

URC2-03



STONE ROAD MURDERS

A ONE-ROUND D&D[®] LIVING GREYHAWK[®]
COUNTY OF URNST REGIONAL ADVENTURE

Version 1

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RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

Strange murders have been taking place on the Stone Road. Your band of adventures must find who is responsible before the next victims are claimed. An adventure for characters level 1-8.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the County of Urnst. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Five years ago, Stamos and Nismit of the Demood tribe of the Attloi were banished for practicing the dark arts of necromancy. Captain Villars, also a member of the Demood, exposed them. Stamos swore revenge on the tribe and especially on Villars.

The two brothers went to the small town of Plainvale to continue their experiments in necromancy, sure that they wouldn't be noticed by the local townsfolk.

They bought a barn from the town's wealthiest occupant, Lucien Lamlast, and dug a small underground complex from where they could perform their experiments without interruption.

The Demood tribe wandered throughout the County of Urnst for five years, returning near Plainvale. When Stamos became aware of their proximity, he began his scheme of revenge.

Stamos was researching the idea of disguising the undead as living creatures, and using them to replace people of importance. He was working on a plan to start replacing County and Duchy Guards, but he was halted in his need for revenge.

Two weeks ago, Stamos captured the Elder's daughter from the Demood tribe. He sent a note to the elder, Tharin, telling him not to interfere in his plans or else his daughter would die.

He then began capturing travelers from the Stone Road near the vicinity of where Villars was stationed, hoping to discredit him and shame him. Twenty-four hours after the travelers were captured, he killed them, placing them on the road the very next day where Villars was patrolling. To add insult to injury, Stamos dressed the bodies in Attloi clothing and painted their faces to look like an Attloi.

The adventure opens with Villars summoning the characters to help him stop Stamos, as he has taken Villars's daughter as insurance that the captain not send the County or Duchy men to investigate.

The DM should refer to Appendix II: Stone Road Information for information about the region and DM's Handout 1 for reference of where each of the Murders occurred.

Encounter 1 Captain Villars provides information on the murders, including the fact that the criminals have kidnapped his daughter to ensure his compliance.

Encounter 2 The outpost is attacked by Stamos's minions. In the chaos, one of the guards is taken by Stamos to become the latest victim. A scrap of cloth is found and identified as being part of the Demood tribe by an Attloi located in the outpost

Encounter 3 The elder of the Demood tribe, Tharin, tells of a banished member of their tribe who swore revenge on them. He informs them that he believes the traitor, Stamos, and his brother, Nismit, are probably located within the small town of Plainvale.

Encounter 4 The characters arrive in the town of Plainvale, where the townsfolk tell them about grave robbers, cloth stealers, and other strange happenings.

Encounter 5 The characters meet Lucien Lamlast, Plainvale's richest citizen. He tells the characters of two brothers that came to town five years ago, buying an old barn from him.

Encounter 6 The characters meet Ungar, the town drunk. He saw the two brothers doing magical things at the barn. He also saw two women there with them.

Encounter 7 The characters descend into Stamos and Nismit's lair, where they face dangers both mundane and magical.

Encounter 8 The characters confront Stamos and Nismit in their lair. They must defeat the evil brothers before the two captured daughters bleed to death.

INTRODUCTION

Things have been slow in the County as of late, allowing for a brief chance at relaxation. The downtime was short lived though. Rumors began circulating concerning odd murders happening along the Stone Road, near the border between the County and the Duchy of Urnst. While there was no official call for investigation, each of you received a summons from Terrence Villars, the Captain of the Guard for Outpost Three of the Stone Road, located approximately twenty-five miles from the town of Pikemaster.

At this point, give the characters Player's Handout 1, giving them a map of the outpost's location

It's dusk now and you find yourselves seated around a table in the common area of the outpost. A few tables and chairs are placed carefully about the room, serving, during the day, as a place where off-duty soldiers and weary travelers can rest and get a quick meal. During the evening hours, the tables and chairs are pushed to the corners and are replaced by foldout pallets for travelers looking to spend the night in a safe environment. Two sets of doors stand in the back. The leftmost door leads to a kitchen and storage area, the other has a guard in front of it. That door leads to the barracks and jail of the outpost, where only authorized persons are allowed. A few of the guards that are off-duty are in the corner playing cards. Closer to the door, a couple of traders discuss the wares they've brought with them and the profit they hope to make once they reach the city. The summons said that Villars would meet you shortly after dusk.

Allow the characters to introduce themselves and to converse for a little bit before continuing on to Encounter 1.

ENCOUNTER 1: A CRY FOR HELP

As the sun sets, the measured footfalls, indicative of marching soldiers, is heard close by.

Moments later the room is filled with six armored troopers, three dressed in the emblem of a swan on green, the others wear the symbol of a bear on green. In between the two groups are a dozen brightly dressed gypsies. Two traders talking earlier notice them and move away, their hands on their purses, murmuring curses about something called "Attloi." The procession stops and the Attloi move to available tables and chairs. The man leading the guards looks around and walks to your table, extending his hand in greeting, "Terrence Villars, Captain of the Guard. I thank you for coming. I have a favor to ask, provided that we can talk someplace less open," he says, motioning toward the barracks area.

A successful Knowledge (local) check (DC 12) allows a character to know that the Attloi are a land-based gypsy race akin to the Rhenee, who are water-based.

A successful Knowledge (nobility and royalty) or Knowledge (local) check (DC 5) allows a character to know that the armored troopers bearing the swan are County of Urnst soldiers, while the ones with the bear are from the Duchy of Urnst.

Allow the characters a chance to accept his invitation before continuing.

Villars walks to the back area, the guard moving aside. Passing down a short hallway and past the holding cell, Villars walks into a small office with a desk and chair. Taking a seat in the chair, he motions for someone to close the door.

The door closed, he pulls out several sheets of paper from a drawer and lays them out on the desk, "As you likely have heard, strange murders have been occurring along the Stone Road, gruesome deaths whose details have been kept concealed from the public so as not to panic them unnecessarily. Normally, we would have conducted this investigation ourselves, but when we were about to begin, I received this note."

Give the characters Player's Handout 3.

"As you have read, the person responsible for these murders has my daughter, Angela. However, since he did not specify that others could not investigate this, I am turning to you for assistance. Your reputation in this area gives me reason to believe that you could accomplish this task. While I cannot offer you anything now, save my thanks and the thanks of the County, a reward may be provided to you once the task has been completed. Will you help me and the County?"

Once the characters accept, the Captain answers questions. This is the information he has:

- The murders began two weeks ago when a traveler was reported missing while on the road. Two days later the traveler was found dead. The next day another traveler was reported missing and found dead two days later.
- The bodies have always been discovered by patrols led by myself. They were always placed carefully and within 15 minutes of the patrol passing by, as they never show any sign of being eaten by scavengers.
- The bodies have been charred badly, leaving the faces whole. Then they were dressed in ragged Attloi clothing after the body was burned.
- The faces have also been painted in such a way that they appear to have been of Attloi descent, although none of the deceased were of the gypsy blood.
- There weren't any tracks found near the bodies.
- If the pattern of the murderer is consistent, another traveler will be taken today.
- Based on the previous murders, we believe that the Attloi are involved somehow, and are perhaps targets.

- None of the people are related in any way that they've been able to discover. They just appear to be people who were in the wrong place at the wrong time.
- We've offered protection to the Attloi, some have taken it and some have refused. One particular group, the Demood tribe, has avoided us at all costs. We have a couple guards that are keeping an eye on their location at all times.
- Angela is in her teens, has olive colored skin, green eyes, and long black hair.
- If asked about the Duchy of Urnst troops, he identifies that they help the County patrol the Stone Road.
- He does not know how much of a reward could be provided at this time, but he is willing to lead them to believe it may be from 25-50 gp each.

The Captain is able to provide a map of the locations of where the victims were found. The victim's names are on the map as well. Also Included on the map is the current location of the Demood tribe (Player's Handout 2).

If the characters do not accept the task, the adventure is over.

ENCOUNTER 2: LET THE GAMES BEGIN

Exiting from the office and moving back toward the common area, a guard walks up to Captain Villars, "Sir, this just arrived for you by messenger." Villars takes the note, a flicker of concern flashing across his face as he reads it.

He hands it to the character's to read. Hand them Player's Handout 4.

Once they have finished reading the note, immediately proceed to the next description.

A loud crash of glass is heard from the common area. A man dressed in the livery of the Duchy comes running into the barracks, "Help," he gurgles before collapsing to the floor revealing a huge slash across his back.

Get player's reactions. Once one of the characters reaches the common area, they see a huge melee in process. A group of undead is attacking both the Attloi and the guards. One of the guards has been captured and is being taken away. A successful Listen check (DC 25) enables a character to distinguish the sounds of a horse galloping away.

Refer to DM's Handout 2 for the layout of the battle.

☛ **County and Duchy Guards (6):** Male human Ftr1; hp 11 each; see Appendix I.

☛ **Captain Terrence Villars:** Male human Ftr3; hp 28; see Appendix I.

☛ **Attloi (12):** Male human Rog1; hp 6 each; see Appendix I.

APL 2 (EL 2)

➔ **Medium-size Skeletons (6):** hp 6, 6, 6, 6, 6, 6; see *Monster Manual*.

APL 4 (EL 4)

➔ **Medium-size Skeletons (12):** hp 6, 6, 6, 6, 6, 6, 6, 6, 6, 6, 6, 6; see *Monster Manual*.

APL 6 (EL 6)

➔ **Ghouls (6):** hp 13, 13, 13, 13, 13, 13; see *Monster Manual*.

APL 8 (EL 8)

➔ **Ghouls (12):** hp 13, 13, 13, 13, 13, 13, 13, 13, 13, 13, 13, 13; see *Monster Manual*.

There are more undead opponents than listed above, though once the characters have defeated the encounter as listed, the NPCs are assumed to have dispatched the remainder. In the aftermath of the battle, it is discovered that one of the guards is missing. A successful Track check (DC 10) reveals a single set of horse prints leading north along the road. Should the characters follow the tracks, after a mile the tracks become very obscured by other traffic, requiring a successful Track check (DC 50) to continue following.

Amongst the bodies, a simple search (DC 10) reveals a single piece of multicolored cloth. If shown to Captain Villars, he recognizes it as matching the cloth found on the bodies of the murder victims. An Attloi nearby takes the character that found the cloth aside and murmurs, "Demood," handing them a small silver token before walking away. The token has a symbol crafted on it. A successful Decipher Script check (DC 20) translates the glyph as the Attloi symbol for "Safe."

Outside of these discoveries, nothing else can be found.

Encounter 3: Demood

Using the map Captain Villars provided, it is easy enough to find the camp of the Demood Attloi. Approaching the camp, the lights of a number of lanterns illuminate the area ahead. A voice from the trees shouts out, "Hold! You have entered into the camp of the Demood. State your names and business or turn away now."

The man who is speaking is named Vlad. Normally all are welcome into an Attloi camp, but the Demood Elder, Tharin, has commanded that visitors be limited. He has been contacted by Stamos as well.

It should be fairly simple to get by Vlad, especially if they have the token given to them by the Attloi in Encounter 2. Also, if the characters have had positive encounters with the Rhenee, Vlad recognizes their names and lets them in. Once they have gotten by Vlad, continue with the following.

The campsite is well lit, with a small bonfire in the middle. Around the site are the brightly colored wagons of the Attloi. Sitting by the campfire is a white haired man dressed in red, yellow, green, silver, and orange stripes. He beckons with his hand, "Come and sit. I can tell that you have questions for us."

The Attloi's name is Tharin, and he is the Elder of the Demood clan. He is able to tell the characters the following:

Tharin, Demood Elder: Male human Rog4.

- The man behind the murders is likely a banished member of their clan. He went by the name of Stamos.
- He was banished for practicing the dark arts of necromancy. When he was banished, he took his brother Nismit with him, swearing revenge on our clan.
- When a dead body turned up wearing his clan's clothing, he knew something was wrong.
- The next day, his daughter Elayna disappeared. A note was left (Player's Handout 5).
- Since then, Tharin has been carefully poking around the area, trying to find clues that might give him an idea of where to look.
- He believes that Stamos may be located in the town of Plainvale. Located about ten miles north of their current location
- He doesn't know what is happening in Plainvale, as sending his people into the area could result in the death of his daughter.

ENCOUNTER 4: PLAINVALE

It has taken you about a half day to travel to the hamlet of Plainvale, a very small community. (If they rode, the travel time is three hours). A single dirt road passes through the village, a few small store-keeps lining it. Various other homes can be seen off the main road, small dirt trails winding up to them.

Plainvale has a small town atmosphere, where everybody knows everybody. The main benefactor of the town is Lucien Lamlast, who is looked upon as the default leader. Some of the people they may encounter on the street are listed below in Encounter 4a. If they are questioned beyond this, they direct the characters to speak with Malone Sikes, as he's the local lawman in town and would know more.

👑 **Plainvale (village):** Standard; AL LN; 25 gp limit (no magic items); Assets 2,000 gp; Population 107; Isolated (95% Human, 3% Halfling, 1% Elf/Half-Elf, 1% Other Races).

For a town map, see DM's Handout 4.

ENCOUNTER 4A: THE TOWNSFOLK

The townsfolk may be approached and may even mention a few rumors that they've heard if the party is nice to them. These can be picked up from anyone anywhere in Plainvale.

🔮 **Kylin Helmfast, Local Farmer:** Male human Com1.

🔮 **Rowan Goweit, Local Farmer:** Male human Com1.

🔮 **Lyrlin Ohms, Seamstress:** Female human Com1.

🔮 **Melys Stead, Milkmaid:** Female human Com1.

- There have been a couple of grave robbers around here the past couple of months. A few gravesites have been torn up and the bodies disappeared. The sole lawman here, Malone Sikes, has tried to catch the culprits in the act, but so far he hasn't had any luck. The graveyard is located on the west side of town. As far as they know, the graves dug up were random choices.
- Oak Tuckman the Tailor had some of his cloth stolen about a month ago, still haven't found the perpetrators on that one either.
- Unger, "the good for nothing drunk" is seeing stuff again, talking about lights in the sky and what not. Normally, he's been locked up for public drunkenness, but according to Malone, he's been dry as a bone the past four nights. He's usually at the Leaky Eel.

ENCOUNTER 4B: GRAVEYARD

Going to the graveyard won't turn up any new information. The dug-up graves have long since been smoothed over. A successful Track check (DC 45) reveals that one set of tracks approached the grave, but two left.

ENCOUNTER 4C: THE LAWMAN

The lawman of the town is Malone Sikes. He seeks out the characters to see what they are up to. Talking with him can reveal the following information.

🔮 **Malone Sikes, Sheriff:** Male human Exp4.

- The grave robbing started two months ago, but stopped about two weeks ago. The people that found the bodies were townsfolk going to visit loved ones in the morning.
- Malone posted a watch, but he always fell asleep during their shift.
- Malone figured it was some of the local kids, stirring up mischief, so he didn't think much of it.
- The robbers made off with at least four bodies during that time, but Malone thinks that there may have been more, but he's not going to start exhuming bodies to find out the exact count.

- The robbery of Mr. Tuckman baffled Malone. There wasn't any sign of forced entry, and all of the expensive materials, like silk and satin, weren't even touched.
- The robbery took place a month ago. He doesn't recall exactly what was taken, but Oak Tuckman would know more.
- He hasn't heard of anybody named Stamos or Nimsit, but the bigwig of the town, Lucien Lamlast, might know. He remembers just about everybody that passes through here.
- Ungar is a drunk. He's sometimes locked up here.
- Lucien owns most of the town and looks after us as best as he can. He lives in the stone, two-story building on the west side of town. It's the only two-story building, so you can't miss it.
- Several people have asked him to step down as lawman, but they haven't found a person who wants to take his place.

ENCOUNTER 4D: OAK TUCKMAN

Oak Tuckman's shop is a small one story building located in the middle of the main thoroughfare. A sign saying "Tuckman's Tailoring" is nailed to the door.

Oak is a middle-age man with blue eyes and brown hair that is slightly graying.

🔮 **Oak Tuckman, Tailor:** Male human Exp3.

- Last month, Oak came into the shop as he always did and found that he had been robbed.
- Oddly enough, none of his finer material had been stolen.
- The locks on the place didn't show any sort of tampering, and neither had the door.
- The culprit made off with a six bolts of cloth and a fair amount of embroidery thread. Four of the bolts were green, one was white and one was brown. The embroidery thread was black and red. The cloth was a good cotton blend, very sturdy stuff, and the type that most people around here liked to wear.
- The colors mentioned are the same colors and material worn by the guards that patrol the Stone Road.

ENCOUNTER 5: LUCIEN LAMLAST

The Lamlast home is the only two-story structure in the entire town of Plainvale. It is built from stone, with shuttered windows and a large oaken door. If the characters make their way to the estate and knock on the door, describe the following:

After only a brief moment, the door opens to reveal a middle-age man dressed in a blue silk tunic and black breeches. "May I help you?"

The man is Lucien Lamlast himself. He happily welcomes the characters into his home, leading them into a sitting room where they can talk.

He'll answer any questions they have without hesitation. Should they mention Stamos or Nismit, he rubs his chin thoughtfully.

No, those names don't ring a bell. We don't get many visitors around here, much less permanent residents. Last people to move in here happened about five years ago. Two brothers, as I recall. They bought an old farmhouse from me on the outskirts of town. They keep to themselves for the most part, although Ungar, the local town drunk keeps talking about strange things happening over there, but with him you can never be certain. Two weeks ago he thought that dead cows were rising from the pastures that they once grazed in. He hasn't been around the past few days, from what I have heard.

Encounter 6: Leaky Eel

The Leaky Eel is a very small tavern that is not busy. Trying to search for Ungar proves to be fruitless until after the characters have visited Lucien Lamlast (Encounter 5).

After the characters have visited Lamlast in Encounter 5, the characters are allowed to find Ungar and the DM should read below:

Drunken singing is heard from an alley nearby the Leaky Eel, followed by a glass breaking and a loud curse.

Following the sounds of the noise leads them to Ungar,

Ungar starts to wail pitifully about dropping his drink and asks the characters for a few silver so he can get another one. He'll be weaving and stumbling, eventually falling and sagging against the wall. He won't talk to the characters until he gets something to drink. It has been four days and he's got some catching up to do.

- Four nights ago, he was walking around outside of town by the barn of them two strange brothers.
- All of a sudden he started seeing flashing lights and hearing moaning from the barn.
- He snuck into the barn and he saw dead people. Them two brothers were waving and pointing all around.
- There were two young women with them, too, and they were scared.
- He left before he saw anything more. He ran into the woods to hide.
- He's been hiding ever since, but his need for drink forced him out.

A Sense Motive check (DC 20) reveals that he is telling the truth.

Ungar won't be willing to accompany them to the barn unless he's given some strong coercion, like lots of drink, gold, or intimidation.

Encounter 7: The Barn

The farmhouse is a medium-size barn. There are no windows visible, but the big door leading inside is partially cracked open.

Going inside the barn, the characters see a few haystacks, but nothing more. A successful Search check (DC 15) reveals a trap door located beneath one of the haystacks. Give the characters a +5 to their Search if they manage to bring Ungar along with them, as he can show them where the two were. An *alarm* spell (mental) has been cast on the area, so both Stamos and Nismit have time to prepare.

The DM should refer to DM's Handout 3 for a map of under the barn.

STAIRWAY

The stairway is about 30 feet long and descends about 15 feet deep. When the first character reaches the bottom, a ripping sound can be heard from above as grain dust is dropped on the party. Simultaneously a torch ignites, setting off the grain dust, which is highly flammable.

➤ **Graindust Trap (Fire):** 5 ft. wide by 30 ft. long blast (1d6 per APL); Reflex save (DC 15) for half damage; Search (DC 20); Disable Device (DC 25).

BARN ROOM 1

The hallway extends for a short distance, ending in a door. The faint sound of crying can be heard from beyond.

Opening the door, they see the huddled figure of a teenage female that matches the description of Villar's daughter. On the other side of the room is a door that leads to another short hallway leading to room two. The first person to come within 5 feet of the "daughter" is attacked, as the daughter reveals her true nature and takes a swipe.

APL 2 (EL 3)

➤ **Wight:** hp 26; see *Monster Manual*.

APL 4 (EL 5)

➤ **Wight, Advanced:** hp 64; see Appendix I.

APL 6 (EL 7)

➤ **Wraith, Advanced:** hp 72; see Appendix I.

APL 8 (EL 9)

➤ **Wraith, Advanced:** hp 104; see Appendix I.

BARN ROOM 2

The hallway beyond the room you just exited extends a short distance and terminates again in a door.

Opening this door reveals the crumpled form of a man in a guard's uniform. There is a pool of blood around the body and he is close to death (-8 hp). This guard is the one that was taken earlier by Stamos and Nismit. If he is healed, he babbles incoherently about the living dead and how Stamos wants to make the dead seem like the living. Strewn about the room are various uniforms of both the Duchy and County, freshly sewn from the bolts of cloth Nismit stole.

ENCOUNTER 8: ENDGAME

The room is lit by a garish green light. At the opposite end of the room stand two men. One is dressed in black robes, his face hooded. The other is dressed in the colors of the Demood clan; he is olive-skinned and has long black hair. Beside each of them lays a young girl, blood pooling around each of them. Between you and them lay hideous creatures of undead origin. The hooded man speaks.

"So, you have found me. Villars and Tharin chose well. Let us see how good you really are, though. The two girls beside my brother and I are not dead, but they soon will be. I must admit that I have a fascination with slow deaths. In your case, though, I shall make an exception. Get them!"

The two girls are both at -3 hp and do not stabilize on their own, losing one point a round until they die at -10. The undead creatures seek to interpose themselves as best they can between the characters and the brothers so that they may cast their spells.

APL 2 (EL 4)

☛ **Stamos Demood:** Male human Nec1; hp 4; see Appendix I.

☛ **Nismit Demood:** Male human Sor1; hp 4; see Appendix I.

☛ **Medium-size Skeletons (6):** hp 6, 6, 6, 6, 6, 6; see *Monster Manual*.

APL 4 (EL 6)

☛ **Stamos Demood:** Male human Nec3; hp 13; see Appendix I.

☛ **Nismit Demood:** Male human Sor3; hp 13; see Appendix I.

☛ **Medium-size Skeletons (9):** hp 6, 6, 6, 6, 6, 6, 6, 6, 6; see *Monster Manual*.

APL 6 (EL 8)

☛ **Stamos Demood:** Male human Nec5; hp 19; see Appendix I.

☛ **Nismit Demood:** Male human Sor5; hp 19; see Appendix I.

☛ **Ghouls (6):** hp 13, 13, 13, 13, 13, 13; see *Monster Manual*.

APL 8 (EL 10)

☛ **Stamos Demood:** Male human Nec7; hp 25; see Appendix I.

☛ **Nismit Demood:** Male human Sor7; hp 25; see Appendix I.

☛ **Ghasts (4):** hp 26, 26, 26, 26; see *Monster Manual*.

CONCLUSION

With the brothers defeated and both of the daughters alive, Villars and Tharin are extremely grateful. For the return of his daughter, and for putting an end to the Stone Road Murders, Villars provides a gold reward. For the safe return of his own daughter, Tharin owes you a debt of honor that may be redeemed should you need the Demood clan's assistance.

If the daughters are not returned alive, the fathers are grateful for the character's attempt, but the characters do not get the reward. Tharin does not give them a favor and Villars only provides a partial gold reward.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 2: Let the Games Begin

Defeat the undead.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 7: The Barn

Defeat the undead.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 8: Endgame

Defeat Stamos and Nismit.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Conclusion

Successfully rescue both daughters.

APL 2	30 XP
-------	-------

APL 4 60 XP
 APL 6 90 XP
 APL 8 120 XP

Total Possible Experience

APL 2 300 XP
 APL 4 510 XP
 APL 6 720 XP
 APL 8 930 XP

APL 2: L: 0 gp; C: 0 gp; M: 0
 APL 4: L: 0 gp; C: 0 gp; M: 0
 APL 6: L: 0 gp; C: 0 gp; M: *bracers of armor +1* (Value 150 gp per character).
 APL 8: L: 0 gp; C: 0 gp; M: *bracers of armor +1* (Value 150 gp per character).

Conclusion

Defeating Stamos and Nismit.
 APL 2: L: 0 gp; C: 150 gp; M: 0
 APL 4: L: 0 gp; C: 300 gp; M: 0
 APL 6: L: 0 gp; C: 300 gp; M: 0
 APL 8: L: 0 gp; C: 300 gp; M: 0

Rescuing the daughters.
 APL 2: L: 0 gp; C: 150 gp; M: 0
 APL 4: L: 0 gp; C: 300 gp; M: 0
 APL 6: L: 0 gp; C: 300 gp; M: 0
 APL 8: L: 0 gp; C: 300 gp; M: 0

Total Possible Treasure

APL 2: 300 gp
 APL 4: 600 gp
 APL 6: 750 gp
 APL 8: 750 gp

Favor of the Demood Tribe: The Demood tribe of Attloi owes you a favor. By calling upon their aid, you may add a +6 circumstance bonus to a single Gather Information check.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 8: Endgame

Defeat Stamos and Nismit and strip them of their gear.

APPENDIX I: NPCS

ENCOUNTER 2: LET THE GAMES BEGIN

🗡️ **County and Duchy Guards (6):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+1; hp 11 each; Init +4; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +2 melee (1d8+1/19-20, long sword); AL NG; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 13, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +3, Jump +3, Ride +4; Endurance, Improved Initiative, Run.

Possessions: chain shirt, small steel shield, longsword.

🗡️ **Captain Terrence Villars:** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +4; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +6 melee (1d8+2/19-20, long sword); AL NG; SV Fort +5, Ref +1, Will +2; Str 15, Dex 11, Con 15, Int 11, Wis 12, Cha 13.

Skills and Feats: Climb +6, Jump +6, Ride +6; Endurance, Improved Initiative, Run, Weapon Focus (long sword).

Possessions: chain shirt, small steel shield, long sword.

🗡️ **Attloi (12):** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6; hp 6 each; Init +4; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +0 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); AL NG; SV Fort +0, Ref +2, Will +0; Str 11, Dex 17, Con 11, Int 11, Wis 10, Cha 11.

Skills and Feats: Bluff +4, Climb +4, Disable Device +4, Hide +7, Listen +4, Move Silently +7, Open Lock +7, Pick Pocket +7, Search +4, Spot +4; Alertness, Improved Initiative.

Possessions: traveler's outfit, 2 daggers.

ENCOUNTER 7: THE BARN

APL 4 (EL 5)

🗡️ **Wight, Advanced:** CR 5; Medium-size undead; HD 8d12; hp 64; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d4+1 and energy drain, slam); SA Energy drain, create spawn; SQ Undead; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +7, Hide +10, Listen +10, Move Silently +16, Search +7, Spot +10; Blind-Fight, Weapon Focus (slam).

APL 6 (EL 7)

🗡️ **Wraith, Advanced:** CR 7; Medium-size undead (incorporeal); HD 9d12; hp 72; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 13, flat-footed 12); Atk +8 incorporeal touch (1d4 and 1d6 permanent Constitution drain); SA Constitution drain, create spawn; SQ Undead, incorporeal, +2 turn resistance,

unnatural aura, daylight powerlessness; SV Fort +3, Ref +6, Will +8; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Intuit Direction +8, Listen +12, Search +10, Sense Motive +10, Spot +12; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (incorporeal touch).

APL 8 (EL 9)

🗡️ **Wraith, Advanced:** CR 9; Medium-size undead (incorporeal); HD 13d12; hp 104; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 13, flat-footed 12); Atk +10 incorporeal touch (1d4 and 1d6 permanent Constitution drain); SA Constitution drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; SV Fort +4, Ref +7, Will +10; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Intuit Direction +12, Listen +12, Search +12, Sense Motive +12, Spot +12; Alertness, Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Weapon Focus (incorporeal touch).

ENCOUNTER 8: ENDGAME

APL 2 (EL 4)

🗡️ **Stamos Demood:** Male human Nec1; CR 1; Medium-size humanoid (human); HD 1d4; hp 4; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +0 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); SA Spells; AL NE; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 11, Int 17, Wis 13, Cha 14.

Skills and Feats: Bluff +4, Concentration +4, Search +5, Sense Motive +3, Spellcraft +7, Spot +3; Combat Casting, Spell Focus (Necromancy).

Possessions: traveler's outfit, 2 daggers, spell component pouch.

Spells Prepared (4/3; base DC = 13 + spell level, 15 + spell level for Necromancy spells): 0 – *disrupt undead*, *mage hand*, *ray of frost* (2); 1st – ~~alarm~~, *cause fear*, *chill touch*.

🗡️ **Nismit Demood:** Male human Sor1; CR 1; Medium-size humanoid (human); HD 1d4; hp 4; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d4/19-20, dagger) or +2 ranged (1d4/19-20, thrown dagger); SA Spells; AL NE; SV Fort +0, Ref +2, Will +2; Str 10, Dex 15, Con 11, Int 15, Wis 11, Cha 17.

Skills and Feats: Bluff +5, Concentration +4, Disguise +4, Profession (tailor) +4, Sense Motive +1, Spellcraft +4; Combat Casting, Spell Focus (Illusion).

Possessions: traveler's outfit, 2 daggers, spell component pouch.

Spells Known (5/4; base DC = 13 + spell level, 15 + spell level for Illusion spells): 0 – *dancing lights*, *daze*, *detect magic*, *ghost sound*; 1st – *change self*, *color spray*.

APL 4 (EL 6)

➤ **Stamos Demood:** Male human Nec3; CR 3; Medium-size humanoid (human); HD 3d4+3; hp 13; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d4/19-20, dagger) or +4 ranged (1d4/19-20, thrown dagger); SA Spells; AL NE; SV Fort +1, Ref +4, Will +4; Str 10, Dex 16, Con 11, Int 17, Wis 13, Cha 14.

Skills and Feats: Bluff +5, Concentration +6, Search +6, Sense Motive +4, Spellcraft +9, Spot +3; Combat Casting, Spell Focus (Necromancy), Toughness.

Possessions: traveler's outfit, 2 daggers, spell component pouch.

Spells Prepared (5/4/3; base DC = 13 + spell level, 15 + spell level for Necromancy spells): 0 – *disrupt undead, mage hand, ray of frost* (3); 1st – ~~alarm~~, *cause fear, chill touch* (2); 2nd – *ghoul touch* (2), *spectral hand*.

➤ **Nismit Demood:** Male human Sor3; CR 3; Medium-size humanoid (human); HD 3d4+3; hp 13; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); SA Spells; AL NE; SV Fort +1, Ref +3, Will +3; Str 10, Dex 15, Con 11, Int 15, Wis 11, Cha 17.

Skills and Feats: Bluff +6, Concentration +6, Disguise +4, Profession (tailor) +4, Sense Motive +2, Spellcraft +6; Combat Casting, Spell Focus (Illusion), Toughness.

Possessions: traveler's outfit, 2 daggers, spell component pouch.

Spells Known (6/6; base DC = 13 + spell level, 15 + spell level for Illusion spells): 0 – *dancing lights, daze, detect magic, ghost sound, read magic*; 1st – *change self, color spray, magic missile*.

APL 6 (EL 8)

➤ **Stamos Demood:** Male human Nec5; CR 5; Medium-size humanoid (human); HD 5d4+3; hp 19; Init +3; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atk +2 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, thrown dagger); SA Spells; AL NE; SV Fort +1, Ref +4, Will +5; Str 10, Dex 16, Con 11, Int 18, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Concentration +8, Knowledge (arcane) +6, Search +8, Sense Motive +5, Spellcraft +12, Spot +4; Combat Casting, Spell Focus (Necromancy), Spell Mastery (*disrupt undead, cause fear, ghoul touch, vampiric touch*), Toughness.

Possessions: traveler's outfit, 2 daggers, spell component pouch, *bracers of armor* +1.

Spells Prepared (5/5/4/3; base DC = 14 + spell level, 16 + spell level for Necromancy spells): 0 – *disrupt undead, mage hand, ray of frost* (3); 1st – ~~alarm~~, *cause fear, chill touch* (3); 2nd – *ghoul touch* (2), *scare, spectral hand*; 3rd – *stinking cloud, vampiric touch* (2).

➤ **Nismit Demood:** Male human Sor5; CR 5; Medium-size humanoid (human); HD 5d4+3; hp 19; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d4/19-20, dagger) or +4 ranged (1d4/19-20, thrown dagger); SA Spells; AL NE; SV Fort +1, Ref +3, Will +4; Str 10, Dex 15, Con 11, Int 15, Wis 11, Cha 18.

Skills and Feats: Bluff +6, Concentration +8, Disguise +6, Profession (tailor) +6, Sense Motive +2, Spellcraft +6; Combat Casting, Spell Focus (Illusion), Toughness.

Possessions: traveler's outfit, 2 daggers, spell component pouch.

Spells Known (6/7/5; base DC = 14 + spell level, 16 + spell level for Illusion spells): 0 – *dancing lights, daze, detect magic, ghost sound, mage hand, read magic*; 1st – *change self, color spray, magic missile, shield*; 2nd – *disguise undead***, *mirror image*.

**See Appendix III: New Rules for more information.

APL 8 (EL 10)

➤ **Stamos Demood:** Male human Nec7; CR 7; Medium-size humanoid (human); HD 7d4+3; hp 25; Init +7; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atk +3 melee (1d4/19-20, dagger) or +6 ranged (1d4/19-20, thrown dagger); SA Spells; AL NE; SV Fort +2, Ref +6, Will +6; Str 10, Dex 16, Con 11, Int 18, Wis 13, Cha 14.

Skills and Feats: Bluff +7, Concentration +10, Knowledge (arcane) +8, Search +9, Sense Motive +6, Spellcraft +14, Spot +5; Combat Casting, Improved Initiative, Spell Focus (Necromancy), Spell Mastery (*disrupt undead, cause fear, ghoul touch, vampiric touch*), Toughness.

Possessions: traveler's outfit, 2 daggers, spell component pouch, *bracers of armor* +1.

Spells Prepared (5/6/5/4/3; base DC = 14 + spell level, 16 + spell level for Necromancy spells): 0 – *disrupt undead, mage hand, ray of frost* (3); 1st – ~~alarm~~, *cause fear, chill touch* (3), *shield*; 2nd – *ghoul touch* (2), *scare, spectral hand* (2); 3rd – *fly, stinking cloud, vampiric touch* (2); 4th – *enervation* (2), *stoneskin*.

➤ **Nismit Demood:** Male human Sor7; CR 7; Medium-size humanoid (human); HD 7d4+3; hp 25; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, thrown dagger); SA Spells; AL NE; SV Fort +2, Ref +4, Will +5; Str 10, Dex 15, Con 11, Int 15, Wis 11, Cha 18.

Skills and Feats: Bluff +6, Concentration +10, Disguise +6, Profession (tailor) +6, Sense Motive +4, Spellcraft +8; Combat Casting, Spell Focus (Illusion), Toughness.

Possessions: traveler's outfit, 2 daggers, spell component pouch.

Spells Known (6/7/7/5; base DC = 14 + spell level, 16 + spell level for Illusion spells): 0 – *dancing lights, daze, detect magic, ghost sound, mage hand, prestidigitation, read magic*; 1st – *change self, color spray, mage armor, magic missile, shield*; 2nd – *disguise undead***, *flaming sphere, mirror image*; 3rd – *displacement, hold person*.

**See Appendix III: New Rules for more information.

Appendix II: Stone Road Information

The Stone Road

This great highway forms the border of Urnst. The road itself is not made of stone. The name refers to the dry walls of stone, some four feet high, which line the highway along its full length of over a hundred miles. The agricultural lands on both sides of the border are somewhat stony and livestock farming, especially of sheep and goats, is of major importance. Grazing fields are often demarcated by the same dry walls of stone.

The border with Nyronnd is entirely patrolled by soldiery from the Duchy and County of Urnst, save for a handful of small watchposts on the Nyronnd side, as far north as Starkwall where the road ends.

Both bandits and hobgoblins from Iuz come in search of booty and the hobgoblins have a nasty reputation for taking captured humans back to Iuz's lands as slaves. Iuz the Evil contains extra details and information. The attacks still cause important loss of life and have driven many farmers away from the fertile valleys and dales of the Artonsamay basin.

The County Lands West of the Central Stone Road Border

The Urnstian lands west of the Stone Road are part of the Lord Barony of Pikemaster. It contains some of the most infertile ground of Urnst, which is still better than most, so the people more often support themselves with herding livestock.

Pikemaster itself is an old Oeridian castle. Lord Baron Fennin Duncombe is an eccentric ruler prone to creating strange laws in his lands. His chief advisor is a mage-priest of Zagyg of course and this doesn't help things. There are several small adjacent hamlets near the castle, but mostly near the old Oeridian roads and lightly defended by militias.

Nyronnd's Lands East of the Stone Road

On the east side of the Stone Road is the Nyronnd province called "Woodverge." Located in the bountiful heartland between the Nutherwood and Gamboge forests, the area that is now known as Woodverge has always had a reputation for rustic beauty and simple living. Within the last several decades, however, the region's proximity to the Theocracy of the Pale has caused much heartache for Rel Mord. Midmeadow's current leader, Sir Weynoud Aspranth came to rule the town at Lynwerd's behest, replacing a weak ruler who had allowed local Pholtans too much power.

Starkwall Watchtower

Starkwall is a fortified watchtower owned by the Kingdom of Nyronnd. It forms the base camp for the local militia units. These soldiers patrol the banks of the Artonsamay, overlooking the Bandit Kingdoms. A wooden palisade wall has been erected around the fortified tower, and militias are deeply suspicious of any who approach this potentially dangerous borderland. Morale here is not good, for the militia are poorly equipped and many of the ordinary Nyronnd soldiers find their wages are paid late and their food rations are meager and of poor quality.

The Urnstian Lands west of the Watchtower fare better. The Lord Barony of Starkwall is better defended by County and Duchy troops, who are well paid by Baron Yido Duncombe. Lord Duncombe understands that if he can force the hobgoblins to move their pickings to Nyronnd, he'll have less to deal with; so aid to his Nyronnd neighbors has been slow coming.

APPENDIX III: NEW RULES

DISGUISE UNDEAD AS PRESENTED IN *TOME AND BLOOD*

Illusion (Glamer)

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

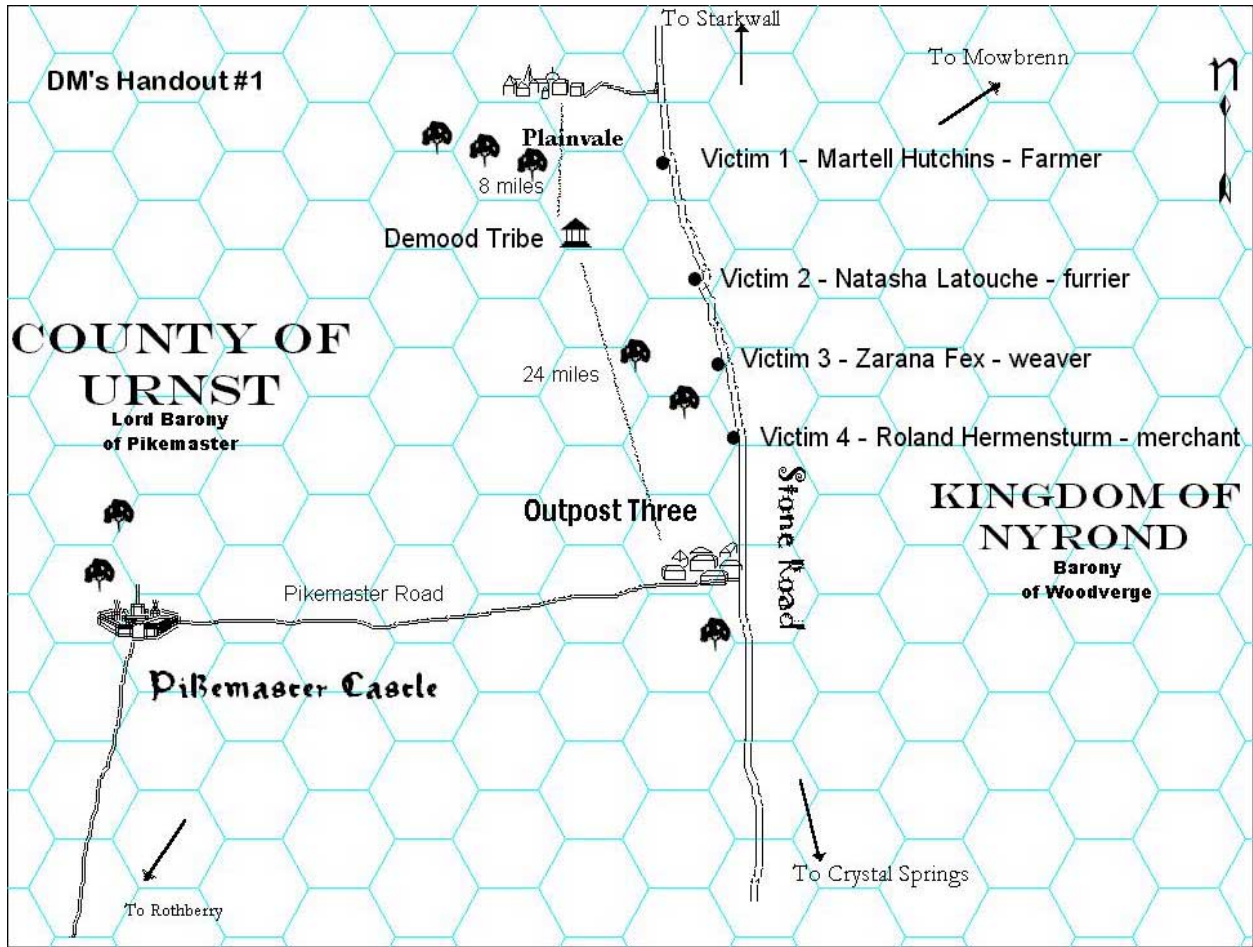
Target: One corporeal undead

Duration: 10 minutes/level (D)

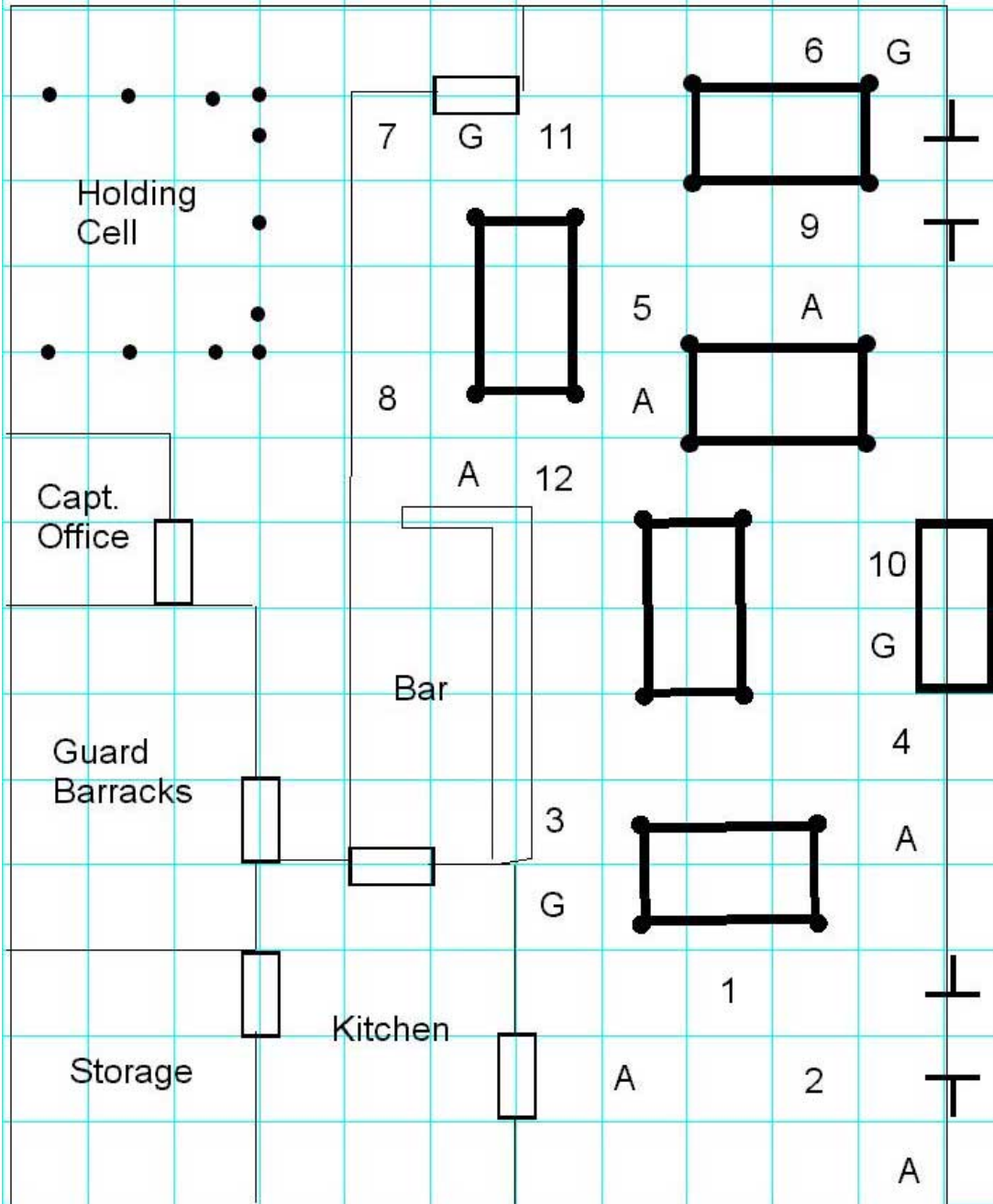
Saving Throw: None (harmless)

As *change self* (see page 183 of the *Player's Handbook*), except as noted above. You determine the appearance of the undead.

Focus: A cocoon of a death's-head moth.



DM Handout 2



Key
 G = Guard
 A = Attloi
 1 - 6 = APL 2 & 6 Creatures
 7-12 = APL 4 & 8 Add'l Creatures

Scale: 1/2" = 5 feet

DM Handout 3

Scale: 1/2" = 5 Feet

To Barn



Key

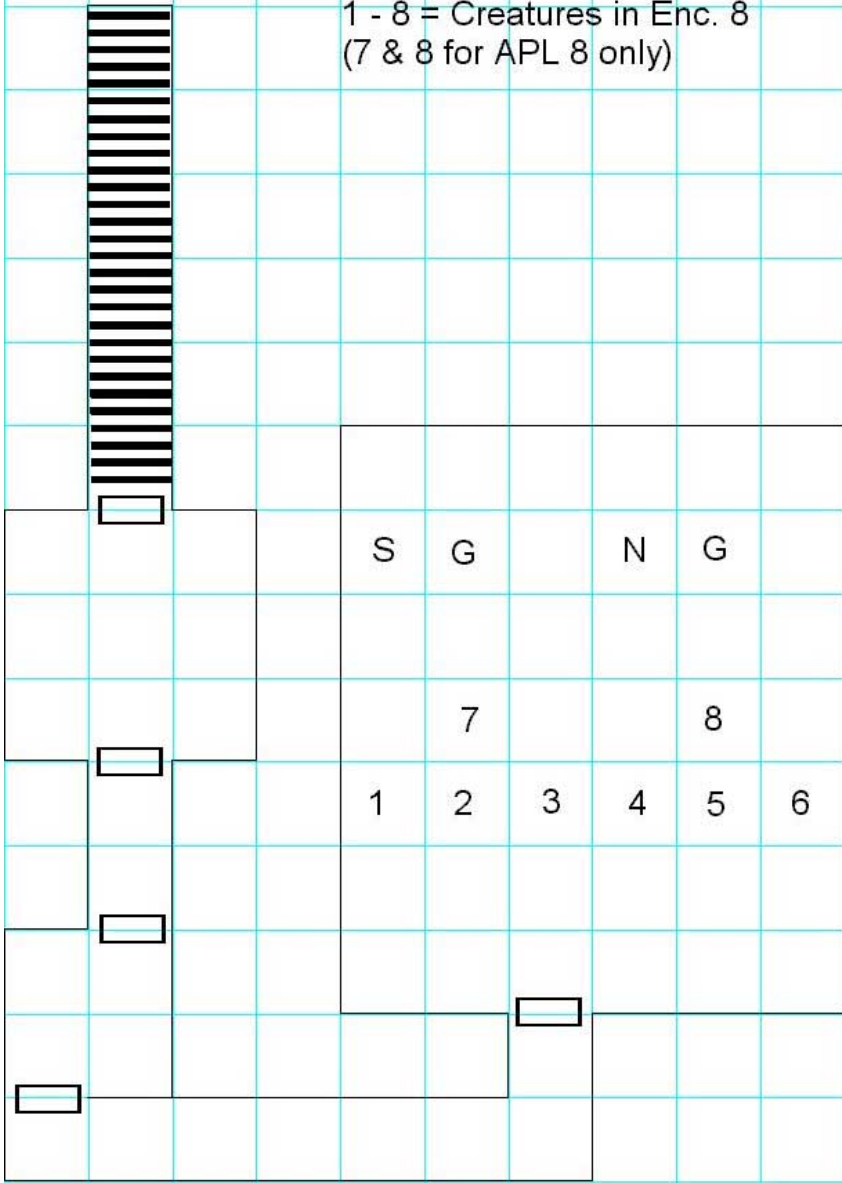
C = Creature in Room 1

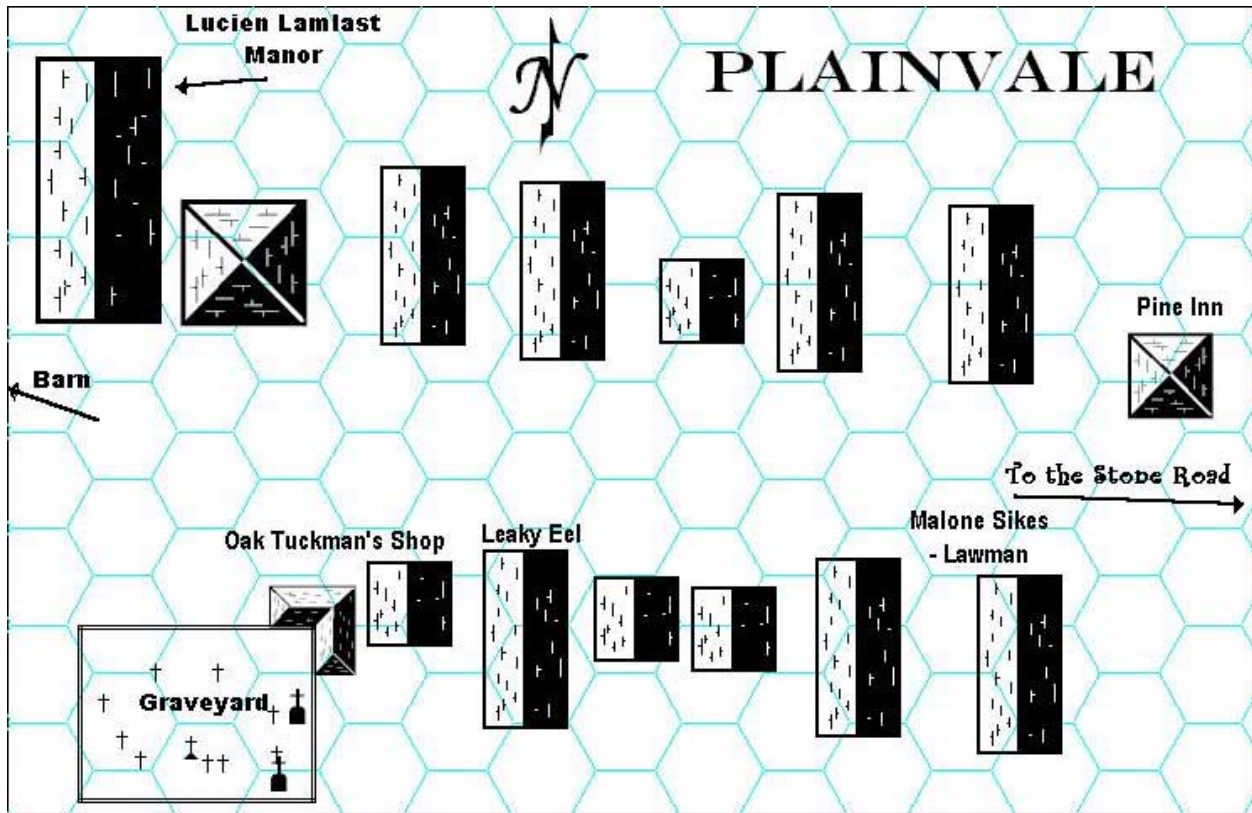
G = Dying Girls

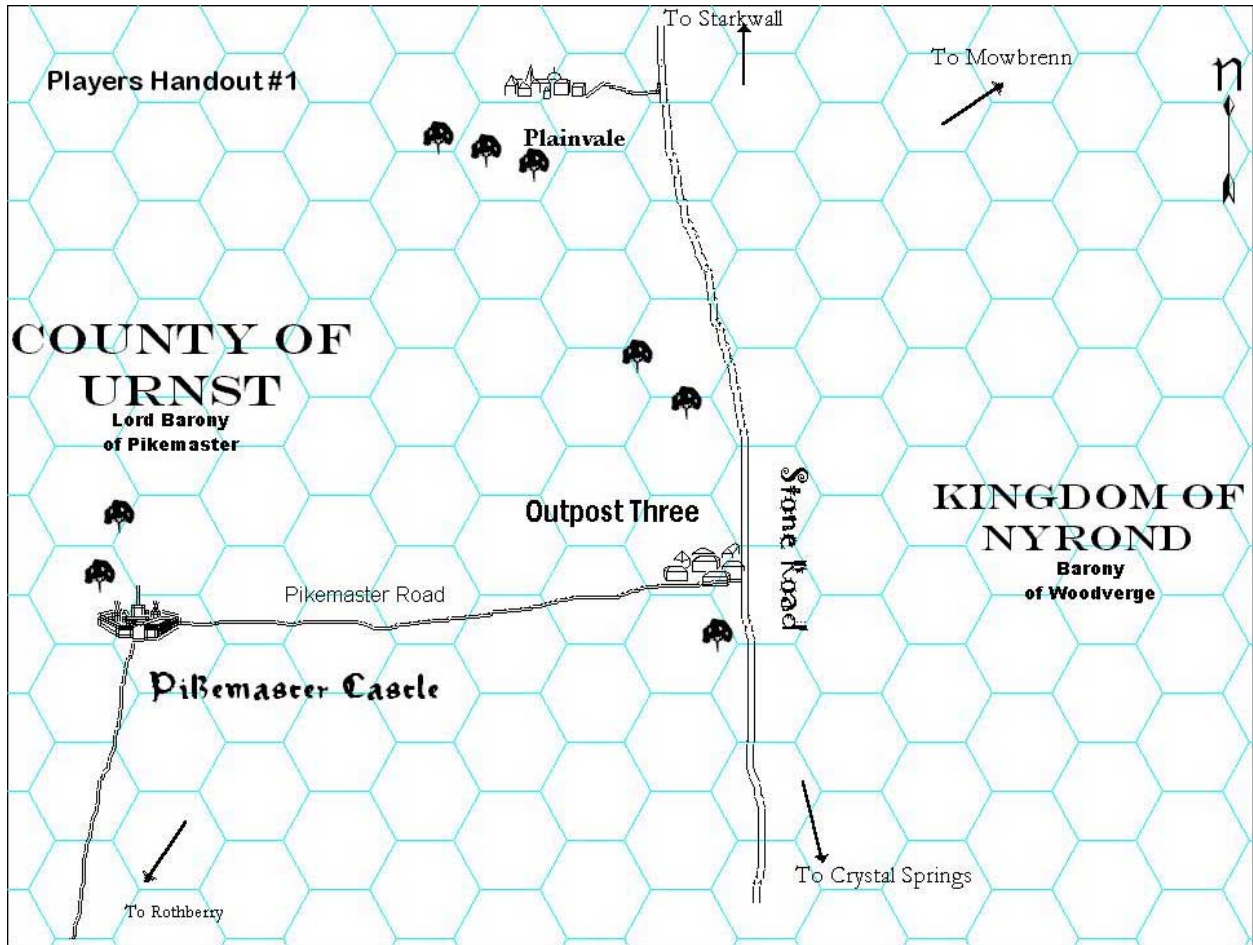
N = Nismit

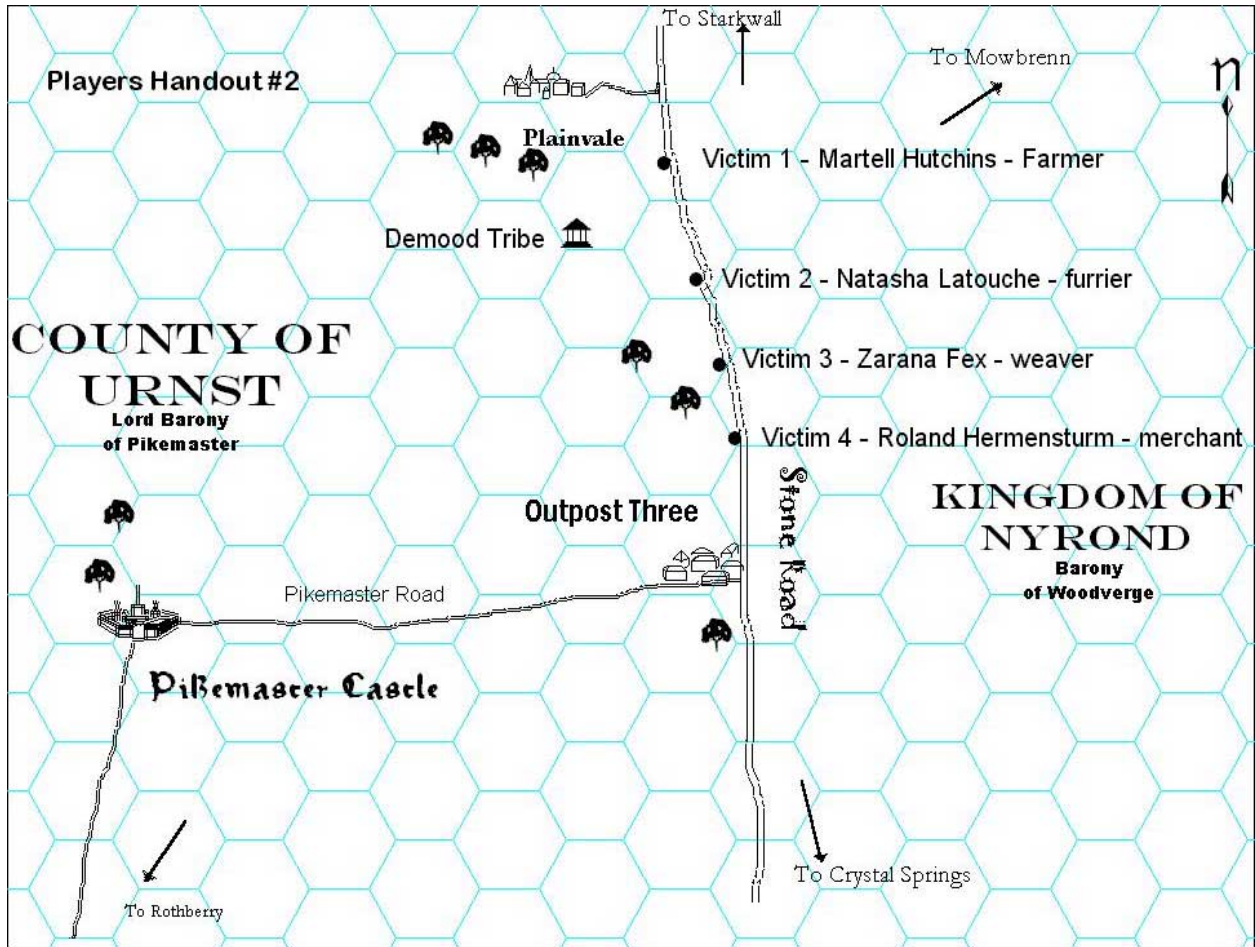
S = Stamos

1 - 8 = Creatures in Enc. 8
(7 & 8 for APL 8 only)









PLAYER'S HANDOUT 3

Dear Captain Villars,

If I were you, I'd stop thinking about investigating the murders happening along the Stone Road. For that matter, I'd stop thinking about sending any of the Urnst soldiers to investigate. Your daughter's life depends upon it. Allow me to complete my work and she will be returned to you safely.

PLAYER'S HANDOUT 4

Dear Captain Villars,

I do believe by now you have figured out that hired independent help is the way to stop these murders. Let's find out how good they are, shall we?

Tharin,

My revenge has begun. Do not try to stop me or your daughter will die.

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.