes a sense of comradeship to all he meets, especially strangers. While engaging such in conversation or rumor mongering, he'll try to pick pockets on the single most wealthy individual in a given group who's listening to his tales. If he succeeds, he'll move on (he's not greedy), but if he is discovered he'll throw a pebble at his feet that's been enchanted with a *continual darkness* and use the confusion to escape. To ensure

safe flight, he'll also throw the caltrops behind him to discourage pursuit. He's quite concerned about whatever happened at Brambletoe Hall, but only insofar as it puts him in personal danger and is considering relocating to a more peaceful town.

1. Granary This wooden tower is set on sturdy oaken supports that keep the edifice about 8 feet off the ground. The cylindrical part of the building then towers an additional 20 feet into the air and is capped by a slate shingled roof. A trap door opens to reveal a small standing floor with a rope ladder for people to climb up into the granary itself. Once on the floor, there are wooden rungs to allow climbing up the 4 foot center tube that leads past latched doors at intervals around the circumference of the tunnel until the roof beings. At that point the structure is more of a traditional attic area where on occasion some hay is stored. There is also a pulley wheel attached to the underside of the roof so that someone in the attic can help someone below the trapdoor hoist bags of grain up to the necessary storage doors.

The doors lead to chambers built in the open areas between the tube and outer wall and these chambers are filled with grain during the fall harvest to keep halflings and cattle alike fed for the winter. It is not kept within a hill (in the usual halfling style) because of the increased possibility of rats in such areas eating their hard earned crops. All farmers are welcome to use this to store grain during the winter season and a particular farmer's mark is placed on the door of the chamber that holds their grain.

The granary is not usually guarded and there is only a 1-2 on d20 chance for anyone to be here; and they will only stay long enough to deposit the grains. Three normal housecats are kept here to try to keep rats at bay and are cared for by the various farmers when traveling to and fro with their crops.

3 Cats (*Their vital stats are HD 1d2, AC 14, neutral. Their primary attributes are physical. They can do no damage.*)

2. Inn of the Portly Partridge The sign above the door: a painted red sign with a vastly overweight partridge waddling after an ear of corn.

The Portly Partridge Inn is built of timber with a stone foundation, not in a hill like most other structures. This is more for the comfort of non-halfling guests who occasionally feel claustrophobic spending extended time in such dugouts despite the attempts at comfort. It has two floors with a barn structure in the rear for tending mounts.

The inn itself is rectangular shaped, with the common room taking up the center of the building. The roof is 14 feet high and the common room ceiling goes right up to the roof so that the inn can accommodate humans as well as halflings. However, of the 5 rooms to rent only the room on the first floor (#3) is big enough for humans and even its ceiling is only 6 feet tall exactly. Otherwise, any 'big folk' who wish to stay will have to sleep in the common room or stay in the back stable. There is only one server for the inn, the proprietor's daughter Juna.

2-1. Common Room The common room is spacious, with a beamed ceiling and a fireplace in the center of the rear wall of

the room. There are beam supports at the four points of the room and these are used by the residents to post notices, want ads, etc. to be read by the populace of Newbriar. Fresh rushes are kept on the floor and the room has a pleasant scent of herbs and cooking breads (Cleanna's hobby is bread making).

The barroom itself is sectioned off from the rest of the common room by a long wooden bar where Redd spends his time preparing drinks and chatting with customers. It is also the location of the locked strongbox with 30gp, 94sp and 144cp within it. The lock is not trapped, but consider its difficulty as being set by a 3rd level rogue (CL 18).

2-2. Kitchen Connecting the barroom above with the apartments is the kitchen area, which is constantly busy and full of the smell of baking breads and whatever dishes are served at the inn during any particular evening. Cleanna is here much of the time (1-15 on a d20) busy preparing her dishes. There is an assortment of crockery, flatware, knives and other such littering the tables of the room, but nothing of any real worth.

2-3. Ground Floor Room The inn's single ground floor room for rent has a double bed, a desk and a cabinet with a chamber pot and wash basin within it. All are proportioned for human guests and this is the usual room rented to wealthy human merchants traveling through Newbriar. A small brazier provides warmth in the winter and is on a tripod with a secondary chain to allow the hanging of pots to warm water for tea, baths, etc. Pots for such uses are available to patrons upon request.

2-4. Basement/Root Cellar The basement area is reachable through a trapdoor in the barroom and is filled with ale kegs, wine bottles and barrels of apples and flour. Nothing else is of interest here.

2-5. Softfoot Apartments The Softfoot Apartment is accessible from the kitchen and is cut into one main living room with a couch and table and two side rooms. The side rooms are bedrooms with large (for halflings) beds and dressers. The one on the south side belongs to Redd and his wife, while Juna and Wren share the other. In a chest in the south room (unlocked) is a silver platter and two goblets worth 50gp as a set, 10gp individually. There are also several sets of well made clothes in each room's wardrobe to fit the appropriate resident, but nothing else of interest kept here.

2-6. Rooms The second floor is made up of other rentable rooms and are made for halflings, though they can be used comfortably by dwarves and gnomes as well. The rooms are accessible from a banister that overlooks the common room and noise from the common area can be heard even with doors closed. Each room has a double bed, a desk and a cabinet w/a chamber pot and wash basin within it. Every room also has a small brazier to provide warmth for the room as well as heating water for tea and baths. The teapot is on a tripod with a secondary chain to hang the pot over the brazier.

2-7. Barn and Stable Behind the inn is the stable, which is a two story structure with hay bales stored in the entirety of the second floor. The first floor has 8 stalls, but half of them are only large enough for ponies. Redd's son Wren oversees the horses and will

feed and rub down horses upon request but will not volunteer this service (being a bit lazy).

The inn is both owned and overseen by Redd Softfoot and his wife Cleanna. Redd is the brother of Penelope Softfoot the Furrier (#7) and she will be found here on a roll of 1-5 on a d20 .

As the Mayor and the Reeve have gone missing, the community has turned to Redd as their leader; at least in civil matter. Merin Fireheel commands the watch, but she defers to Redd's opinion in any non-military affairs.

Redd has been authorized to offer 100gp to each of the party of adventurers for determining the fate of their Mayor and gentry folk as well as removing any further menace to the community. The pay will be given after the above requirements are met, but adventurers will be given free food, lodging and some reasonable supplies if the need is great (Castle Keeper's judgment on this).

What Redd Knows

Redd will share as much information as possible with the party, though he doesn't believe it is of much use.

1. Willic Brambletoe is the nephew of Janos Brambletoe, a famous (notorious?) rogue and adventurer who died last year. His friends (non halflings) brought his body and belongings to Willic as the named heir.

2. Willic is a spendthrift who worries far more about his position than saving money. He is in debt to Harbo's and the inn. Further investigation will allow the characters to discover Willic was in debt to every business in town; even the carrier pigeon service.

3. The Reeve went with two watch guards to investigate the Brambletoe hall the day after the party and never returned. One of the farmers, Gwynnnd Knucklefoot (Outlying Farm #1), claimed that he'd seen one of the watch guards ("Well, he be warin' the tabard o' un "wandering at a distance a few days ago but he couldn't catch up with him and lost the watchman in the tall grass. If Gwynnnd is questioned, he'll note that the watch guard seemed unusually stiff and jerky with his movements.

One of the farmsteads (Castle Keeper's choice) was visited two days ago by Merin and she found the place empty. Not a soul was around, but there were bloodstains on the front door and in the hallway.

Rumors

If characters spend time around the inn, whether simply lounging or making an attempt to garner information there is a chance that they will pick up one or more rumors as noted below. To determine the success of picking up rumors, the Castle Keeper should have the inquiring character make a successful charisma check, with bonuses as appropriate if the character tries to buy drinks for regulars, bribe with coin, etc. Subsequently, if the characters act in a boorish or insulting manner the Castle Keeper should impose such penalties as deemed appropriate.

Roll 1d12 and consult the below rumors. The truth or falsehood of each rumor is listed after each comment.

1. "Willic Brambletoe was awfully full of himself and brought down the curse of the gods upon him and his guests." (False, though he was full of himself)

2. "Merin Fireheel (#4) has a temper to match her name and if she had her way no 'strangers' would've been hired; she and the watch would go and take care o' any problems." (True)

3. Mayor Higgenbottom's daughter Marischka (#8) is sweet on Willic Brambletoe and might'n have conspired with Willic for the Mayor to have an accident since'en he was opposed to any wedding." (False)

4. "Ol' Kyann Scarytoe (farm #12) was jealous of Willic and had it out for him." (False)

5. "Ever since Willic moved into that hall, no crops have been taken from his lands." (True, though Willic never planted any)

6. "Willic was deeply in debt to Honest Harbo(#6) and Penelope Softfoot (#7) and tried to avoid paying them." (True)

7. "Willic brought in twenty dwarves and paid them in platinum to build his hall from the ground up; even had ta dig up that ole hill and re-cover it." (False)

8. "One of me sons says he sawed an ugly critter-like a halfling but uglier and movin' like ah animal-runnin' off one night toward de Old Meadowgrass Place." (True)

9. "Old Josephus Longbottom (#10) was paid a handsome lotta gold ta send a special message off for Willic the night before the party . . . and was sworn never ta divulge what was in it, as well as ta deny ever asendin' it." (False)

10. "Juna Softfoot the barmaid (#2) had hopes for getting Willic's eye, but he spurned her for Marischka Higgenbottom (#8). Could be she wanted revenge?" (False, as Juna's preferences are listed in her description.)

11. "Some say dat the ol' Lich dat Willic's uncle Janos kilt has cum back fer vengeance." (False, though it never was a Lich but the Awakener and its certainly gotten revenge)

12. "The watch has a suspect in the murders held in the cells." (False)

Redd Softfoot (*He is a neutral good, halfling, 0 level whose vital stats are: HP 4, AC 10. His prime attributes are: dex and wis. His significant attributes are: str 13, wis 13. He carries an apron, leather pouch w/ 10gp, cudgel.*)

Redd is a gregarious halfling in his later years. He has wavy red hair that is swept up and forward to cover his balding pate. He carries 10gp on his person and has the key to the inn's strongbox on a leather cord around his neck.

Cleanna Softfoot (*She is a neutral good, halfling, 0 level whose vital stats are: HP 3, AC 10. Her prime attributes are: wis and con. Her significant attributes are: wis 14, con 15. She carries an apron, bread knife [treat as dagger], leather pouch w/1-6 sp, ring worth 20gp.*)

Cleanna is a shy female halfling in her later years. She has blonde hair with streaks of gray here and there, all of which is kept back in a tight bun. Cleanna will not talk much to strangers unless an interest in baking is mentioned in her presence, at which point she will babble for hours on the various breads and cakes she's baked. In such a circumstance, she will share some gossip and information with any character who encourages such baking conversations, though the character might have a trying time dislodging themselves from the discourse

Juna Softfoot (*She is a chaotic good, halfling, 0 level whose vital stats are: HP 3, AC 10. Her prime attributes are: dex and cha. Her significant attributes are: con 14, cha 17. She carries an apron, dagger hidden under apron, necklace worth 15gp, leather pouch w/1gp and 1-3sp = "tips".*)

Juna is a young halfling woman with an extremely attractive figure and demeanor. She finds it amusing to flirt with human males, the bigger the better but will not pursue anything further or awkward. Like her mother, she will share information with those who reciprocate her banter with good-natured (and harmless) flirting.

Wren Softfoot (*He is a chaotic good, halfling, 0 level whose vital stats are: HP 3, AC 10. His prime attributes are: con and dex. His significant attributes are: int 13, con 14. He carries a pitchfork, knife [1-3 dmg], leather pouch w/ 3sp.*)

Wren is a young halfling boy with wavy blonde hair and an easygoing demeanor. He carries a knife at his belt and 4 silver pieces in a pouch.

3. Town Hall Sign above the door: The arms of the canton, a green background with a shepherd's crook and a bale of wheat crossed in gold at the center.

The town hall is the center of civil activity within the canton and is embedded in a large, roughly oblong hill in the center of the canton. The front is a large (30x40) hall that is used variously for festivals, courts of justice, town council meetings and such like. Two doors in the back lead to two 20x15 rooms, one of which is the mayor's office and the other is an archive where deeds, contracts and such are stored. Normally the Mayor could be found here during the day (he was his own archivist), but the hall is locked and unopened since the disappearance of the Mayor. Both rooms are locked as well, though Merin Fireheel is the only person left who has a key. She will give access to the party if they can convince her it is necessary to the investigation but otherwise will be reluctant to allow non-halflings into the rooms.

The Mayor's office is furnished with various furniture of lacquered oak and plush cushioning. Several paintings of varying quality adorn the wall (his daughter living in another canton is a painter) along with a round window that overlooks the rear part of the hill. A barrister bookcase is behind the desk and chair and contain various tomes and scrolls on legal matters both mundane and sophisticated. In a locked drawer of the desk is a copy of Janos Brambletoe's diary (see the Hall room "Willie's Study" #6) which Mayor Higgenbottom was trying to work into a fictional novel to sell among the cantons. The furniture could be sold for 300gp as a set, but would be extremely difficult to remove from this room.

The second room in the hall is the town archive, which has a long table (halfling sized) in the center of the room and floor to ceiling bookshelves around the circumference of the room. This room also has a round window that overlooks the rear but cannot be opened (must be smashed in to use as entry or exit). Various scrolls and contracts are stuck in pigeonholes throughout the room and are in no particular order. The only scroll that would be of interest to the party is in the far back right hand bookshelf near the top and it is a record of Willie Brambletoe's appraisal of a gold coronet by

the Mayor. Higgenbottom describes the coronet as beautiful and worth about 500gp between the gold, filigreed inwork and jewels; but that when he kept it overnight for the appraisal it seemed to radiate a feeling of creepy-crawlyness: that the Mayor was only too glad to be rid of.

There is nothing else of value in the room, at least not to those who don't reside in Newbriar.

4. Temple (agrarian goddess) Sign above the door: The holy symbol of the goddess in brass.

This hill-based structure is second only to the town hall in size, measuring about 20x30 and a high (for halflings) ceiling of 12 feet. There are three French style windows on each side of the temple and at the far end is a stone altar with candlesticks and a brazier for burning incense during rituals. The interior is decorated with wicker masks and tapestry-like designs and other pictures depicting a kindly female halfling of middle years with a staff in her hand. The staff has vines and flowers upon it as if the staff were still alive and blooming despite being separated from the earth.

Several pews lined the sides of the temple and a rear door leads to the office of Justin Grayce, the assistant priest of the temple.

Justin Grayce (*He is a neutral good, halfling, 2nd level cleric whose vital stats are: HP 12, AC 13. His prime attributes are: int and wis. His significant attributes are: str 14, wis 16, dex 13, cha 16. He carries studded leather, mace, holy symbol, 1d8sp, 2 potions of Cure Light Wounds, 2 vials holy water. He can cast the following number of spells: 0-4, 1st-3.*)

His superior was Bilga Dunstead, one of the unfortunates in attendance at the Brambletoe fete. He is a bit unsure of himself and feels inadequate to lead the people in his superior's absence and will readily accept any reasonable suggestions from any who appear more worldly and knowledgeable (such as the adventurers). If asked he has three extra vials of holy water that he can provide to the party at no cost. If requested to accompany the adventurers he will be reluctant but agrees that his healing skills might be of use to them. Even if he does not accompany the party, he will be willing to cast healing magic and use his potions on behalf of the adventurers if wounded are brought to the temple.

Justin is almost always found at the temple, sleeping on one of the pews as is required of him by the religion (vow of poverty). The candlesticks and other ornamentation is worth 210 gp, though such would have to be sold very far from the cantons to avoid garnering suspicion.

5. Graveyard Sign above the gate: A black sign with a red bar going diagonally on the shield from lower left to upper right.

This 50x75 foot area of ground behind the temple hill is the final resting place of many of the halfling citizens of the canton for the past two centuries. Due to its proximity to the temple, the Awakener in the hall has been unable to effect the corpses here and therefore the dead still rest in peace. Janos Brambletoe has a mausoleum here, with his parents Cedrick & Roweena interred within as well. The balance of the graveyard is full headstones that

bear the names of many of the families of the canton and a few that are no longer around. Some examples are given below:

Enos Briartoe/ "Never met a porridge he didn't like"
Dina Padfoot/"Beloved Cook and Wife"
Macer Fireheel/"Foe of any who bear ill"
Ulda Softfoot/"Best pie maker in the century."
(etc.)

6. Honest Harbo's General Store Sign above the door: A brown sign with a caricatured grinning face that's supposed to be Harbo's surrounded by various general store implements such as a shovel, wineskin, hammer, bundle of rope, saddle, plow, etc. in gold.

As one can imagine, Harbo Stubbyfoot is anything but honest . . . at least to outsiders. He is terrified of whatever happened at the Brambletoe Hall as are most citizens of Newbriar, but he will not allow this to get in the way of making a good profit, even from their ostensible "rescuers". He will have most goods listed in the *Castles & Crusades® Players Handbook* short of livestock or transportation, but all are of halfling dimensions and will be sold to character's at 25%-50% over the listed price for such items. The Castle Keeper can adjudicate haggling as he or she sees fit, but under no circumstances will Harbo go below standard price for such items; so at best the party can only hope not to get ripped off Harbo is a seasoned haggler and will make a great show of outrage and distress every time the adventurers haggle him down a coin. This should not be an easy time for any character hagglers, even with high charisma

He will usually be found whittling on the front porch built out of the hillside that contains his store if no customers are inside. He will be pleasant and friendly, but always seems to come across as false. Castle Keeper's should think of a "used car salesman" to get the right effect for Harbo.

He has a lockbox behind his desk in the store with 43gp, 40sp and 60cp in it; as he's between purchases right now that's all the cash he has on hand. His apartments are behind the store in the rear of the hill and consists of a bedroom and kitchen-dining area where he washes up as well. Quite frugal, as noted above.

"Honest "Harbo Stubbyfoot (*He is a lawful neutral, halfling, 0 level whose vital stats are: HP 4, AC 10. His prime attributes are: wis and cha. His significant attributes are: str 13, wis 13. He carries an apron, whittling knife, pipe and pouch of tobacco.*)

7. The Fox and Sable Furrier Sign above the door: A gray sign with a fox and sable cavorting in a circle, both of natural colors.

This hill burrowed shop is roughly circular shaped, with the front 'half' of the circle given over to the shop & wares and the other 'half' divided into 3 rooms (similar to pie wedges). The shop area has racks of fur cloaks, fur boots and other fur ornamented clothing and footwear decorating the shelves and small hanging racks. The footwear is all fur lined and quite warm, since only in the deep winter do halflings tend to wear shoes at all. The cloaks are of sable, fox, or badger; with some deer hide mixed in as well. The work is of above average quality and any such fur garment will cost 15% over the standard book price (but will last twice as long).

The three rear pie shaped rooms are Penelope's apartments. The first room is the kitchen and dining area, the second is her bedroom and the third is a small wash area. The third room only has a door leading to the bedroom, but the other two have doors on each side. The only valuables are within a locked chest in her bedroom. The chest also has a gas trap upon it (set by 4th level rogue-Janos Brambletoe) which if triggered emits a sleep gas that requires a constitution saving throw or victims sleep as per the wizard *sleep* spell.

Within the chest are 3 coats made of mink and ermine (worth 200gp, 250gp and 300gp respectively) but are halfling sized and therefore difficult to sell. If sold just for the pelts, divide worth by 2/3rds. There is also a bag of 29gp and 400cp.

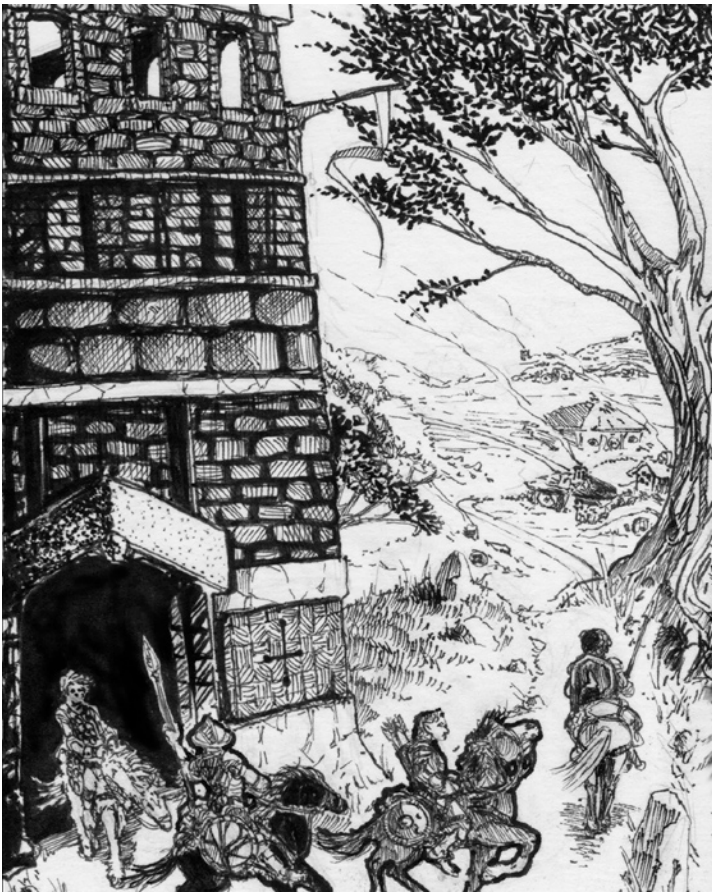
The shop owner is Penelope Softfoot, a full figured halfling in late middle age with slightly graying brown hair and green eyes. She is found in the shop most (on a roll of 1-16 on a d20) of the time, the remaining time the shop is locked up and she is having a pint at the Portly Partridge Inn (owned by her brother Redd). She is friendly enough, though personally doubts if her brother Redd has the gumption to lead the community and would rather Merin Fireheel take over things. She was one of those who was reluctant to call in outsiders and therefore while she will be friendly to the party she will also not go out of her way to assist them either. She has a suit of studded leather armor, but doesn't usually wear it unless danger is immediately evident.

Penelope Softfoot (*She is a chaotic good, halfling, 0 level whose vital stats are: HP 3, AC 11. Her prime attributes are: dex and con. Her significant attributes are: con 14, dex 15. She carries an apron, leather cutting knife (1-4 dmg)leather pouch w/6gp and 20sp.*)

8. Mayor's Residence Like most of the residences in Newbriar, this is a structure built into a hill. The unique part is that a front porch lines the front walkway to the domicile for about 20 feet and the front wall resting on the porch has two windows and a doorway; all with wood frames and planking within a stone supporting foundation.

The house is based on the usual 'pie wedge' structure common in the cantons and the home has a living room, kitchen, small library and three bedrooms. All are furnished with simple yet quality furnishings (being Mayor doesn't pay too much) and the library holds only general halfling histories, theology texts and a few romance novels (Marischka's). Nothing of immediate value will be evident; though if the adventurers are crass enough to loot the house it is left up to the Castle Keeper to determine the results.

With Mayor Higgenbottom's disappearance, the only resident here is his young daughter Marischka Higgenbottom. Marischka has honey brown hair and blue eyes and seems to exude an air of quiet nervousness. She will assist the party as much as she can in searching the house for any clues, but will recommended the town hall as a better location of information than here. As she is almost a young adult and therefore attempts to put on a face of greater wisdom and competence than she feels. She is terrified over the fate of her father and has taken to carrying a kitchen knife on her belt at her back for easy reach and defense.



Marischka Higgenbottom (She is a lawful good, halfling, 0 level whose vital stats are: HP 4, AC 10. Her prime attributes are: int and wis. Her significant attributes are: str 7, int 15, con 13, cha 13. She carries a kitchen knife (1-3 dmg) quilted pouch with 16gp and 4sp.)

9. Watchtower Sign above the door: The arms of the canton, a green background with a shepard's crook and a bale of wheat crossed in gold at the center; but surrounded by a gray embattled border (sign of the watch).

This three level stone tower is used as a sighting post for enemies as well as a headquarters for the watch. Merin Fireheel can be found here half (1-10 on d20) of the time when not encountered on patrol. There will always be 3-5 watch members here either lounging on the ground floor or at the battlement-lined parapet scanning the horizon.

The ground floor of the tower is given over to the guard's comfort, with chairs, a small couch and a desk for official business (Merin's). There is also a large and heavy wooden wardrobe that contains the armaments of the watch. Its locked (rogue level 3) but is not trapped and each watch member has a key. Within the wardrobe are:

- 10 slings & 100 or so stones in leather pouches
- 5 short spears
- 5 short swords
- 8 daggers
- 2 light crossbows & 60 crossbow bolts
- 2 suits leather armor & 4 bucklers
- 7 tabards bearing the Newbriar arms upon them.

Several watch patrol guards take their ease in here when not on other duties, and Merin Fireheel may be found here if not otherwise occupied.

3-5 Watch patrol guards (These lawful neutral halflings vital stats are: HD 1d6, HP 3, 4, 4, 5, 6, AC 13. They attack with spear or short sword for 1d6 dmg. Their prime attributes are physical. They carry studded leather armor, small shield, spear, short sword, pouch w/1-4sp.)

Merin Fireheel (She is a chaotic good, halfling, 2nd level ranger whose vital stats are: HP 16, AC 13. Her prime attributes are: str and con. Her significant attributes are: wis 13, con 16, dex 17, cha 13. She carries leather armor, spear, a +1 short sword, and a leather pouch w/4gp.)

A circular stairway goes around half the wall surface, slowly winding its way up to the second level.

The second level of the tower is cut in half by a wall dissecting the floor into two equal halves. The half facing the stairs has a desk and a guard sitting at it, apparently bored. This is the jailer and the other half of the floor is divided into two cells (both are empty). It is Newbriar law that a jailer must supervise the cells; there was never a condition set that they had to be occupied. This guard drew the short straw today and is left with jailer duty.

Jailer (He is a neutrall good, halfling, 0 level whose vital stats are: HP 4, AC 13. His prime attributes are: str and dex. He carries studded leather armor, small shield, spear, shortsword, pouch w/1-4 sp.)

As with the first/ground floor, a circular stairway continues around half the wall surface, slowly winding its way up to the third level.

The next level up the stairs is cut into five equal sections, with the first holding the stairway down and ladder to the roof and the remaining four are shared quarters by the members of the watch who aren't on duty but don't have a place of their own to rest at.

Merin Fireheel has a private room- or rather, shared it with the Reeve but is alone since he went missing. She has a chest with a scroll tube in it, but inside the tube are 40gp stacked one on top of the other to fill the tube. There is also an emerald necklace (100gp) and a ruby brooch (costume, worth only 4sp). The Reeve's chest is locked (same as wardrobe armory above) and only he had the key, but there are only clothes and leatherworking supplies inside (his hobby was leathercraft).

The other three rooms have two sets of bunk beds each and can sleep 4 guards per room. Chests here are unlocked and only contain clothes, spare leather belts and other such mundane material (i.e. no treasure).

The circular stairway leads down to the second level and a wooden ladder leads up to a trapdoor to the battlements.

The topmost floor is open save for the cover that the battlements provide for defense. Any human sized creature will find that the battlements only reach to their waist and so to take advantage of their defensive capability the humans must kneel or lay down on

the roof. A nautical spyglass is kept in a wooden box up here and can be used to see five times normal distance. The Castle Keeper should remember that there are few trees in the town's area, only rolling hills and therefore distances sighted by guards or characters can be quite considerable.

10. Carrier Pigeon Station Sign above the door: a blue painted sign with a white pigeon in the act of flying.

This wooden building (not a hill home) is unique in that it is somewhat narrow in its build with a angular peaked roof. Near the eaves are openings large enough for birds to fly into and out of, which they do on occasion when observed.

Going inside the adventurers will find a wizened old halfling behind a bar apparently struggling to do his account ledgers. Behind him (and all the way to the back wall) are rows of horizontal wooden poles with carrier pigeons cooing and eating from small seed trays built into the wall.

The old fellow is Josephus Longbottom, a very old halfling with only a wisp of white hair around his bald pate. He wears spectacles and is unusually thin for the rather cherubic halflings. He is quite friendly even with strangers, though he has an unnerving tendency to say what he thinks before he considers the results of such words. All the halflings of Newbriar know him and tolerate this eccentricity.

The station, as its name implies, is for transporting messages to and from other stations within the halfling lands. Every canton has at least one and for short messages it is far more convenient than sending such by a pony messenger.

He usually charges 10sp for a 25 word message to the nearest canton and another 10sp for each further hop the bird will have to go (or the message transferred to a fresh pigeon). The time to get from this station to the nearest canton takes about 6 hours, with varying additional time depending on the distance of further cantons. They cannot send messages further away as the birds are not trained to go to the towns of the other races. As noted in Redd's information however, the party can send messages for free. Though why they would is uncertain, but such a resource is available.

Josephus Longbottom (*He is a neutral good, halfling, 0 level whose vital stats are: HP 2, AC 10. His prime attributes are: int and dex. His significant attributes are: int 13, dex 16. He carries an apron, leather and steel glove (dmg +1), spectacles, felt pouch w/1gp, 20sp.*)

11. The New Millhouse This building is a two story wooden structure that appears recently constructed; not more than three or four years old at most. This is the community mill that the citizens of Newbriar built in protest to the Meadowgrass family's extortion several years ago. It is made of tar-treated wood for the exterior and roof, thus making it resistant to fire. Any attempt to set it aflame will only catch on a 1-2 on a d20 and then only burn slowly and fitfully.

Within the building the first floor is one large room with the east side taken up by the millstone and water wheel, the latter slowly

rotating as the stream flows through the east side and keeps the millstone grinding. Two of the halfling watch are always on duty here as part of their assignments and will only let farmers on the list of contributors use the mill for their flour. Since farmers pay in produce as much as contribute coin, the second floor (reachable by a ladder at the trapdoor in the center of the room) is full of bags of wheat and corn flour, dried meats and other foodstuffs waiting to be transported to other towns for sale. The proceeds from these sales goes to the maintaining of the mill, a quite acceptable situation to all save the Meadowgrass family, who's mill was driven to ruin by the practice.

The guards on duty here do not expect trouble and any attackers will gain a +2 to any surprise checks.

2 halfling guards (*These lawful neutral halflings vital stats are: HD 1d6, HP 4, 5, AC 13. They attack with spear or short sword for 1d6 dmg. Their prime attributes are physical. They carry studded leather armor, small shield, spear, short sword, pouch w/1-4sp.*)

Outlying Farms

Much of the population of Newbriar do not live in the town, but have farmsteads spread across the area, depending on the crop or livestock being cultivated. For the most part, such farmsteads are uniform in that they have a hill-home as the main residence of the family and an outdoor stone and wood farm building. The building is used either for storage of seed and farm implements if a crop farm, as a hay barn and covered shelter for the animals if a livestock farm.

The Castle Keeper is free to add more if they wish, the below simply make good examples of the stout, no-nonsense halfling folk that the cantons are renowned for.

1. The Pig Farm of Gwynnndd Knucklefoot and his wife Donann Gwynnndd (*He is a lawful good, halfling, 0 level whose vital stats are: HP 3, AC 12. His prime attributes are: str and con. He carries a work smock (treat as leather armor), farm implement-hoe, shovel, etc. with dmg 1-6.*) He is a halfling of middle years with straight blond hair and a somewhat pronounced nose.

Donann (*She is a lawful good, halfling, 0 level whose vital stats are: HP 2, AC 10. Her prime attributes are: wis and con. She carries an apron, kitchen knife (dmg1-3), necklace worth 10gp.*) She is a halfling woman of middle years with wavy black hair that reaches to the small of her back.

They have a halfling hired worker who tends the pigs when let out to graze.

Udocan (*He is a lawful good, halfling, 0 level whose vital stats are: HP 3, AC 12. His prime attributes are: str and con. His significant attributes are int 7. He carries an work smock (treat as leather armor), farm implement-hoe, shovel, etc. with dmg 1-6.*) He isn't very bright but is a hard worker and has room and board for his pay.

2 Wheat Farm of Connyn Mudfoot Connyn (*He is a lawful good, halfling, 0 level whose vital stats are: HP 3, AC 12. His prime attributes are: str and con. He carries a work smock (treat as leather*

armor), farm implement-hoe, shovel, etc. with dmg 1-6.) He is a young adult halfling with very short brown hair and a small scar across the bridge of his nose. He is fond of ponies, though he is to concerned for his crops to own any himself.

3. The Wheat Farm of Cariodoc Roughpad Cariodoc (He is a lawful good, halfling, 0 level whose vital stats are: HP 2, AC 12. His prime attributes are: str and con. He carries a work smock (treat as leather armor), farm implement-hoe, shovel, etc. with dmg 1-6.) He is an elderly halfling with gray hair and a small beard cut short with no moustache (think Amish). He is irascible with strangers, but will be more friendly to other halflings. He is aided by his son Jacklyn and his wife Magda and their three children.

Jacklyn (He is a lawful good, halfling, 0 level whose vital stats are: HP 4, AC 12. His prime attributes are: str and con. He carries a work smock (treat as leather armor), farm implement-hoe, shovel, etc. with dmg 1-6.) He is a middle aged male halfling who has short black hair but is clean-shaven. He's far more gregarious than his father, but will obey when his father tells him to 'stop lollygagging and get back to work'.

Magda (She is a lawful good, halfling, 0 level whose vital stats are: HP 2, AC 10. Her prime attributes are: wis and con. She carries an apron, kitchen knife (dmg 1-3), piece of jewelry-Castle Keeper's choice-worth 1-10gp.) She is a plump halfling female with straight brown hair to her shoulders. She is brash with her attitude and enjoys needling Cariodoc, especially in defense of her husband.

The three children are Hulyn (male, 16), Duly (male, 14) and Luly (female, 12) and are notorious in Newbriar for getting into trouble. (They are lawful good, halflings, 0 level whose vital stats are: HP 2, 2, 3, AC 10. Their prime attributes are: str and con. They carry a sling with 10 stones, knife.)

4. The Cabbage Farm of Jerrich Walle Jerrich (He is a lawful good, halfling, 0 level whose vital stats are: HP 4, AC 12. His prime attributes are: str and con. He carries a work smock (treat as leather armor), farm implement-hoe, shovel, etc. with dmg 1-6.) He is an elderly Halfling with smile lines on his face and is bald. His daughter Elynn and her family live with him and help with tending the farm since her husband was killed by a farming accident years ago.

Elynn (She is a lawful good, halfling, 0 level whose vital stats are: HP 2, AC 10. Her prime attributes are: wis and con. She carries an apron, kitchen knife (dmg 1-3), piece of jewelry-Castle Keeper's choice-worth 1-10gp.) She is a female halfling of early middle age with straight black hair and gray eyes. She speaks in a soft voice, but has a tendency to whistle with earsplitting force when trying to get her children's (or anyone else's) attention.

Elynn has three children Aleen (female, 10), Caylee (female, 12) and Olen (male, 13). They will usually be found doing chores or playing with Grik. (They are lawful good, halflings, 0 level whose vital stats are: HP 2, 2, 3, AC 10. Their prime attributes are: str and con. They carry a sling with 10 stones, knife.)

Grik (He is a neutral, half-orc, 1st level fighter whose vital stats are: HP 7, AC 12. His prime attributes are: str and dex. His significant attributes

are: str 16, dex 13. He carries a work smock (treat as leather armor), farm implement-hoe that does DMG 1-6 +2 STR, broadsword-kept in bunk.) He is a half-orc who lives with the Walle family and does the harder chores for Jerrich and sometimes his neighbors. While Neutral in alignment, he is fanatically loyal to the Walleys who are the only people he's ever met who treat him with kindness and respect despite his parentage and will defend them to the death. He carries a torch for Elynn, but is determined to keep it secret as he feels there's no chance such would be reciprocated.

5. The Corn Farm of Pater Curlymane and his wife Kalisa Pater (He is a lawful good, halfling, 0 level whose vital stats are: HP 3, AC 12. His prime attributes are: str and con. He carries a work smock (treat as leather armor), farm implement-hoe, shovel, etc. with dmg 1-6.) He is a stout halfling of early adult years with bright amber eyes and shoulder length red curly hair.

His wife Kalisa (She is a lawful good, halfling, 0 level whose vital stats are: HP 2, AC 10. Her prime attributes are: wis and con. She carries an apron, kitchen knife (dmg 1-3), piece of jewelry-Castle Keeper's choice-worth 1-10gp.) She is also red haired, though hers is straight and braided. Both are rather young and the farmstead is newly built. Kalisa is pregnant but still does her best to do chores around the farm. Grik (#4 above) occasionally comes over to help Pater with some of the work (on a 1-2 on 1d20).

6. The Chicken Farm of Gwyddion Longbottom and his wife Quinn Gwyddion (He is a lawful good, halfling, 0 level whose vital stats are: HP 3, AC 12. His prime attributes are: str and con. He carries a work smock (treat as leather armor), farm implement-hoe, shovel, etc. with dmg 1-6.) He is a middle-aged male halfling with corn-yellow hair and spectacles. He considers himself "the most practical halfling in the cantons" and never tires of regaling visitors with stories of his amazing practicality.

Quinn (She is a lawful good, halfling, 0 level whose vital stats are: HP 2, AC 10. Her prime attributes are: wis and con. She carries an apron, kitchen knife (dmg 1-3), piece of jewelry-Castle Keeper's choice-worth 1-10gp.) She is a female halfling of middle years with short brown hair and brown eyes. She is the wife of Gwyddion and put up with her husband's ego, though she can be detected rolling her eyes whenever opportunity allows.

They have three boys, Alurk, Dinon and Finor; all are young adults but have yet to marry and settle down. They will be the most willing of all the farmers to gather arms to investigate the Brambletoe Hall. They have shovels, but all three would dearly love to have real arms like the watch (or the adventurers) and will beg to be armed with such, even as just a loan. Their mother Quinn, however, will be quite dismayed if this is done in her presence and Gwyddion will begin a long story about how impractical it would be for them to do this. "Remember Great Uncle Bartholomew?" He'll start. "He tried out one o' dem fancy sword-thingsies and one time he . . . blah, blah, blah . . ."

They have 3 young halfling children. They will usually be found doing chores or playing with Grik. (They are lawful good, halflings, 0 level whose vital stats are: HP 2, 2, 3, AC 10. Their prime attributes are: str and con. They carry a sling with 10 stones, knife.)

Old Josephus Longbottom (Newbriar #10) lives here with his son and grandchildren, but spends most of his time at the Carrier Pigeon Station.

7. The Wheat Farm of Crim Alebrook and His Sister Otuna Crim (He is a lawful good, halfling, 0 level whose vital stats are: HP 2, AC 12. His prime attributes are: str and con. He carries a work smock (treat as leather armor), farm implement-hoe, shovel, etc. with dmg 1-6.) He is a male halfling in his later years with short thinning black hair and a surly disposition. He never married and he has a resentful, carping relationship with his sister Otuna

Otuna (She is a lawful good, halfling, 0 level whose vital stats are: HP 2, AC 10. Her prime attributes are: wis and con. She carries an apron, kitchen knife (dmg 1-3), piece of jewelry-Castle Keeper's choice-worth 1-10gp.) She has graying black hair and brown eyes and a pinched face that seems to look disapprovingly upon all she surveys.

Their arguments and fights are legendary in Newbriar, as is their parrot Kasanova that Crim keeps for the sole purpose of irritating Otuna; most notably by teaching the parrot rude words and phrases whenever possible. Crim knows common, kobold, elven & dwarven and has taught Kasanova the bawdier sides of all four languages. For every turn that the adventurers are within hearing range of Kasanova roll 1d12, if an even number comes up he says something rude in one of the aforementioned languages in a screeching voice that carries almost to the fields.

Kasanova, parrot (His vital stats are HD 1d4, HP 3, AC: 17. His primary attributes are physical. He attacks by clawing for 1 point of dmg.)

8. The Turnip Farm of Baldur Granger and his wife Etta Baldur (He is a lawful good, halfling, 0 level whose vital stats are: HP 2, AC 12. His prime attributes are: str and con. He carries a work smock (treat as leather armor), farm implement-hoe, shovel, etc. with dmg 1-6.) He is a short dumpy male halfling with scraggly brown hair and beard. He has a constantly bemused look on his face and will require any question or comments being asked of him to be repeated two or three times before he slurs out a reply.

Despite this slowness, Baldur actually knows something useful about the Brambletoe Estate. He visited Willic's land many times during its construction and while he didn't see the barrow personally he spoke to the dwarf miner who told him everything about it and the barrow's conversion. However, he doesn't realize the information is terribly important (thinking it only a interesting fact about Willic's cheapness). Characters who question Baldur might have to be patient, but the information is well worth the wait.

His wife Etta (She is a lawful good, halfling, 0 level whose vital stats are: HP 2, AC 10. Her prime attributes are: wis and con. She carries an apron, kitchen knife (dmg 1-3), piece of jewelry-Castle Keeper's choice-worth 1-10gp.) She is a tall (for a halfling) female halfling with platinum blonde hair, green eyes and a pleasant face. Slightly cross-eyed, she is quite gregarious and will confer mountains of useless information to any who ask any questions of her. The answers tend to have little or nothing to do with the question, however.

9. The Herb Farm of Allayne Everful Allayne (She is a lawful good, halfling, 0 level whose vital stats are: HP 2, AC 10. Her prime attributes are: wis and con. She carries an apron, kitchen knife (dmg 1-3), piece of jewelry-Castle Keeper's choice-worth 1-10gp.) She is a female halfling of tender years (young adult) with straight red hair and a slim, almost elfin form. She strives to maintain her family's farm after her parents died of a plague some three years ago. Because of a lack of assistance, she has tried to grow rare herbs, especially saffron, to help compensate for her inability to plow large fields. She has currently caught the attentions of all three of the Longbottom boys (Farm 6) who strive to outdo each other in courting her; but she has little time for them and resent their implications that "a female can't run a farm".

Allayne has two children, one is still in a crib (Durise, female) and the other is a toddler (Burache, male). Burache is just barely old enough to watch the baby and will ring the dinner gong to summon his mother if something is amiss or strangers appear.

10. The Barley & Oats Farm of Savis Willowreed and His Wife Sabine Savis (He is a lawful good, halfling, 1st level fighter whose vital stats are: HP 9, AC 12. His prime attributes are: str and cha. He carries a work smock (treat as leather armor), farm implement-scythe that does DMG 1-6.) He is a squat, broad shouldered male halfling with curly brown hair and full beard and moustache. He is often mistaken for a dwarf by strangers, but he takes the mistake with good-natured aplomb. He is a retired member of the watch and still has his studded leather armor and shortsword hidden under his bed.

Sabine (She is a lawful good, halfling, 2nd level fighter whose vital stats are: HP 10, AC 10. Her prime attributes are: dex and con. She carries an apron, kitchen knife (dmg 1-3), piece of jewelry-Castle Keeper's choice-worth 1-10gp.) She is a young adult female halfling with long black hair and amber eyes. Like her husband she is a former member of the watch (they met there actually) and she still keeps her skills with a sling quite accurate and deadly, though usually only on the crows that infest the fields.

11. The Vegetable Farm of Cullen & Kianna Defthand This farmstead is empty and devoid of all life. The garden gives the appearance of not being tended in many days and dust has settled over the furniture throughout the house. The doors are unlocked and while there are some signs of a scuffle in the hallway there is no other signs of foul play.

12. The "Farm" of Kyann Scarytoe Few visit the Scarytoe farm and its dilapidated structures and the secretive nature of Kyann has contributed to the rumor that he's insane, he's a wizard who performs strange rites and other tall tales. It is true that Kyann's fields are untended and he is frequently drunk, but he always heads into town once a month on the dot and buys a month's supplies with good gold from Honest Harbo's. He doesn't even haggle with Harbo, something that always seems to make the shopkeeper a bit surly.

Kyann is a middle aged halfling male with bushy black hair and goatee. His eyes are brown and sometimes twinkle with mischief or intoxication . . . its hard to tell which sometimes. The Scarytoe family got its name by a incredible deformity of the left foot, one



they normally keep bundled in a thick fur shoe so that it doesn't upset polite company. Kyann is the last of his line and some fervently hope he never marries, thereby ending the Scarytoe line

To keep him company, Kyann has two 'kitties' that lurk around in his barn. They are in fact cougars and are present most (1-15 on d20) of the time. Kyann feeds them chickens on occasion, so it is likely they will come to his aid if attacked, gaining +1 to surprise.

2 Cougars (*Their vital stats are HD: 3d8, HP 16, 18, AC 14. Their primary attributes are physical. They have a bite attack that inflicts 2-8 points of damage and 2 claw attacks that inflict 1- points of damage.*)

What could his secret be? This is left intentionally vague for the Castle Keeper to flesh out, but some suggestions are given below. It might develop into a sub-plot for the characters to investigate when the mystery of the hall has been solved; though such would be on their own time as the canton wouldn't hire them to poke around in Scarytoe's business.

Kyann raises a small amount of a rare mushroom in his basement that when consumed provide hallucinogenic dreams and pleasurable catatonias, especially on humans. He sells a batch once a month to a representative of the thieves guild in the nearest human city who goes to sell it covertly to the citizens.

Kyann used to be an adventurer but gave it up after making friends with a Pooka, or fay spirit. The Pooka comes over and has week long drinking binges with his friend and leaves him plenty of gold to get the place ready for the next party.

Kyann has captured the gold pot of a leprechaun. This bowl refills with gold once a month and thus gives him unlimited funds. He hides the bowl in apparent squalor as he doesn't want the wrathful leprechauns to find him and take revenge.

Kyann (*He is a neutral neutral, halfling, 2nd level rogue whose vital stats are: HP 7, AC 13. His prime attributes are: dex and con. His significant attributes are: dex 15. He carries a cudgel, a +1 dagger*).

The Hall and Its Environs

The grounds of the Brambletoe Estate are wide, but are mostly grass prairie with a few hills and trees here and there to break the flat expanse of the land. Willic Brambletoe did not farm or raise

cattle, that would have involved true work so his fields are empty. The barn was used to stable the ponies of guests and the nearby supply shed is totally bare. The only items of interest (other than random encounters) to be found will be about a half dozen freshly dug holes in the ground at apparently random points surrounding the hill home. A ranger or other person with tracking or mining abilities will note that the earth was freshly turned; two weeks ago at most. Also, the pattern of the dirt seems to imply that rather than dug out, something in the earth pushed its way up and out.

These holes were the shallow graves of some of the thralls of the petty king buried in the tomb of the hill. There were once 20 of them, buried in a perfect circle around the circumference of the hill and thereby providing a complete guard for the spirit of their liege. Due to the passage of time and decay, the Awakener could only revive six bodies that were intact enough to rise and do its bidding. These have since retreated to the underground tomb and will not be in evidence on the surface dwellings.

Random Encounters

The possibilities of wandering monsters will vary widely depending on what time of day the party decides to investigate the hall area. All encounters will occur within ¼ mile of the hall itself. The map will show the barn and a few unimportant outbuildings around the hill itself and in this region will be where most encounters take place. There are no 'set' encounters for the outbuildings as they're not really being used by the undead for any purpose. Simply roll a random encounter whenever necessary and appropriate. Of course, if the Castle Keeper rolls a Random Encounter in the supply shed and gets either the riderless pony or the group of searching halflings (whose write-up specifically states they will not enter outbuildings) either roll again or treat the roll as 'No encounter'.

Time	Chance of
6am-2pm	(Dawn to afternoon)/1 in 10
2pm-5pm	(afternoon to dusk)/2 in 10
6pm-12am	(night to midnight)/3 in 10
12am-6am	(midnight to dawn)/4 in 10

Roll	Monsters
1-2	Halfling Ghoul (see below)
3-4	1-2Halfling Zombies (see Hall #2)
5-6	Giant spider
7-8	Pony, saddled (see below)
9-10	Mad Halfling (see below)
11-12	Halfling Patrol (2-4)

Halfling Ghoul: (*His vital stats are HD 2d8, HP 5, AC 14. His primary attributes are physical. They have a bite attack for 1d6 and 2 claw attacks for 1d3 each points of damage. Any creature clawed or bitten must save versus strength (+2) or be paralyzed. For 1d4+1 rounds.*) If slain and brought to any townsfolk, the ghoul will be identified as one of the missing guests of Brambletoe Hall's celebration.

Pony: The pony should only be encountered once. The riderless pony is the small breed of hill pony normally used by the halflings as mounts. Pony is saddled and has bit & bridle, but the reins drag the ground. The animal will be skittish and reluctant to approach anyone. Inspection will show that the reins were broken from its

tie, apparently by the pony in fear. The saddlebags will include: a small pouch with 2gp, 5sp, 8cp, 3 days rations and saddle blanket, invitation to Brambletoe's last fete, with directions and a menu of the feast.

Mad Halfling: This poor wretch of a halfling is dressed in bedraggled finery and is wild eyed, raving mad. This individual was one of the few guests who escaped the hall but the experience has unhinged them. They will be of little help to the party and will run screaming from the characters if anyone mentions Brambletoe or the hall. The halfling will not engage in combat unless restrained from escaping the characters after the above reference is mentioned.

Halfling Patrol: A motley collection of halflings on foot searching the area for any clues of the fate of the hall. They are suspicious of characters and will under no circumstances approach the hall or enter its outbuildings.

Brambletoe Hall Ground Floor

The Great Hall (formerly the barrow sanctuary) is a circular domed room about 75 feet in diameter. Willie had the two rounded 'sides' walled off to make side rooms and thereby creates the illusion of a rectangular hall. However, upon entering the side rooms characters may discern the circular shape of the exterior walls.

1. Entryway The doorway into the hall is cut from marble and is finely chiseled to produce carvings of wheat stems and a cornucopia spilling fruit and other delicacies down the doorjamb. The doors themselves are of heavy oak and have brass fittings and two stylized bronze lion heads as knockers. One has apparently been half pulled off the door and is hanging dolefully on its side. These double doors are rather large by halfling standards (5 feet high) but will cause some difficulty for larger characters to enter. The doors appear to have recently been spiked shut from the outside at one time, but they have been subsequently forced open to a small degree. Wood splinters and chips litter the marble porch around the cracked open door, revealing only darkness inside. A combined strength

total of 35 will be needed to force the door further, or three turns using a crowbar or hammer to dislodge the iron spikes preventing entry. Any characters forcing the doors open far enough to allow elves, humans or larger creatures access will alert the creatures in the great hall, allowing them to gain automatic initiative (but not surprise).

The door leads into a small foyer with a doorless opening leading to the Great Hall (#2).

2. The Great Hall This stone hall (45 X 75 foot) has an impressive ceiling that goes about 20 feet high and is braced with thick marble beams, though these are mostly indistinct and covered in thick spider webbing. On the floors are overturned tables, broken chairs, shattered crockery and silverware and all around the fetid smell of rot and death. Closer inspection by the party reveals many halfling bodies in advanced states of decay. Some tapestries hung on the walls seem to have been torn down, while others are spattered with bloodstains and the residue of other matter. There are some torches in sconces between the doorways and around the fireplace but none are lit. A few candle lamps lie broken on the floor as well but are similarly unlit (though perhaps salvageable). To the left and right of characters entering the hall there are three doors per side; though the middle door on the left (#4) seems to have been partly torn off its hinges and only hangs ajar on its remaining hinge.

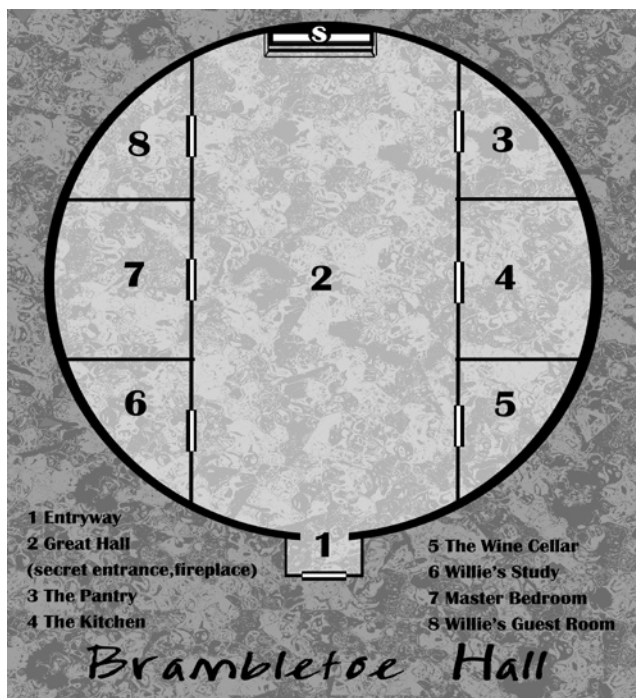
As the adventurers consider the carnage before them, several of the halfling corpses shamble to their feet and begin to attack! These zombies (9) will rise and attack in waves of, with three rising per round until all nine are moving.

They will only attack when the character's get at least 10 feet away from the outside doors and into the hall. Perceptive characters will note that while all the bodies bear gruesome wounds, they all have two in common. Each one is missing a left hand and the left eye socket is empty (which is why these zombies do only d4 damage).

9 Halfling Zombies (*Their vital stats are HD 2d6, HP 2, 2, 3, 4, 5, 5, 6, 8, 8, AC 12. Their primary attributes are physical. They attack with fists for 1d4 points of damage.*)

But the troubles for the party do not end there. While the Zombies have the character's engaged, a giant spider will emerge from the webbing and drop down behind the characters and between them and the doors outside if possible; trying to catch the adventurers by surprise. However, the spider is rather well fed and so will delay attacking until an adventurer falls to the ground. The spider then assumes that the character is dying (even if they aren't) and try to drag them up to its webbing. The spider will need to make a successful attack to grab the victim, then 2-4 rounds to drag them up to the webbing. The time to drag a victim to the web is doubled if the victim is larger than an elf in height or girth.

Spider, small (*His vital stats are HD 1d8, HP 7, AC 14. His primary attributes are physical. He attacks with 1 bite for 1d2 points of damage. Anyone bitten must make a constitution save or suffer 1d2 points of damage in the first round. A second constitution save is made in the 2nd round, if the victim fails they take a further 1d2 points of damage and suffer 1-2 points of strength loss for 1d12 hours. A successful save in the first round negates all affects.*)



Any adventurers wishing to search the webbing will have a tough time as they are concentrated on the center of the hall and therefore its maximum height of 20 feet. The Castle Keeper is encouraged to reward extra xps to any character with enough ingenuity to figure out a solution. If they try to simply burn it out, the resulting smoke will choke any within (successful constitution saving throw or begin coughing and unable to do anything but move, second failure renders the character unconscious, third failure is asphyxiation and death) and it will take 3 hours to clear the smoke by venting from the front doors and chimney.

If the characters are successful and the webbing is searched, a single halfling body will be found cocooned and unanimated. This was Colin McGready the Reeve, who first went to investigate the disappearance of the Mayor and his friends. The body has a pouch containing 4gp and 6sp and a short sword sheathed at his belt.

After the creatures are defeated, the characters will discover 22gp, 37sp and 120cp if the bodies and flooring are searched. Various plates and tankards are salvageable, with a resale value going from 10gp to 30gp depending on cleaning and sale as sets (Castle Keeper's discretion). Characters may also note the charred remains of a human skeleton near the fireplace (western end) and the charred logs apparently kicked out of the fireplace. This is a hint to the location of the secret passage in the fireplace floor! The logs were kicked out of the way when the animated skeletons rose and attacked (the charred one expired in the attempt to clear the logs for the rest to emerge and the damage was too severe to allow reanimation).

The fireplace itself is quite massive, with an opening of 4 feet and within creating a 5 foot square; quite a large fireplace for halflings. Any creature with an ability to find secret doors, find traps, or otherwise detect hidden construction who searches the interior of the chimney thoroughly will discover that there were horizontal slots cut into the far west wall of the chimney in regular intervals (creating a ladder) but they've been recently filled up with mortar. Another successful check at the floor of the fireplace will reveal that the grate is hinged and may be swung up as a trapdoor and the chimney passageway continues downward (with the ladder slots unmortared and climbable).

3. The Pantry This door is not locked, but any adventurers opening the door have quite a surprise. Any standing in the doorway when the door is opened must make a dexterity saving throw or be overwhelmed by the intense aroma of rotting meat, vegetables and other matter. Any overcome will take no damage, but suffers from nausea and gagging and will take -2 to all rolls for the next turn. Continuous exposure to the stench will require repeated saving throws until the door is closed or the smell is otherwise negated.

Though there is much food here, none is salvageable since the perishables are decaying. Within the rotting food are 6 carrion beetles having lunch. They will ignore the party unless any of the rotting food is disturbed, in which case they will attack with ferocity to defend their meal.

6 Carrion Beetles (*Their vital stats are HD 1d4, HP 2, AC 10. Their primary attributes are physical. They bite for 1 point of damage.*)

There is nothing of value in the room, though there is a side doorway that is unlocked and leads to the kitchen (#4).

4. The Kitchen The door to this room seems to have been crushed in by several powerful blows, leaving the door barely closed and hanging off one hinge. Any attempt to move this door has a 1-5 on D20 chance of pulling the door free of the remaining hinge and subsequently causing the character attempting to open the door to automatically lose initiative to the zombies within.

Looking inside, the party can see that this otherwise fine and well equipped kitchen is marred with decaying food in various locations, giving the impression that the cooks were interrupted in the middle of food preparation. Two zombies, Willic's former cook and maid, are here and will attack any who enter or are caught opening the door.

2 Halfling Zombies (*Their vital stats are HD 2d8, HP 10, 12, AC 12. Their primary attributes are physical. They attack with fists for 1d4 points of damage.*)

Like the zombies encountered in the Great Hall, these zombies are missing the left hand and left eye as well. While there are many kitchen implements within, there is no treasure. A door to the south leads from the kitchen directly into the pantry (#3)

5. The Brandywine Cellar This room has been set aside for the storage of Willic's wine and spirits, a must for any halfling gentleman. Many bottles of vintage wines, liquors and brandies are collected here; some up to a century old or more (averaging 20 gp per bottle). If the contents are assembled and removed for sale, a time consuming process requiring days, all will fetch 1,000gp; though selling such in Newbriar will give the character's a bad reputation. Stealing from the dead, while possible, is still frowned upon by honest canton folk.

6. Willic's Study This room's walls are lined with bookshelves save for a nook on the south wall given over to a walnut roll top desk. There are several unlit candle lanterns here and an oil lamp rests on top of the desk shelf. All are aware (in the cantons anyway) that a true gentleman has a library and study where his education can be expanded, so Willic spared no expense in stocking the books, scrolls, ink & quills to give the proper ambiance for the room. This ambiance is now marred by many of the lower books and shelves being torn and scattered, apparently by some animals.

During the feast Willic kept his two mastiffs locked in here so they wouldn't disturb his guests during the revelry. Unfortunately, after the attack there was no one to let them out and so the poor animals died of thirst and starvation. The Awakener subsequently animated them as zombies to provide a nasty surprise to anyone nosy enough to intrude in here.

2 Zombie Dogs (*Their vital stats are HD 1d8, HP 5, 6, AC 12. Their primary attributes are physical. They attack with a single bite for 1d4 points of damage.*)

The roll desk has a small lock on it, but it is merely an ornamentation lock and any rogue may pick it automatically. Within the desk are the aforementioned quills and inkpot as well

as some correspondences- mostly invitations and responses from various notable halflings regarding parties Willic has held. In one of the 'pigeonholes' is an arcane scroll with 3 spells upon it; two first level spells (*hold person*, *shocking grasp*) and one second level spell (*knock*) written upon it. Not being a wizard, Willic couldn't read the scroll but kept it anyway, expounding to his friends it was the secret writing of an ancient land that foretold in prophecy Willic's good fortune.

Also within the desk is the original copy of Janos Brambletoe's diary. Among the passages, Janos describes in excellent detail the 'Lich' he slew to take the golden circlet. Anyone who has encountered ghouls before will recognize the creature as only a ghoul, but the diary will speak quite specifically about its highly intelligent nature. No smell (ghost) will be described nor any comment on it being exceptional difficult to kill.

7. Master bedroom The door to this room seems to have also been the recipient of much damage, but its heavy oak construction seems to have allowed it to weather the damage much better than the kitchen door. While nicked and chipped, it still is locked and opens normally when unlocked (locks are by a 3rd lvl rogue).

Within is a fine bedroom with obviously expensive mahogany & oak furniture, dresser and four post bed. Also here are the remains of Willic, who is now a zombie.

Willic the Halfling Zombie (*His vital stats are HD 2d8, HP 4, AC 11. His primary attributes are physical. He attacks with fists for 1d4 points of damage.*)

His stats are worse than an average zombie, reflecting the cruel torture he suffered before his death (the awakener was annoyed at how Willic used to wear him and pose in the mirror for years and subsequently took his revenge by making Willic's death a long and gruesome one). Lying on the floor and originally used during Willic's final fight is a +1 *silver short sword*, a memento of Janos' career that Willic couldn't bring himself to sell.

In one of the dresser drawers is a small chest with a gas trap (dexterity save or sleep for 1-4 turns). Within the chest is 10pp, 40gp and 3 gems worth 100gp each. Also in the chest is Willic's diary, with notes on how he loved the Hall, his cheating of the costs by finding the barrow and how strangely any meat brought into his new hall had to be cured/cooked quickly or it would soon rot and behave oddly . . . seeming to wiggle with a life of its own?

8. Willic's Guest Room The unlocked door of this room reveals another bedroom shrouded in darkness. This room is provided for guests who decide to stay overnight at the hall (or are too inebriated to leave). Like Willic's room, it is furnished with quality furniture such as a dresser, wardrobe and four post bed of oak with a lacquered finish (but not as expensive as Willic's). There are some tapestries hanging from the walls, but over all is a thick layer of dust and musty odors fill the room.

As no guests were staying at the time of the attack, this room was avoided and is therefore in excellent repair. Other than spare linens in the wardrobe, there is nothing else of value in the room.



The Barrow Complex

All doorways are human sized (7 foot high) and save for room #5 are covered with an intricate pewter bead curtain held with metal threads in lieu of doors. While a bit dull with age, these serve to block any light from entering more than 3 feet into each room until the curtain is breached. This light is diffused considerably in the beadways and while they don't provide much visibility it will provide ample warning to the creatures within of intruders. Thus it is highly unlikely that any party will achieve surprise on any room's inhabitants. Conversely, such inhabitants may very well gain surprise on even a well prepared party. The Castle Keeper will need to monitor player character actions carefully and give surprise modifiers where appropriate.

1. Exit Shaft This short and steep flight of steps traverses the north side of the wall and goes to the vertical shaft ladder which leads to the trapdoor on Level 0. The foyer is 20 feet by 20 feet and has a central walkway leading downward to the south.

Entering the room at the foot of the stairs the party encounters a room with brilliantly illustrated pictographs. The walls are decorated with ancient bas reliefs of a king and queen in various scenes, either courts or battles upon chariots or reclining in repose. One on the west wall seems to depict the king and queen opening a door and walking from this life into the afterlife. Any rogues or others with such abilities may attempt to detect a secret door. This door is trapped with a contact poison which has weakened with age and so any constitution saving throw is at +2 bonus. The door leads to a 5 foot corridor that travels to #5.

The floor of this room is littered with dead rushes and desiccated flowers. Within this carpet of plants several rustling forms can be seen to move with nimbleness towards the party. These are the left hands of the zombies within the upper hall, now reanimated by the awakener into death grips (see Appendix: New Monsters).

8 Death Grips (Their vital stats are HD 1d6, HP 4 each, AC 14. They attack by gripping an opponent for 1d4 points of damage. On a natural 20, the victim must make a constitution save or fall unconscious from asphyxiation in 1d4 rounds.)

There is no treasure in the room, but 27sp worth of rings & bracelets can be found on the death grips. A passage from the room leads south along a stone corridor to room 2.

2. Main Sanctuary This large room has ornate carvings of the previously depicted king and queen, but the scenes displayed here are of the two royalty summoning some sort of grotesque demon. The creature appears to be battling several figures, some of which are recognizable as representing various lawful and good deities. The floor is made of a polished obsidian and the walls of closely set stone. An armored skeletal figure stands in each corner. On the east side, an archway opens into another dark corridor.

The armored figures are four skeletons dressed in bronze plate mail. The plate mail, if recovered, is worn and pitted with corrosion and as such provides only +5 to armor class and is worth half the normal rate save to antiquarians who might be convinced to pay more (Castle Keeper's option).

4 Skeletons (Their vital stats are HD 1d8, HP 3, 4, 4, 5, AC 13. They attack by weapon for 1d8 points of damage.)

At the far southern end of the room is an alabaster sarcophagus with gilded edges and hinges. The top is in the form of a woman's body clad in a silver laced gown resting on a golden couch. Upon opening, two crossbow bolts will shoot out of the edge, attacking characters as if a 2 hit dice monster. There is nothing of value in the sepulchre.

There are two passageways leading from the room. One goes east to room #3 and the other to room #4.

3. Room of Servitors This is a oval room of around 40 feet diameter, with a domed ceiling. As with the other rooms, there are mosaics on the walls. These mosaics are different from previous in that they only rarely show the king & queen of the other reliefs but instead seem to concentrate on the activities and lives of the servants, ladies in waiting, guards and other functionaries of the court.

In this room are the remains of these former royal servants, now animated skeletons. There were originally 20 bodies in the room, but only 6 skeletons are intact enough to be animated by the awakener.

6 Skeletons (Their vital stats are HD 1d8, HP 3, 3, 4, 6, 6, 8, AC 13. They attack by weapon for 1d8 points of damage.)

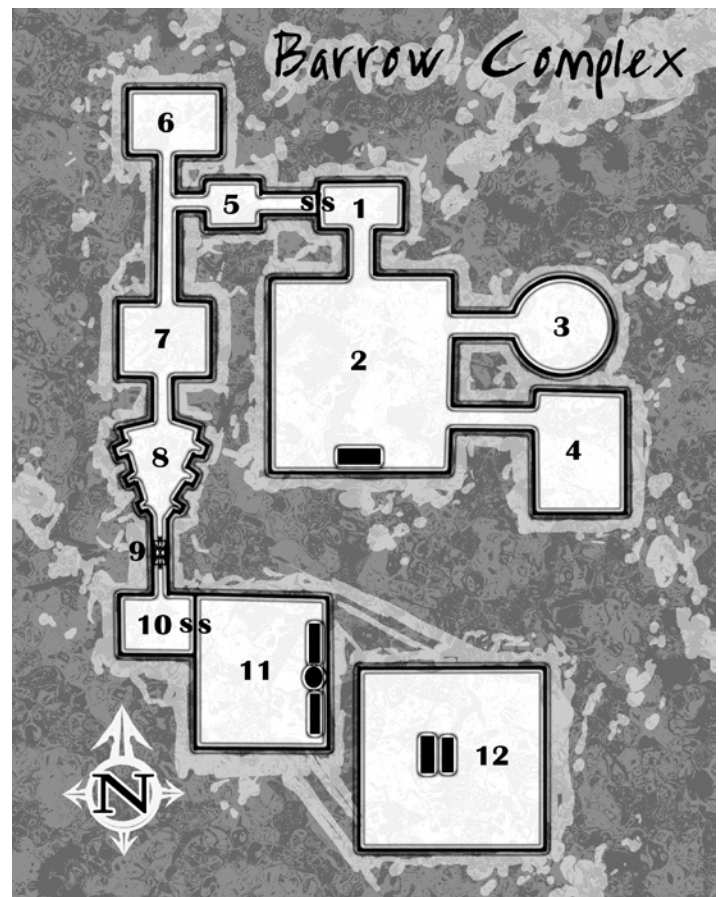
Lying amidst the bodies in the room are several clay pottery jars and urns with various embalmed foods & luxuries enclosed within. All

are useless, but one of the buried pots has 150sp underneath some desiccated beetles frosted with sugar (a delicacy of the time).

There are no other exits from this room save the one passageway that will lead back to room #2.

4. Repository of Learning Inside this room, the décor seems to have been designed as a temple honoring learning and education. Row upon row of bookshelves fill the quite large room. Books are piled up well above six feet in places while others have collapsed under the weight and scattered along the floor. The room smells quite musty and many of the books and scrolls are brittle with age.

Most of the books are of little use save to a collector of antiquities and transport of these fragile tomes would be difficult under the best of circumstances. However, the spellbook once used by the buried queen is hidden among the books, with a few pages discernable: *web*, *ray of enfeeblement* and *floating disk*. The book has *explosive runes* cast upon its first page and can only be overcome with a *dispel magic* (treat as 7th level wizard for casting of the runes) or if the person is wearing the mummy queen's necklace while opening the tome. As this is unlikely, the runes will do 1-6 points of damage (intelligence save for half) to anyone opening it. The spell is normally more powerful than this, but its efficacy has dwindled over the centuries. The book will also have to save versus fire damage at a base target # of 18 (due to the age of the pages). Like Room #3, this room has no other exits save for the one passageway to room #2.



5. Passage Beyond The Life This room is little more than a wide area in the hall, with no beadwork obscuring the entrance to the expanded area.

In the center of this room is a small fountain in the shape of a snake's head. Several smaller statues of snakes seem to emerge from the corners of the larger snake's mouth and coil around the edges of the fountain.

As the characters approach, a random snake's eyes will glow and a *magic mouth* will animate (hidden on the inside of the fountain) speaking (with a great booming voice) in ancient common speech various warnings to 'turn back'. There is little chance the characters will understand these, but it can give the characters pause.

After passing by the fountain, 10 feet further down the corridor is a pit trap that drops 15 feet to metal spikes for a total of 2-4 damage (dexterity saving throw for half damage) which includes falling damage as well. There is a faint greenish poison smeared on the spikes, but it is so old that it is no longer effective and is harmless.

The other side of the expanded passageway narrows again to its normal 5 foot width and continues on too a T intersection with the left going to room #6 and the right to room #7.

6. Honor Guard This room has the decor of a military barracks, but instead of cots lining the wall there are rotting wooden coffins. Along the walls are the ubiquitous bas relief carvings, which depict military drills, formations and battles in which the dun clad warriors are always victorious against a multitude of opponents; from other humans and orcs to elves and dwarves. The far west wall's reliefs are not visible however. The entire west end of the room is shrouded in darkness, which no light seems to be able to penetrate.

The west part of the room has been shrouded in a darkness spell by the awakener in order to hide his creation- a bag o' bones. Rather than animate all the skeletons here, the awakener decided it would be best to combine the material into a single (and dangerous) opponent. The bag o' bones will wait until any characters are within 3 feet of the darkness field, then attack.

Note: The bag o' bones is under the remote control of the awakener and therefore will fight with cunning, retreating into the darkness if the battle goes against it. Once there, it will wait and ambush any opponents who try to pierce the darkness field. Despite its cunning, it is still only a tool and will fight to the death (or undeath, as it were).

Bag O'Bones (Their vital stats are HD 5d8, HP 17, AC 15. They attack by weapons for 1d8 points of damage. See Appendix: New Monsters.)

In the fifth coffin is a gold ring worth 25gp and in the eighth coffin is a torque worth 40gp. There are other weapons in the room such as rusted swords, rotted spears, etc. but all are worthless save perhaps to a collector of antiquities (Castle Keeper's discretion).

There are no other exits from this room.

7. Room of Dream Bridges This room is smaller than many (15x20) and is decorated with tapestries instead of bas reliefs. What images can be discerned show various people inhaling smoke from incense burners, drinking strange brews and otherwise ingesting obviously mind altering substances. On the floors are several jars and urns (such as in room #3), containing strange herbs, powders and liquids; most in excellent states of preservation.

The ancient religion of this king and queen's culture believed that upon ingesting such chemicals and drugs, the subject could then bridge the gap between the living world and the paradise (and perdition) of the afterlife. In this vein, many supplies of such unguents were buried along with the royalty in order to 'speed their way' to the otherworld.

To help visitors on this path, there is a sliding panel on the floor at the far end of the room that enters into the 5 foot corridor. Triggering this trap will cause a fine dusting of such hallucinogenic to drop from sprayers in the ceiling upon all within the room. The trap was set by a 4th level rogue and requires a constitution saving throw or be subjected to the following:

d12 Result

- 1 Subject goes into a catatonic state for 1-4 turns.
- 2 Subject believes he or she is within a beautiful grove and wishes to explore it. They will not notice attacks by others and will freely wander around the tomb believing that they are walking on a forest path. This state lasts 1-4 turns
- 3 Subject believes they are surrounded by hideous demons and will start attacking nonexistent foes and try to convince their comrades that these creatures are an imminent threat. This state lasts 1-4 rounds.
- 4 Subject is affected as #3, but sees his or her comrades as the demons and will attack them.
- 5 Subject will be overwhelmed with a sensation of terror and dread. He or she will start screaming and strive to leave the tomb and hall as quickly as possible. This state lasts 1-6 turns.
- 6 Same as 5, but rather than flee will curl into a fetal position, ignoring all in their fright and sob uncontrollably.
- 7 Subject will consider the party member with the lowest charisma score the most hideous person in the world and do their best to drive them off with words and (possibly) actions. This state lasts 1-6 turns.
- 8 Subject will consider the party member with the highest charisma the most attractive person in the world and do their best to woo them (regardless of sex) with song, verse and gifts. This state lasts 1-6 turns.
- 9 Subject will be convinced that they have been shrunk to 1 inch in height. He or she will react to the party and the environment as if they were only 1 inch tall, even to the point of complaining that their sword is too heavy, can't open their spellbook, etc. This state lasts 1-4 rounds.
- 10 Subject will be convinced that they have been enlarged to 20 feet in height. He or she will react to the party and the environment as if they were 20 feet tall, even to the point of complaining that they can't fit through passageways, the writing in the spellbook is too small to read, etc. This state lasts 1-4 rounds.

- 11 Subject is convinced that they are invisible, despite all evidence to the contrary. They will be overconfident in combat, certain that the enemy can't see them (-3 to armor class) and might even play practical jokes on other party members (all in good fun), taking advantage of their "invisibility." This state lasts 1-4 turns.
- 12 Subject believes he or she has been transported to the ethereal plane. They will move slowly and carefully, believing that they are floating naked in a miasma of energy and will drop all items in hand; needing them to "swim" around. They will not pay attention to walls, floors, party members, or monsters in this condition. This state lasts 1d4 rounds.

The passage continues to room #8.

8. Hall of Glories This room is more of a wide hallway than a true room in and of itself. The hall here expands to 15 feet across and re-narrows gradually after about 30 feet of length. To each side of the walkway are statues of the king depicted in the bas reliefs in various poses, but all showing him defeating some enemy chieftain or warlord, both human and nonhuman. Behind each statue is a small alcove with a trophy of the battle being honored in the statue before them. The specific battles and relics are listed below:

West side

- A. King standing on orc body, holding the corpse's head in his hand. Relic: Orc skull
- B. King in sword fight with wild elf. Relic: Ancient sword of elven make (non-magical)
- C. King delivering a death blow to human in tunic and skirt. Relic: Gold crown (200gp)

East Side

- D. King defending himself from ogre wielding a two handed axe. Relic: Two handed axe, rusty and handle rotted away.
- E. King coming to his queen's rescue against a seafaring type human with be ringed hands. Relic: Desiccated human hand with three gold and emerald rings upon it (30gp, 40gp and 50gp)
- F. King sitting on a throne, a similarly dressed human at his feet bleeding from several gaping wounds (brother's attempt to overthrow him). Relic: The copper circlet of a tribal headman (worth 100cp)

The passage narrows back to 5 feet across and continues to #9.

9. Double Pit Trap This part of the hallway hides two pit traps set to catch unwary interlopers. The first pit trap (5 foot square and 10 feet deep) is poorly constructed and is spotted by anyone studying the hallway or if not a successful wisdom check with a +4 bonus to the roll. This pit has rusted and poisoned spikes at the bottom (victim takes 1d6 falling damage and 1d3 damage from the spikes plus the victim must make a successful constitution saving throw or take an additional d4 damage from the poison).

The second pit trap is located immediately after the first and is well constructed (with a -4 penalty to see) though of similar dimensions. This trap was built in order to catch those who spotted the first and tried to leap past it. Like its duplicate, anyone falling in will take 1d6 for falling damage, 1d3 for the spikes and must make a successful constitution saving throw or take an additional d4 for the poison within).

The passageway moves on to room #10.

10. Antechamber This room is covered from ceiling to floor with black tiles that reflect torch and lantern light in eerie patterns along the surfaces within. A sepulcher (also tiled) is at the far end of the room and is lidless. If any characters move across the room to investigate the sepulcher a figure will slowly rise out of the box, an armored zombie. This zombie is the embalmed corpse of the king's personal bodyguard who, like the king's other servants, killed himself in order to attend to his master in the afterlife.

Zombie (His vital stats are HD 2d8, HP 12, AC 18. He attacks by weapons for 1-8+2 points of damage or by hand for 1d8 points of damage. He is wearing +1 magical chain mail. He also carries a jeweled longsword that is worth 50gp.)

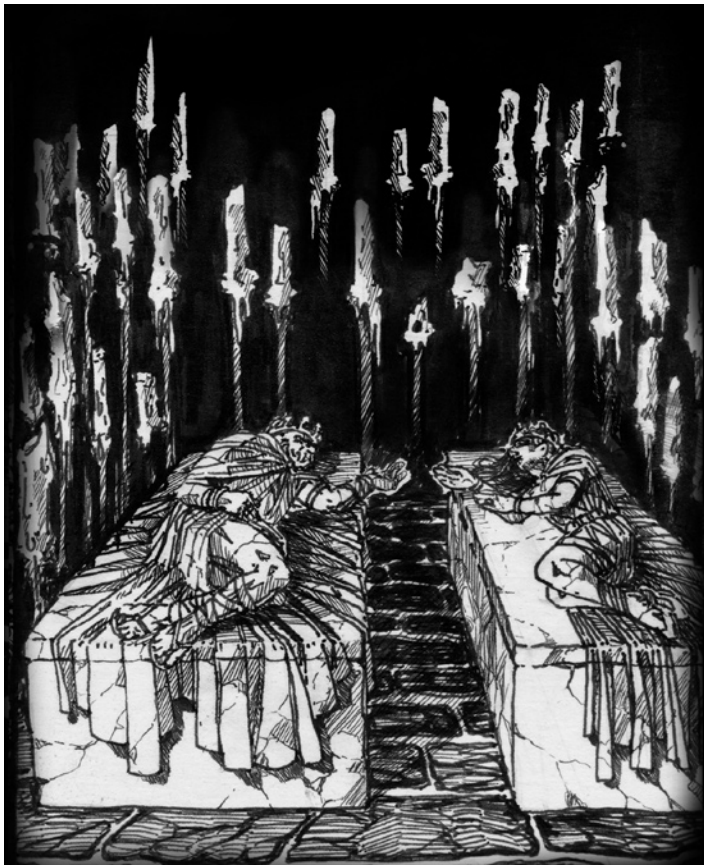
An unexpected side effect of the various unguents, potions and rites upon the zombie have separated the soul of the bodyguard from his corporeal form but bound it to this room. This spirit is a shadow. He will observe the party until they engage in combat with his zombie body, then will strike the most dangerous party member (spellcasters first, then fighters) with +2 to surprise and any subsequent attacks upon him will be difficult (+2 to his armor class) by virtue of being camouflaged by the black tiles surrounding the area.

Shadow, Lesser (His vital stats are HD 2d8, HP 12, AC 15. He attacks by grasping opponents and causing 1d4 points of cold damage. Those struck must make a successful constitution save or suffer 1 point of strength drain.)

A secret door in the wall (-2 to find) leads from this room to the "fake" tomb of the Royalty #11.

11. Fake Tomb of the Royalty This room is 30x40 and has a vaulted ceiling with marble buttresses. At the far end of the room can be seen two marble sarcophagi decorated with the likeness of a bejeweled man on the left and a woman on the right, both in repose with eyes closed. The sides and faux jewelry on the carvings are outlined in gold and silver filigree. Against the far wall a carved stone gargoyle perches near the ceiling, carved to simulate a benediction over the two sarcophagi.

In truth the gold is iron pyrite (fools gold) and the silver is merely plated. Any who attempt to open or otherwise disturb one of the sarcophagi will cause the arms of the gargoyle statue to pass quickly over each of the sarcophagi, doing 1 point of damage to any struck by the blow (dexterity saving throw to avoid). The original statue had sword blades fitted in housings within the arms that were intended to extend and cause great damage, but time and rust has clogged the housings and immobilized the weapons.



There is a desiccated corpse in each casket, ornamented with jewels and finery. These were the major domo and first handmaiden of the royalty buried here. By impersonating their master and mistress they provide one last service to the royalty. The jewels are all costume jewelry, though finely crafted (1-5sp each).

The gargoyle's pedestal contains a trigger mechanism that lowers the entire floor of this room 10 feet downward with a slow grinding noise. This descent reveals a much larger lower chamber; the true tomb of the departed king and queen.

12. Hall of Everlasting Rest This 20 foot by 40 foot chamber's walls are lined with several small alcoves holding hundreds of candles, all in various stages of decay. The air is heady with a sickly sweet odor as if from incense, but is in reality from the beeswax of the unlit tapers.

Within the center of the room are two gilded sarcophagi set side by side, with the likenesses of a man on the right and a woman on the left, both dressed in ancient mantles and skirts. Their images lie as if asleep while the carving was made.

The awakener will animate these bodies within 1-3 rounds after the party enters. This royal couple are now minor mummies and will attack until destroyed. The queen's body holds the awakener upon its head in the form of a plain golden circlet of 1" width. Any character specifically looking will notice that the circlet seems of relatively modern style and workmanship and is an anachronism compared to the other jewelry worn by the undead monsters.

2 Mummies, lesser (*Their vital stats are HD 2d8, HP 9, 13, AC 16. They attack with two slam attacks for 1d6 points of damage each. Anyone struck by a mummy must make a successful constitution save*

(+4) or suffer a lesser form of mummy rot and be paralyzed for 1d4 rounds. Note: these mummies do not cause despair in their opponents.)

These mummies are rather weaker than the usual mummy due to the relative weakness of the awakener and the condition of the bodies. As such, they have reduced statistics and do not have the "mummy rot" ability common to normal mummies.

Within the sepulchers are the following treasures: 512sp, 1 necklace worth 500gp, 1 *potion of extra healing*, +1 *shield*, +1 *longsword*. The sword "Bainfoe" is not intelligent, but will deliver 1 hit point of damage per round to any evil creature holding it, which is why the awakener's mummies will not use it in combat.

The Old Meadowgrass Mill

This additional encounter is included as an option for the Castle Keeper to use if the players either get through the hall too easily or if the party wishes a bit more adventure out of the Newbriar area. If the hall was too costly and painful for the adventurers, feel free to leave this encounter out and treat the rumor #8 at the Portly Partridge Inn as a false rumor. It may also be taken from this module and inserted as a 'quick' encounter in just about any scenario.

This old hill house and mill were once the primary mill of Newbriar, using the nearby stream to run the millwheel to grind grain into flour. However, the Meadowgrass Family grew greedy and started charging their halfling comrades more and more gold for the use of their mill. Finally, the rest of the canton grew frustrated with this extortion of their hard earned funds and so they pooled some coin together and built the New Mill (Newbriar #11) farther upstream. As it was community owned, its use was free so long as each farmer did their share of upkeep on the place. With this competition, the Meadowgrass Family were driven out of the milling business and spouting curses at Newbriar's folk finally left to live with relations in a faraway canton. In a fit of pique, they refused to sell the property and so these structures remain as a forlorn monument to long ago avarice.

The Mill Today

Unknown to any of the halflings of Newbriar, a small tribe of kobolds have moved in and occupied the buildings. Their leader The Great Sludj was contacted by a ghoul messenger sent by the awakener in the Brambletoe Hall. The message offered an alliance to the wandering tribe. The kobolds, with undead assistance, would kill all the halflings in Newbriar. The Grand Sludj's tribe would get all the booty and pillage; the awakener simply wanted the corpses. A fine exchange thought the kobold chief, since halfling wasn't that tasty anyway

The grounds around the old millstead only have a smattering of trees, but the prairie grass is high (2-3 feet) and will be used as cover by kobold scouts who constantly move around the perimeter of the outfields of the steading. Consider it a 1 in 4 chance every turn the adventurers move around within the mill and house environs that they'll encounter 2-5 (d4+1) kobold scouts. During such an encounter, one will break away to warn the warriors in the mill while his companion(s) attempt to hold the party at bay until help arrives. They will try to keep distance and hide in the grass,

throwing javelins at the adventurers as opportunity allows. They will only engage in melee if there seems no other way to keep the party distracted until reinforcements arrive.

5 Kobold Scouts (*Their vital stats are HD 1d4, HP 2, 3, 3, 4, 4, AC 15. They attack with javelins and short swords for 1d6 points of damage.*)

The Meadowgrass Home

This hill home is built along the standard halfling design, with rooms set around the circular structure in pie or wedge shapes. In this particular home, the door opens from the south (or 6:00 position) going north and the main entertaining area covers the 4:00 to 8:00 positions. The balance of the rooms move clockwise from 9:00 to 3:00, with each room taking up one of the wedges (or hours) each.

1. Main Hall This was once the main gathering area for both family and guests. However, decayed mortar has left several bricks loose or actually out of the wall leaving patches of bare earth. There is no furniture, but there are six mounds of badly tanned hides in the west corner. A doorway on the northwest angled wall has no door and leads into room 2. Another door on the north east angled wall and leads directly to the witchdoctor's room at 5. This area is currently being used by the Grand Sludj's personal bodyguard as quarters and guard post to defend their chief.

6 Kobolds (*Their vital stats are HD 1d4, 3 each, AC 15. They attack with javelins and short swords for 1d6 points of damage.*)

These kobolds have bucklers and therefore have an increased armor class over their fellows. If the party does any searching of the room they will find 29cp strewn around in the furs and bedding, along with a silver bracelet worth 5gp.



2. Kitchen This room is also bare of furniture, but a goblin is here with two kobold assistance, using the oven to cook the meals for the chief, his harem and the bodyguards. The southeast door leads to 1, while the north door leads to 3.

Feslgarg the Goblin, Cook (*His vital stats are HD 1d4, HP 4, AC 15. They attack with javelins and short swords for 1d6 points of damage. He carries an apron- treat as leather armor.*)

2 Kobolds (*Their vital stats are HD 1d4, HP 2 each, AC 15. They attack with javelins and short swords for 1d6 points of damage.*)

The goblin cook Feslgarg will fight fanatically, as he has witnessed another goblin freed from slavery in gratitude for bravery on behalf of the tribe. The kobolds will fight tenaciously as well, but if the goblin and a fellow are slain, the remaining kobold retreats to 3. to warn others.

3. Library As with other rooms, this one is bare of furniture. It is unoccupied and is used as more of a hallway area than for its proper use. Nothing is salvageable or of value here.

4. Main Bedroom Here can be found half (1-10 on d20) of the time the kobold chief the "Great Sludj" and his seven kobold concubines. If not here, the chief will be in the mill building talking to his captains. If the chief is here, he will engage in combat with intruders supported by 5 of his concubines while the remaining two flee into room 5. to alert the witchdoctor. If he is not there, all the concubines will flee for the witchdoctor's room and subsequently to room 1 and out to alert others.

The "Great Sludj" (*His vital stats are HD 1d6+2, HP 8, AC 17. He attacks with a short spear and short sword for 1d6 points of damage. He carries a satchel within which are some bones, food scraps, a gold statue worth 50gp. He also has a +1 short spear and a +1 buckler.*)

7 Kobold Concubines (*Their vital stats are HD 1d4, HP 2 each, AC 15. Female kobolds are as tough as male kobolds and they attack with javelins and short swords for 1d6 points of damage. The concubines have no treasure.*)

The large bed (large for kobolds, anyway) is a straw mat covered with dirty silks and pillows matted with stains. There are three bottles of wine by the mat, one is half drunk but re-corked.

Two of the stones in the very north-rear juncture of floor and wall are loose and can be found on a successful check for secret doors or a find traps roll. Beneath these stones is a chain mail bag containing 20 pp, 39gp and 130cp; the tribe's treasure horde.

5. Guest Bedroom This room has been commandeered by the tribal witchdoctor for his use because of its position adjacent to both the Chief's room and outside. It also has a small fireplace that allows him to brew up elixirs as needed. He is loyal to the Grand Sludj and fights so long as there is a reasonable chance for victory. Kobold Witchdoctor (*His vital stats are HD 1d4, HP 4, AC 15. He attacks with a dagger for 1d4 points of damage. His spells consist of 0 level-4, 1st-4, 2nd-2; see below.*)

If the witchdoctor is alerted to the danger by a guard or a concubine, he will either go to his chief's aid in room 4 or prepare an ambush in his quarters. Either way, he will first try to *charm person* (at 2nd level of ability) the most dangerous looking fighter and order him in common to attack his friends, then he will use *shocking grasp* upon any spellcasters he sees. After this, he will flee (hopefully using the charmed fighter as cover) to get reinforcements.

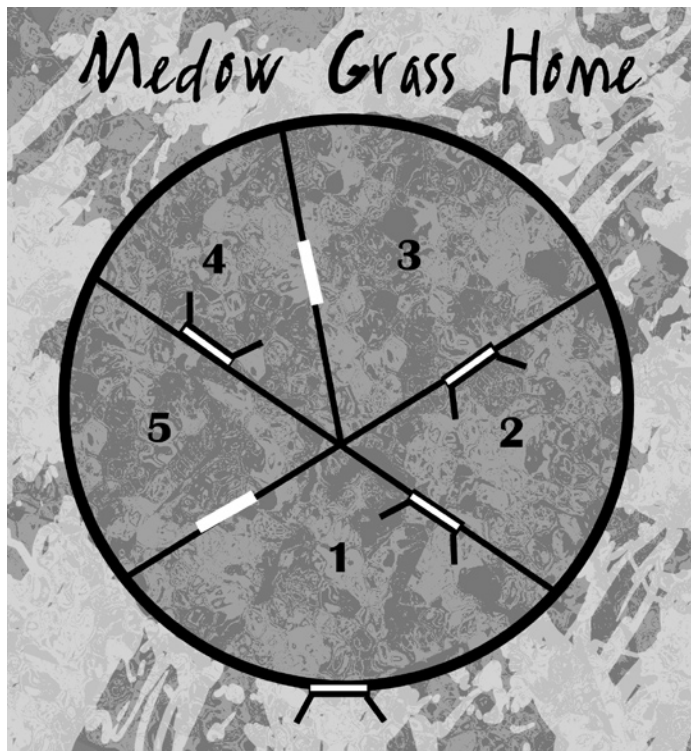
The room has a small wooden table in bad repair that holds several piles of herbs, powders of unknown origin and a desiccated hand. The witchdoctor has 30gp hidden in a ogre skull he has mounted on the fireplace mantle for decoration. Only a straw mat in the corner provides any bedding and underneath it is a ceremonial leather hood with his spells scrawled in primitive common on the inside.

The Mill This outdoor wooden building is 30x45 feet in dimensions and the ceiling is 12 feet high; large for halflings but necessary to install the original millstone. This is where the balance of the tribe resides. Both floors are single large rooms, with the attic (second) floor reachable by a rope ladder hanging from a trapdoor located in the center of the room.

8 Kobolds (*Their vital stats are HD 1d4, HP 2 each, AC 15. They attack with javelins and short swords for 1d6 points of damage.*)

8 Kobolds, Young (non-combatants) (*Their vital stats are HD 1d4, HP 1 point each, AC 10. They are not able to fight.*)

The millstone is long gone, but the stream still flows through the east end of the ground floor and is used for bathing, laundry, drinking and latrines. The males reside on the ground floor, while the females and young remain in the attic area. If a battle is engaged and the male kobolds appear to be losing, the females will draw up the rope ladder and throw javelins down on any non-kobolds who try to move up to the trapdoor. At such a time the



males will flee the building, trying to draw the enemy away from their families. If this works, they will flee in all directions and try to lead the adventurers on a wild goose chase while the females and young escape. If the tactic fails, the males will try to keep the adventurers inside the building while the females move out a hole in the roof and use the rope ladder to climb down to escape with their young. In any event, the survival of the tribe will take precedence over anything else; be it treasure, revenge, or rescuing their Grand Sludj.

Outside the timbers and roof of the mill has been tar treated in construction and will only alight to fire on a 1-2 on d20 and then only burn slowly and fitfully. The inside beams and floors are not so treated, however and will burn normally.

Appendix A: New Monsters

Awakener

NO. ENCOUNTERED: 1

SIZE: Small

HD: 3 (d6)

MOVE: See below

AC: 16

ATTACKS: Special (see below)

SPECIAL: Awakening, Domination, SR 10

SAVES: M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Undead (Extraordinary)

TREASURE: As Host

XP: 65+3

The awakener is a special form of ghost/lich created by the minions of a lord of the undead. This being has its spirit form magic jarred into a piece of jewelry such as a circlet, bracelet, etc. of suitable size. This item is the creature's focus and is usually of valuable and of exquisite manufacture. It radiates evil to any who scry for its presence.

Awakeners can only be destroyed by either breaking the focus (a *detect magic/evil* spell with an intelligence check to discover the focus) or if the spirit within the focus is attacked directly. Any physical damage, damages the awakener's host only, but mental attacks (*spiritual weapon*, *feblemind*, etc.) affects the awakener directly. *Magic missile* affects both spirit and body, but only 1 hp of damage per missile effects the awakener itself, the rest damages the host. The awakener's host always has 3 hit dice and 16 armor class. If a host is destroyed (fire, spells, sword play) the awakener moves to occupy another host.

Combat: An awakener will enter an area rife with bodies (a graveyard, battlefield, or similar area) and begin its work. It will try and transfer itself to the most powerful undead it creates to assure its survival. An awakener cannot attach itself to a living host nor can it awaken more than 1 undead total until it merges with an undead host. The undead an awakener creates has one intelligence rank higher than a normal creature of its type, but is under the control of the awakener.

Domination: The awakener can seize control of any creature it is placed upon, or within one square mile of its focus, if said creature has an intelligence rating of 2 or less. As many of the undead they awaken have little to no intelligence, this suits the creature well and usually places itself on a zombie, skeleton, or other such creature to insure control. It takes the awakener 2-12 rounds to find a new host and 4 further rounds to bring it to life. It can awaken a zombie or skeleton that has been killed. It despises the intelligent undead such as vampires and will do its best to destroy such undead rivals.

Awakening: Awakeners also have the ability to animate one of the following groups of undead per week: 6 skeletons or zombies or 2 ghouls or 1 ghost or wraith or 1 mummy/month.

If the awakener is destroyed, the undead continue in their activity, but revert to normal intelligence for their type and if non-intelligent will perform the last orders given to them by the awakener.

Spell-Like Abilities: Awakeners can cast the following spells 1/day: *Darkness*, *cause light wounds* and *telepathic bond*.

Bag O'Bones

NO. ENCOUNTERED: 1

SIZE: Large

HD: 5 (d8)

MOVE: 30 ft.

AC: 15

ATTACKS: 1-6 Claw (1d4), or by weapon

SPECIAL: Telepathic Slave, Turn Resistance, Skeletal Resilience

SAVES: P

INT: None

ALIGNMENT: Neutral

TYPE: Construct

TREASURE: 3

XP: 200+5

The bag o' bones appears as a skeletal colossus of various human and animal bones grafted together in odd patterns to create a yellowed bone figure of grotesque proportions and terrible aspect. Its eye sockets glow with amber light whenever it is being controlled by its master and will move to fulfill its orders with deadly precision. It is a result of the blending of the necromantic arts of the undead with the alchemical lore of golem creation. It is used predominantly by necromancers as guardians due to its resistance to turning and its ease of control. The creating necromancer is able to telepathically communicate with it and if necessary guide its actions. The bag o' bones has little intelligence on its own, usually only able to follow simple commands similar to those given to skeletons or zombies.

The creation of such a monster requires expensive ingredients (at least 10,000gp) and months of preparation equal to a stone golem and requires the assistance of both a high level cleric and a master wizard coordinating their powers.

Combat: As a bag o' bones is an assembly of several skeletons, it can have 1-6 different attacks depending on the number of arms grafted onto the form, though if there are more than 4 the bag o'

bones suffers a -1 penalty to all attacks while being controlled by its creator (due to the awkwardness of coordinating such limbs).

Telepathic Slave: When under the control of the necromancer who created it, it has the intelligence score of the necromancer and makes all intelligence, wisdom and charisma saves as the necromancer. This is also a liability, as any spells that effect such statistics will effect the necromancer instead of the bag o' bones.

Turn Resistance: Due to its construction with the use of both necromantic and golemic arts, the bag o' bones is turned as an 8 hit dice monster.

Skeletal Resilience: Bag o' bones only take ½ damage from edged weapons (such as swords) and piercing weapons (such as arrows), but blunt mass weapons do full damage.

Death Grip

NO. ENCOUNTERED: 1-4

SIZE: Small

HD: 1 (d6)

MOVE: 30 ft.

AC: 14

ATTACKS: Claw (1d4)

SPECIAL: Strangulation

SAVES: P

INT: None

ALIGNMENT: Neutral

TYPE: Undead (Common)

TREASURE: 1

XP: 7+1

The death grip appears as a gray hand and wrist, apparently severed from a rotting corpse with an eyeball lashed to the wrist as a bracelet. The death grip is an unusual form of undead created by a high level necromancer or evil cleric. The hand of a corpse and one of the corpses eyeballs are used in the animation rite and it creates a scuttling clawlike hand that will follow simple commands as a skeleton or zombie. However, unlike those undead they are quite fast and gain a +1 on initiative rolls.

Combat: The eyeball will direct the death grip to its prey and will appear to glow yellow with feral intent. The death grip then launches itself at its intended victim. It is able to lunge up to 6 feet every other round in order to grasp an opponent.

Strangulation: In addition to the filthy nails of its claw attack, the death grip may attach itself to a victim's windpipe on a natural "20" roll during an attack. A successful grasp to strangle will do 1-4 points of damage each round automatically until the grip is removed. Furthermore, after the first round of damage from strangulation the victim must make a constitution saving throw each round or fall unconscious due to asphyxiation. The death grip has a strength of 18 and will require a successful opposed strength roll between the grip and its victim in order to free the victim of the murderous grasp. death grips are turned as zombies.