

KEO2-02



DOWN TRODDEN

A ONE-ROUND D&D[®] LIVING GREYHAWK[®]
KEOLAND REGIONAL ADVENTURE

Version 1

by Joe Russell

RPGA HQ reviewer: Christopher Lindsay and Stephen Radney-MacFarland

More vile and unnatural creatures have been coming out of the Rushmoors of late, and the surrounding villages are fearful for their lives. Holphin Neheli sends out a call to the local adventurers to go into the swamp and find the cause of the undead hordes. Part 2 in the Crowning Glory cycle, for characters levels 3-8.

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 Willams, 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, Mialec, 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 Keoland. 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

The necromancer, Juril Casnough, moved into the Rushmoors about three months ago to continue research and creation of undead creatures, and came across an old ruined temple still dedicated to Tharizdun. Juril quickly secured the area and began the next phase of his plans. Starting a month ago, he began sending the undead against the villages along the edge of the swamp to bring in new victims for his experiments. Duke Cedrian III sent his nephew, Holphin Neheli, along with the Darkwatch, to get a better idea of what is happening along the swamp's edge. The Darkwatch has their hands full protecting the villages and eradicating the undead hordes streaming out of the Rushmoors. Holphin decides to send out a notice for local adventurers to come and help end this threat. The local Darkwatch commander, Kieran (pronounced K'ran), sees this a good opportunity to watch the characters to see if any have the potential to join the Darkwatch.

The event begins with the characters at the village of Darkwater, near the edge of the Rushmoors, to meet with Holphin about signing up to go into the swamp. After the characters talk with Holphin and the Darkwatch commander at the village, they can investigate the area to find any other clues that might help narrow the search in the swamp. The characters can talk to various individuals in Darkwater to learn some of the secrets the hamlet possesses. The characters can also go investigate Lurken's Field and Groton. The second night of investigation, more minions of Juril attack Darkwater.

Some clues found on the fallen attackers can help the characters narrow their search of the Rushmoors. Trudging through the swamp, and overcoming many of the natural obstacles along the way, the characters eventually arrive at Juril's lair. There they encounter Juril with some of his servants. If the characters manage to kill Juril, the undead and unnatural creatures stop attacking the surrounding villages, and Holphin and the Darkwatch recognize the characters for their efforts.

During the entire course of the event, at least one member of the Darkwatch could be watching the actions of the characters. If at any time a character does something that is against the tenants of the Darkwatch, that character cannot use this event to help them join the Darkwatch.

It is currently the 8th day of the lunar cycle, the moon is half full, and in three days it becomes 3/4 full. Three days after that is the first day of the full moon. This only matters for those characters that are lycanthropes. Refer to the characters' certificates as needed for Will saves to resist transformations.

Unless a character is able to alter the weather, this is the forecast for the next seven days.

- Day 1: Clear skies, cool at night. Half-moon.
- Day 2: Slightly cloudy, with complete cloud cover at night.
- Day 3: Rain begins about 5am with heavy downpour and stops about 8am. Light rain for the rest of the day and night.
- Day 4: Misty through the morning, skies clearing early afternoon. A few clouds at night and cool. 3/4 moon.
- Day 5: Clear skies with scattered clouds and warm, with the night clear and warm. 3/4 moon.
- Day 6: Fog in the morning, burning off by noon, cool in the morning, warming up in the afternoon. Slightly cloudy at night.
- Day 7: Chilly in the morning, warming slightly in the afternoon with scattered clouds that go throughout the night. First night of the full moon.

If the characters have not found Juril's lair and stopped him by the night of the 7th day, than a horde of undead and other creatures from the swamp attacks Darkwater.

If any character turns into a were-creature during the event and harms or kills any villagers, characters, or any other person in the area, the Darkwatch troops in the area

kill the character and burn his/her body. If a character turns into a were-creature and is witnessed by a villager, Holphin, or a Darkwatch member and does not harm or kill anyone, that character is only arrested and taken to a Darkwatch stronghold to be interrogated. Based upon the proceedings, the character is put into the Hospitaler's care to have the curse removed, or the character is killed if unwilling to let the curse be removed. The Triad needs to be contacted and sent a summary by both player and DM about the circumstances surrounding the events.

DM's *Aid 1* contains additional background information about Juril Casnough that was too lengthy to include in the *Adventure Background*.

INTRODUCTION

The characters begin arriving at the village of Darkwater. They can either be entering as a group or individuals.

The past few days of travel have been rather uneventful, but with the news that Holphin Neheli is gathering a group of adventurers to help out the villages near the Rushmoors, all of that is about to change.

The notices said to go the Inn of the Badger, in the village of Darkwater, to find out more about the troubles plaguing the area. You pass several abandoned farms as you approach the village's main area. Entering the village at dusk, there are villagers still moving about their business, but it is not difficult to miss that they seemed wary. Also moving around town, there are several men and women dressed in the attire of the Darkwatch.

The Inn of the Badger is easy to spot. It is the largest building in the town. Across the way is a general store and further down the street the sounds of a smithy can be heard.

Entering the inn, it is pretty crowded, even for early evening. The villagers that were not out moving in town or at home are huddled up here drinking ale and trying to pretend that nothing is wrong. There are still a couple empty seats at the tables and even a spot or two at the bar. A woman, who still shows signs of the beauty she possessed in her prime, is moving about the room seeing to the customers. Behind the bar is an aging woman pouring pints with a smile and a quip.

If the character asks the waitress or the bartender about talking with Holphin, they are directed to a back room. Otherwise the characters can take a seat at one of the tables.

The waitress, Mia, is courteous to the characters and flirts with them a bit to earn an extra copper or two. If asked, she gives the following prices for food and drink, all by glass or mug.

Ale:	2cp	Wine:	1sp
Fine wine:	5sp	Mead:	3cp
Whisky:	5cp	Bread:	3cp
Roasted Meat:			7cp
Cooked Vegetables:			5cp

If asked about lodging, Mia directs the characters to Delna, behind the bar.

A successful Diplomacy check (DC 12) gets Mia to tell the characters a bit about what has been going on around here.

For about two weeks now, things that once were alive but now are dead have plagued us. They come out of the Rushmoors and attack without warning.

We heard that these creatures have also attacked other villages. Everyone is afraid to go out at night.

A successful Sense Motive check (DC 15) reveals to the character that she seems particularly upset or bothered by something. If asked what is bothering her, she acts as if she doesn't know what they mean and excuses herself to help the other customers.

Delna (innkeeper) says the same things as Mia. She also has three rooms to rent out right now. They can each fit two comfortably; three would be tight. She is a bit curious about the newcomers into town and engages in conversation with any character to find out a bit more where they came from and where they are heading. Delna won't get into deep conversations at this point. She is just trying to get a feel for the characters.

ENCOUNTER 1: PRIVATE MEETING

The backroom is about 20 feet by 30 feet with a long table in the middle. The village council usually meets here, but it is also used for private meetings. There are eight seats around the table. The room is empty when the first character enters. Mia comes in for any requests of food or drink that the characters might want. Holphin and Kieran enter after all of the characters have arrived in the back room. Any character that has a Favor of Holphin Neheli is recognized by him and greeted by name. He then introduces himself and asks the same of the characters that he does not know. Holphin and Kieran also take their dinner with the characters.

"I thank you all for coming. I am Holphin Neheli and this Kieran, a protector of this land. Before we begin, please introduce yourselves and tell us a bit about your talents and abilities."

Even if the characters have an influence point, he does not recognize them at first. If they make a point of mentioning the previous mission they performed for Holphin, he remembers them.

Remember that Kieran is a Darkwatch commander and he pays particular attention to what the characters say and act accordingly.

"Well since you are here, then you know what the basics of your mission is going to be. The trouble started about two weeks ago, with unnatural and undead creatures coming out of the Rushmoors to attack some of the local villages. This one village in particular has been hit the hardest. Kieran and his men would gladly go out to search for the reason behind these attacks,

but politics, as usual, stops that. With my uncle's permission, I have asked for adventurers to seek out why these attacks are occurring in such a precise manner. Now before this goes any further, does anyone here not wish to continue with the mission?"

Anyone that leaves at this point is out of the adventure. The politics, of course, involve Keoish representatives entering the Rushmoors, which are not officially Keoish land.

"Ok, good. I knew you were hearty souls. While you are working for me, your room and meals will be paid for. What we know so far, is that for the past couple of weeks, this village and the ones to the east and west of here have been attacked almost a dozen times each. No patterns have been found in the attacks, but mostly the undead creatures attack the outlying areas of the village. They take the ones they kill back with them. It is obvious that someone or something is controlling them, but for what purpose we do not know."

Holphin pauses as Kieran begins to speak. "There have been a few oddities about a couple of the attacks. Some of the farmers have mentioned that they are now missing some livestock, and Darkwater has had the highest concentration of undead attacking it."

Holphin speaks up again, "As of yet, we have not been able to discern the area in the Rushmoors where the undead are coming from. But this is where you come in. You will head into the Rushmoors and try to track these undead back to whomever or whatever is controlling them."

Kieran interjects in a stern tone: "Any items that you find at the site you should destroy. They will be tainted with evil. If you do bring anything or anyone out of the Rushmoors, you will hand them over to us immediately upon exiting the Rushmoors."

"Now are there any questions for Kieran or me?" Holphin asks as he looks at each of you in turn.

- What other villages have been attacked?
- "The other two villages that have been attacked are, Lurken's Field and Groton." Holphin says.
- Why doesn't the Darkwatch go into the Rushmoors?
- "Technically, the Rushmoors are not part of the kingdom and we are only allowed to patrol the edges that border on our lands. We are not allowed to go too deep into the swamp." Kieran replies.
- Can we keep anything we find?
- "If the items are not tainted nor connected with anything that will harm you or the populace, then we will allow you to keep them." Kieran says.
- What will the Darkwatch be doing?
- "We will be patrolling the edge of the Rushmoors to try and stop any more incursions."
- Can we get any help if we need it?
- "All of my men will be performing other duties."

- How can we travel in the Rushmoors?
- **"The easiest would be using rafts or canoes. I would not recommend swimming too long though. There are some canoes being stored at the general store. Horence will be told that you will be coming to collect supplies for your journey. All reasonable supplies will be covered; anything else you will have to buy yourselves."**
- Who were the farmers that lost livestock?
- **"Kilven's farm and Crof's place to the west and north. They are the only farms in those areas."**
- What kinds of undead have been attacking?
- **Kieran stares at you a little before answering, "From the reports I have taken, mostly skeletons and zombies have been attacking the other two villages. The ones attacking here have been of a more dangerous variety. Some you can smell coming and others will just appear around you."**

Anyone that shows off too much knowledge of more powerful undead are watched closely by the Darkwatch. You need to read up on the Darkwatch to take appropriate actions based upon what the characters do.

- How many people have been taken/killed so far?
- **"Between all three villages about two dozen. With 10 of them being from Darkwater. The last attack was two nights ago."**
- Where is Groton/Lurken's Field?
- **"Groton is about a day and half ride to the east and Lurken's Field is about a day's ride to the west."**
- Where in the Rushmoors is the source of the problem?
- **We aren't yet sure. You will need to do a bit of investigating; otherwise, you would be wandering haplessly through the swamp.**
- Do we get paid?
- **"I think I can persuade my Uncle that a little loosening of the money bag is warranted. I will offer you (20gp for APL 4, 30gp for APL 6, 40gp for APL8) now to each of you and an equal amount if you are successful."**

"If there is nothing else, then we will leave you to make your plans. Just speak to Delna about your rooms and meals. If you ever have the need to speak with me, you can leave a message with Delna. Good luck and good hunting." With that Holphin nods his head as he heads out of the door with Kieran.

- **☞ Kieran, Darkwatch Knight:** Male human Fighter 6.
- **☞ Holphin Neheli:** Male human Ari3/Rgr1/Ftr2.

There is not much more the characters can do this evening. They can hang out in the tavern, drink a few pints and relax. The characters can also talk with various patrons of the Inn, but none of them know much more

than what the characters have already been told. The general store, smithy, and other shops have already closed for the night. The Darkwatch have set up their camp about a mile away from the village. Only a few Darkwatch men-at-arms are in the village, most are on patrol near the Rushmoors or resting at camp. The patrons all leave before midnight and are cautious when leaving. Delna stays up for a few more hours serving drinks to the characters if they wish, and just chatting.

The characters might also decide to patrol the village this night. Nothing is a going to attack them, but play up the suspense.

If the characters decide to search and ask questions around Darkwater, go to *Encounter 2*.

If the characters decide to go to Groton, go to *Encounter 3*.

If the characters decide to go to Lurken's Field, go to *Encounter 4*.

ENCOUNTER 2: DARKWATER

The next day the characters can visit a number of places around town to try to find more clues about where the attacks are coming from and why they are happening. Most of the people in the village do not know any more than the characters. They try to answer any questions that the characters have. For flavor, add some of the rumors below to any conversation that the characters have with the villagers, even the when dealing with the named locations below. The villagers are hopeful that either the Darkwatch or the characters hired by Holphin Neheli can end the undead threat. Any overt act of aggression by the characters against anyone in the village does not earn them any favors though, and word quickly spreads throughout the village, and soon the characters find a very cold reception for them. A successful Diplomacy check (DC 18) is needed if this happens to get any villager to talk to them.

The named locations below are areas in and around the village that someone might have some details that might be of interest to the characters.

- **☞ Darkwater Villager:** Male/Female human Com2.
- **☞ Darkwatch Men-at-Arms:** Male/Female human War3.
- **☞ Darkwatch Cleric:** Male/Female human Clr3 (Pelor).

The blacksmith in town can sell or make anything up to medium-size weapons from the *Player's Handbook* at a 10% increase. The general store has all non-masterwork items under 200 gp in stock from the *Player's Handbook* for normal prices. The tailor in town can make most clothing if given enough time. The characters have to wait for the tailor to craft the clothes and the price is the value in the *Player's Handbook*.

Rumors about the attacks:

- **"The Rushmoors are stirring again. Nothing good ever comes from that area."**

- *“Some say that we angered the Rushmoors and now we are paying the price.”*
- *“We were cursed by a witch or a warlock to be taken by death into undeath.”*
- *“The Rushmoors are alive and we are next to be swallowed by it.”*

Information about the Darkwatch: (The villagers not say anything bad about the Darkwatch.)

- *“They help protect us from the Rushmoors.”*
- *“They route out any pockets of evil that they find.”*
- *“They protect us from the unnatural and the demon magic.”*

Information about Holphin Neheli:

- *“He came with the Darkwatch to help protect us from the attacks.”*
- *“He’s the nephew of the duke or something like that.”*
- *“We hope he can help us, like he helped Salinmoor with the plague. He was able to find a cure to a deadly plague that swept through the south. Heard it was started by a witch, which they burned to death.”*

ENCOUNTER 2A: MORNING AT THE INN OF THE BADGER

The characters can visit the Inn of the Badger the next day when it is a little less crowded. Both Belna and Mia will be here. There is a table with three Darkwatch men-at-arms grabbing a quick bite to eat, a table of two farmers seeming to haggle over something, and young man and woman quietly eating.

The young couple doesn’t know anything more about what is going on then what the characters already know. With a successful Sense Motive check (DC 12), the young man seems a little annoyed that the characters have interrupted their meal. A Sense Motive check (DC 15) reveals that the young man doesn’t want anything to interrupt the one-on-one meeting.

The two farmers are discussing the trade of breeding stock between the two farms. One of the farmers, Kilven, lost his bull hog in the attacks and needs another. The other farmer, Crot, needs a sow. Some good roleplaying and a successful Diplomacy check (DC 18) works out an amiable compromise between the two. Otherwise they start getting pushy with each other and have a fistfight as they leave the Inn. Neither gets seriously hurt and they head back in for a few therapeutic drinks to stop the throbbing.

If the characters ask, the farmers let the characters look over the area for any tracks and possible clues. Both farmers lost a lot of livestock in the attacks and both need to rebuild.

The two male and the female Darkwatch men-at-arms at the table say very little to the characters. They just watch to see how they handle themselves and try to overhear anything they say.

The characters can also talk to Mia. She doesn’t seem to know any more about the attacks than anyone else. A successful Sense Motive check (DC 15), reveals to the characters that something is bothering her. With a successful Diplomacy check (DC 15), they can get her to talk about the following:

“When these creatures first started attacking our village, I woke up in the middle of the night and heard something moving around in the other room. I opened the door and saw a creature with flesh hanging from its arms and it smelled horrible. I threw on a cloak and climbed out of my bedroom window and ran. That’s when I saw that the village was under attack. I ran and hid in the Inn with the other women. When I returned home, I saw this lying on the table.” Mia holds out a piece of cloth.

She lets the character take it. It is faded blue with two interlocking rings, with the letter JC in one ring and AB in the other.)

- Do you know anything about it?
- *“The last time I have seen it was nearly 20 years ago. A woman who used to live here, Agela, had made it for her man, Juril. It was a courtship gift.”*
- Who is Juril?
- *“Juril Casnough used to live on his parents farm to the south. He was a strong, handsome, young man. All of the girls liked him; I used to have a crush on him.”*
- Who is Agela?
- *“Agela Bakeris was the old baker’s daughter. She was their only child. She moved away shortly after Juril left and was last heard living in some city to the south.”*
- What happened?
- *“No one really knows, except maybe some of the older folk. Agela was frightened by Juril somehow and soon he was be hunted for “unnatural” practices and branded as a warlock. He fled the village and was not heard of again.”*
- What do you mean unnatural?
- *“I don’t know and don’t want to know.” Mia whispers, glancing over to the Darkwatch.*
- Is the baker still here?
- *“No, he died a few years ago. Just after his wife died from a lingering sickness. Poor man had no one left and just seemed to give up on life.”*
- Do the Casnough’s still have a farm to the south?
- *“Well, as you can imagine, after the incident the Casnough’s were shunned and after a few months they moved on themselves. Heard that one daughter now lives in Lurken’s Field to the west and the Mr. and Mrs. live in Groton to the east.”*

- *Why do you think the cloth was put in your house?*
- *“Well Agela and her family use to live there, and I moved in with my husband a couple of years ago.”*

Mia doesn't know anything else about what went on. Mia consents to the characters looking through her house if the characters ask politely. She gives them the key and asks that they don't break anything. Mia examines her house later that night to see if the characters took or broke anything. If they had, she seeks reparations.

The characters can go and talk to Belna as well, but she does not know anything else of importance about the attacks. If the characters had talked to Mia and learned about Juril, then she has a little more information to give.

- *“The Casnough's were a hard-working family. Never had any trouble with them at all.”*
- *“Nethran and Avella Casnough had three children. Juril, the oldest, Rena, a lovely child, and Nethson, a scamp if I ever saw one.”*
- *“Shortly after the incident, Nethran took the rest of his family to Lurken's Field to start a new life. Rena married a blacksmith in Groton about 10 years ago. Don't know how they are doing now though.”*
- *“Not many people around here still from 20 years ago who remember what happened. You might want to try the old tanner, Ertis. He lives just east and north of here.”*
- *“Agela met a strutting peacock who came here for some sort of business. She must have wanted to get out of here, because she left with him. Haven't heard anything since.”*

ENCOUNTER 2B: MIA'S HOUSE

The characters might want to search Mia's house after talking to her at the Inn of the Badger. The characters can search the place with her permission (they got the key from her) or just break in. If the characters break in, Mia tells the constable about the break-in and her main suspects are the characters. If caught, Holphin dismisses the characters and they are put into jail in Darkwater for three days and fined for any damage they caused and then kicked out of town. If the characters want to continue with the adventure, then they have to do it outside of Darkwater. If the characters do manage to solve the mystery and stop Juril, they still do not receive any additional rewards from Holphin. Also this adventure cannot be used to help them get into the Darkwatch if they break in.

Following the directions Mia gave you; you arrive at her house just off of the main street in town. It is a one-story wooden house with a little garden in the back. Off to the right is a small hut that must have been used to bake the bread.

Unlocking the door, you enter into a 15 ft. by 15 ft. room with an opened wall straight. The front room has several chairs laid about the room, with a small table in the middle. Through

the opened wall you can see a larger table with a fireplace on the other side.

There is nothing really to see in this room. There are a few pictures hanging on the walls and some heavy blankets piled up next to the chairs. The table has some books on it of adventures far away.

Entering the back room, there is a table with benches on either side in the left half of the room. A cold fireplace is directly in front of you with a large pot hanging in it. To the right is an area set up to serve as a kitchen. A set of wooden stairs leads up to the attic area on the right hand wall. To the right, on the close wall, is a closed door. Along the back wall, near the fireplace, is another door that leads outside.

The kitchen/dining area does not hold any clues either. The pot is cleaned and the fire was more than likely left over from last night. Mia keeps the kitchen area clean. The only thing out back is a small garden that Mia keeps so they can have fresh vegetables, and the privy.

The downstairs door opens up into a 15 ft. by 20 ft. bedroom with a large bed in the middle. A writing desk is set against one wall with a washbasin on a small table nearby. Another small table under a window has small little boxes and bottles arranged neatly before a polished mirror. On the left wall is a large wardrobe and a chest is at the foot of the bed.

The wardrobe contains Mia's and her husband clothes, and the chest has extra blankets and more clothes. These are all of their personal effects and have no clues for the characters to find.

Going up stairs, you see an attic area that runs the length of the house. There are a couple of small items and chests stacked neatly near the back half of the attic. A heavy curtain blocks off the front half. Pushing it aside, you see another bedroom area. A smaller bed is pushed against the window with a chest at the foot of the bed. A cracked and faded basin sits on an old table to the left. It is a little musty and dusty in this room as if it hasn't been disturbed in a while.

This is where the characters can find some more tidbits about Agela and Juril. Agela used to keep diary entries on small pieces of paper kept bundled together with a small piece of twine. In her hurry to leave and forget about everything, a couple pieces fell and got lost in some of her old clothing in the chest. A successful Search check (DC 15) of the chest reveals the papers lost in the folds of an old, moth-eaten blanket. Give the characters *Player's Handout 1*. There is nothing else of importance in the house.

ENCOUNTER 2C: ERTIS THE TANNER

The characters, based on information from Belna, might decide to visit Ertis to see if he remembers anything about the incident from 20 years ago. Ertis and his sons

run a tannery to the east and north of Darkwater. The house is on a dirt road about a 1/2-mile from the main road heading east to Groton. Behind the two-story house is another large building which holds the tannery. A small field is off to the right for growing vegetables. Ertis, his wife, and his three sons run the tannery and small farm. Ertis is a bit of a curmudgeon. He believes in hard-honest work, which adventuring is not in his eyes, and is gruff in manner and speech. He talks to the characters only if they can make a successful Diplomacy check (DC 15).

Heading up the small dirt road to the tannery, you see the place about one-half mile away. There is a two-story house with a garden off to the right. To the left and behind the house is a long, low building which has all of the earmarks of a tannery. Out front of the house is a wiry old man, who is using his mouth as much as his other muscles to fix a wagon.

He looks up, as you get closer to the house and hefts the heavy hammer he has been using. "Well, what do you want? I ain't seen you in these parts before. Don't come a step closer, or I'll give you a whoopin'."

There are a number of ways for the characters to get Ertis to talk. He is fond of the hard liquor, good halfling pipe tobacco, or someone that seems to be a hard-working individual like himself. Any of these give the characters a +2 circumstance bonus to the Diplomacy check.

Once the characters get Ertis to talk with them about Juril, he can tell them the following:

- Do you remember Juril Casnough?
- **"Juril Casnough. Haven't heard that name in a long time. What business is it of yours?"**
- Why did Juril get forced out of town?
- **"The old baker's daughter was mightily frightened by what Juril was doing. They said he was a warlock and into unnatural practices."**
- What kind of unnatural practices/warlock?
- **"We thought the girl got cold feet about the wedding and all, but she was so spooked by what she saw; a group of us went to his place near the hedge doctor's place to confront Juril. When we got there, he had already left. What I saw with my own eyes what he was doing there, it turned my blood cold."**
- What was he doing?
- **"It was nothing natural and that's all I am going to say on that matter." Ertis shudders a bit.**
- Where's the hedge doctor?
- **"Some of the folks thought Juril learnt it from the healer and they strung him up. A couple of the women now have taken over the healing of the sick."**
- Where did the hedge doctor/Juril use to live?

- **"Right after the hanging, they burned both places to the ground and then trampled the place. If anything was there, it is long since gone now."**
- Have you been attacked by the undead?
- **"Not really, except fer last night. Heard a commotion out back near the tanning barn. Me and my boys checked it out this morning. Found the wagon busted, part of the barn broken in, and some of the leathers missing. What ever it was, it was big and strong."**

Ertis doesn't know anything else. He lets the characters check for tracks near the tanning barn. A Track check (DC 15) determines that a troll has broken into the barn and taken the leathers.

It takes two more Track checks to follow the tracks back to the Rushmoors; there the tracks are lost.

ENCOUNTER 2D: KILVEN, CROT FARMS

Kilven's and Crot's farms are to the west of Darkwater, about a mile from each other. There is nothing really important at either farm except for the tracks in the fields. Both own large tracts of lands for growing all kinds of grains and other kinds of produce. Back behind the barns are the pigpens and chicken coops. All tracks are completely destroyed in the pens, but out in the fields, with a successful Search check (DC 15) or Spot check (DC 18), the characters can find some tracks. A successful Track check (DC 20) allows the character to determine that an ogre had come through here.

At both farms the pigpens and chicken coops look recently repaired and contain less livestock than they could probably hold.

It takes two more Track checks to follow the tracks back to the Rushmoors; there the tracks are lost shortly after entering the Moors. If the characters insist on traveling further into the Moors at this point without the map, describe the deadly nature of the Rushmoors. If the characters still do not turn around and are not following the map, feel free to have the party get attacked by appropriate creatures from the *Monster Manual* until they turn back toward dry land.

ENCOUNTER 3: GROTON

Groton is a 50 miles to the east of Darkwater. Groton is similar to Darkwater and Lurken's Field in size and layout. The people of Groton are wary of the attacks from the Rushmoors, although the incursions into their village are not as bad as in Darkwater. The people are generally friendly but are on edge. The Darkwatch does maintain a presence here as well. This force is actually part of Captain Kieran's command and is led by Sergeant Silpomey. They know of the characters' presence in the area and that they are trying to find the cause of the attacks. Any inappropriate actions are reported back to Captain Kieran.

The characters can talk to various villagers around Groton, but they don't know anything more than what the characters already know. You can use the rumors from *Encounter 2* to flush out some of the conversations. Rena is the main person the characters would want to talk to in town.

The blacksmith's shop is on the eastern edge of town and anyone can give them directions. Rena and her husband, Bartu, live a good life here and are happy with each other. Rena manages the store portion of the shop, while Bartu works away in the rear on the various consignments.

You easily find the smithy at the eastern edge of town, across the street from the stables. Various tools and implements are on display on the front porch of the shop. Inside there is a brown-haired woman talking to another customer while a young boy is dusting the store. All of the items in the shop seem well made.

The boy stops his cleaning and walks over. "So you need anything? My pa is the best smith in the area." He smiles proudly. "Wow, are you adventurers? I haven't seen adventurers here before. Besides the watch and the Darkwatch, no one really carried real weapons around here. Can I see your weapons? I have been practicing with my pa to use a hammer. Well actually how to use a hammer at a forge. I want him to teach me how to fight, by ma won't let him. Do you know how to fight?"

Draf, Rena's and Bartu's son, keeps on rambling on as long as the characters let him, or for a couple more minutes until Rena finishes up with the other customer. If the characters haven't quieted him down by then, Rena playfully scowls at him and gets Draf back to cleaning the store with threats of having to clean out the firebox in the smithy.

"Pardon my boy. He gets a little excitable at times. I am Rena. Is there something you wished to purchase or have repaired?"

If (when) the characters start asking her about her family's past, especially why they moved and the incident that caused Juril to leave Darkwater, Rena gets agitated and asks the characters to leave. If they manage to convince her to talk to them, which requires a character to make a successful Diplomacy check (DC 18), she sends Draf to go help his father in the smithy.

The following is all that Rena knows about the incident and all that she is willing to tell the characters. If they get too pushy, she calls for Bartu to remove the characters from their shop.

"I was a little girl when it all happened. We were all waiting for Juril to ask Agela to marry him. It was late one afternoon and these men from the village came knocking on our door to find Juril. I was sent to my room to play with Nethson. All that my parents told me that night was that Juril was something that was not good and many men were out looking for him. The next year was not good for us. People who were friends, no longer talked to us and there were always whispers about dark things in our family. Ma and pa took Nethson and me to Lurken's Field to live after that. I really never found out what Juril did,

but from what I learned then and that you are asking questions about him now, he must have done something really bad.

Now if you would excuse me, I need to get back to work and have my son finish his chores. Good day."

She answers no more questions for the characters. If they do not leave her alone, she calls the town guards.

ENCOUNTER 4: LURKEN'S FIELD

Lurken's Field is 35 miles to the west of Darkwater. Lurken's Field is similar to Darkwater in size and layout. The people of Lurken's Field are wary of the attacks from the Rushmoors, although the incursions into their village are not as bad as in Darkwater. The people are generally friendly but are on edge. The Darkwatch does maintain a presence here as well. This force is actually part of Captain Kieran's command and is led by Sergeant Toverson. They know of the characters' presence in the area and that they are trying to find the cause of the attacks. Any inappropriate actions are reported back to Captain Kieran.

A wandering priest of St. Cuthbert is currently staying at the Broken Shield Inn. He came to this area to see what help he could offer. He is able to cast one *restoration* spell the first day as that is all that he had prayed for. After that he could cast 2 per day. The cost per *restoration* spell is 280 gp.

The characters can talk to various villagers around Lurken's Field, but they don't know anything more than what the characters already know. You can use the rumors from *Encounter 2* to flush out some of the conversations. The Casnoughs are the main people the characters would want to talk to in town. Their farm is on the south side of town. Nethson lives with his parents, Nethran and Avella, and his wife, Lereta, on the farm. In the recent years, Nethson has taken over most of the farming duties as his father is finding it harder to move due to the aches in his bones. Nethson is very protective of his family and of their past. Once the characters manage to convince him to let them talk to his parents, they can learn a bit more about what happened all those years ago.

Following the directions given you at the village, you turn down a path heading to a lone farmstead. It is not a big place, but large enough to feed itself and to make some money selling off the rest. Smoke rises from the chimney at the farmhouse. A repetitive banging noise can be heard from behind the barn. A large, hairy brown dog barks loudly as you approach, tugging on the chain attached to its neck.

Answering the dog's calling, a young man with short curly black hair comes around the side of the barn hefting the scythe he obviously had been fixing as part of the blade is still slightly bent.

"Is there something I can do for you folks?" He says in a friendly but guarded tone.

- Is this the Casnough farm?
- “Yes, it is. I’m Nethson. What is it that I can do for you?”
- Do Nethran and Avella still live here?
- “What do you want with them?” He now seems much less friendly.

It takes some talking to convince him to let them talk to his parents. A successful Diplomacy check (DC 15) is required. Once they do they can learn the following from his parents. Nethson knows as much as they do.

Relaxing a bit, Nethson brings you inside the farmhouse, after insisting that any muddy clothing be left outside along with any weapons, as he doesn’t want his parents to feel threatened.

Anyone refusing to leave weapons outside are not be allowed to enter.

The inside of the farmhouse is cozy and warm. A young woman gives Nethson a quick kiss and you a strange look. Nethson whispers to the woman to bring some tea into the sitting room and have his parents join them. The sitting room only has three chairs and one couch circling the fireplace. Nethson says that you can stand or sit, but leave the couch for his parents.

A few minutes later an older man, who shows signs of a quick wash, and a woman about the same age come into the room arm in arm and looks you over before taking a seat on the couch as if holding court.

“My daughter-in-law says that you wanted to ask us some questions about Juril. I have half a mind to send you out of here with a swift kick to the rear, but my dear wife, who could tan your hide black before sending you flying into a manure pile, thinks a short conversation would not be too bad. So who sent you to our door this time?”

It use to be once a month, then every couple of months, but it has been some time now. People come up and harass us that we caused them back luck or something. Has been that way since ... Juril left.”

“We all loved Agela and were planning out the marriage ceremony and newlywed gifts.”

“It was a spring morning, when about 20 people showed up at our farmhouse in Darkwater. They were all brandishing pitchforks and torches, demanding to see Juril. Juril hadn’t been at the house for a couple of days, and he did not show up that day. Eventually the mob calmed down and we learned why they were so angry. Agela had gone to see Juril that morning, and she was back into town just a little while later crying in her father’s arms. We were told that Juril had been performing obscene experiments and Agela saw them. At first we didn’t believe them, then we saw Juril’s hut just outside of town. It was as they had described. I won’t tell you what I saw though, it was nothing that no honest man should see or be a part of. Getren, the healer of the town and Juril’s teacher, professed his ignorance of what was in the hut. He said that he had never been inside of Juril’s place. But the mob didn’t listen him and they strung him up for being a part of it. Poor man, I believed him, but my voice was small compared to the rest. Later some members of the Darkwatch came through and started their investigation. They are a stern bunch, and you don’t say no to them. Luckily they

realized we hadn’t anything to do with the whole mess and eventually left looking for Juril.”

“I haven’t seen or heard anything of Juril since he left. We still love him for the man he was, but if he ever showed his face around here we would turn him in for the things he did.”

“Work is never done on a farm, my son and I must get back to our chores. The inn in the village isn’t too bad; just stay away from the mead. Old Gustuf likes to water it down. Farewell.” With that Nethson begins to usher you out of the house and watches you from the door as you leave.

The characters might feel that the Casnoughs are hiding something and come back at night to investigate. If the characters are detected in the house, then the Casnoughs do not hesitate to report them to the local sheriff in the morning. Of course they do not find anything of importance. Juril has not visited the farmhouse.

ENCOUNTER 5: MIDNIGHT RUN

On the night of day two, Darkwater is going to be attacked again. Juril is doing this to probe the defenses of the village while at the same time leaving a message at Agela’s old house. He is going to watch the battle invisible to judge the effectiveness of the Darkwatch and the characters that have arrived on the scene. Juril does not let his presence be known, at least to the characters during the attack.

It has been fairly quiet since you have been here. Most of the patrons have already left the Inn of Badger and it is still a couple of hours before midnight. The conversation and general atmosphere have been subdued. As if talking or making too much noise might attract the attention of whatever is hiding in the Rushmoors.

The attack is going to be centered at the Inn for no other reason except that it is the largest building in the center of town. Juril is playing a psychological war as well as a physical one. For those characters that are awake at midnight and are in Darkwater, read or paraphrase the following:

The quiet of the evening shatters as the horses from the stable down the street start to make a loud ruckus. Almost as soon as it started, it becomes deathly quiet again.

The undead had drained most of the horses of their vitality and the others had broken out and ran away. If the characters have any certified mounts, then they should be among the few that escape.

Five rounds later the incorporeal undead start attacking Belna and the last three patrons downstairs in the tavern area. They are already a little nervous over the sounds from the stables.

Like wisps of smoke, long clawed shadowy hands rise up out of the floor and strike.

Any characters that are in the tavern have a chance of being attacked along with the other patrons. Juril controls the undead. They only attack a certain number of rounds before disappearing into the earth and moving back toward Juril. The undead that had attacked the animals in the stables have already vanished.

Belna, Darkwater Commoner,
Darkwater villagers (3)

APL 4 (EL 5)

➤ **Shadows (2):** hp 19, 19; see *Monster Manual*.
Note: The undead leave after round 5.

APL 6 (EL 7)

➤ **Shadows (2):** hp 19, 19; see *Monster Manual*.
➤ **Allips (2):** hp 26, 26; see *Monster Manual*.
Note: The undead leave after round 7.

APL 8 (EL 9)

➤ **Shadows (4):** hp 19, 19, 19, 19; see *Monster Manual*.
➤ **Allips (3):** hp 26, 26, 26; see *Monster Manual*.
Note: The undead leave after round 9.

Tactics

The undead initially attack from the floor. As shadows and allips are intelligent undead, they focus their attacks on clerics and spellcasters first and then onto other combatants. Randomly determine where each appears into the room, as they cannot see through the floor.

After the attack is over, Mia shows up at the inn to speak with the characters, if they are there.

The door slowly opens as if uncertain that the Inn is safe to enter. A woman's face peers in and you recognize it as Mia. Seeing that whatever was going on is now over, Mia enters the Inn of Badger and starts to head over to your group.

"It seems that I was not the only one to be visited this evening." Mia says quietly. "A little while ago, I heard some movement upstairs in the attic. When it was all quiet again, my husband went upstairs and brought back down this flower he said that he had found on the old bed upstairs." The flower is a soft as silk and the petals are of such a dark purple that they seem almost black. As the light plays along its flesh, the petals seem to shimmer. It gives off a sweet smell, but another odor, almost metallic in nature, is faintly noticeable. "I have never seen anything like it before."

If the characters have not talked to Mia yet about the previous incidents at her house, they are able to now. Go to *Encounter 2A*.

If there is a druid among the characters, he/she is able to determine the approximate area that the flower came from in the Rushmoors. Otherwise the characters can show it to Captain Kieran and he can give an approximate area for that kind of fauna.

Shortly after Mia hurried back to her home and husband, the doors to the Inn open again as Captain Kieran and 5 other members of the Darkwatch enter. Captain Kieran heads over to your group quickly scanning the room as the others start searching the Inn.

"This is the first time they have entered so far into town. We encountered some creatures in the other parts of town. What happened here?"

As Captain Kieran listens to the tale of the incorporeal undead attacking the inn, he gets a dark look on his face.

"This is not good. Skeletons and ghouls are one thing to face, but these monstrosities are quite another. Unless the one who is causing this trouble is found, I don't know how much more of this the people of Darkwater can handle. Were there any clues left behind that might help?"

It is a good idea for the characters to hand over the flower at this point, for it is about the only way for them to discover where they need to go.

"Hmm, this flower seems familiar." Captain Kieran carefully examines the flower and after a few seconds. "Yes, I thought I had recognized it. This particular flower only grows in the Rushmoors. Only certain soil conditions give the proper environment, and only a few spots in the moors can support the flowers. Most of them are on the far side, but there is one that is about a day's journey from here. I must warn you though; this plant grows only where there is death and decay. If you think you are up to it, come by our camp tomorrow morning and I'll have a map ready for you."

If asked about any healers in the area that can restore the damage caused by the undead, Captain Kieran tells the characters that he has two clerics of Pelor in his party that can restore damage caused by the shadows. There is a wandering priest of St. Cuthbert who is currently in Lurken's Field that possibly could help with the damage caused by the allips. The characters have to pay the priest of St. Cuthbert from his or her own money, but the lesser restoration spells cast by Darkwatch clerics are free.

ENCOUNTER 6: BACK TO DARKWATER

If the characters had gone to Groton or Lurken's Field and are absent from Darkwater when the attack occurs, and they have returned before the night of the seventh day, then run this encounter. The character's more than likely talked to Mia in *Encounter 2A*.

Darkwater seems deathly quiet as you enter the village again. Most villagers are traveling in pairs now and seem to be constantly looking everywhere, even the ground. As you stable your mounts, you notice that all of the other horses and such are gone from the stables and a faint stench of death lingers in the air.

If the characters ask around about what happened, a passerby says that they were attacked (number of nights since the second) nights ago. These creatures appeared right in the middle of town started to kill with a single touch or two. Belna and about 10 other people were killed by the undead.

Captain Kieran is on his way into town to talk to the characters.

Hearing someone calling your names, you see Captain Kieran coming toward your group. Most of the fearful looks to him are gone, but so are some of the hopeful ones.

"It is good to see you alive. It was unfortunate that you were not here. Darkwater was hit in its heart by even more powerful undead than what we have faced off with so far. These creatures of shadow and mist were deliberately sent to attack in the middle of town. Were you able to discover anything on your excursion?"

Captain Kieran listens to the details with interest and asks probing questions to make sure they remembered everything. Once that is done:

"It is a shame that there are still no clues about the lair of whomever is controlling these creatures. The attacks are too well organized and deliberate for them to be random attacks."

Behind you a soft voice can be heard. "I think I might have something." Turning around you see Mia standing behind the group holding an exotic looking flower. The petals are a dark purple, almost black, and seems to shimmer in the light. "I found this on the old bed upstairs the night of the attack. My husband and I had heard someone walking around up there and the next morning we found this."

Any druid in the party can give the following information instead of Captain Kieran.

"Hmm, this flower seems familiar." Captain Kieran carefully examines the flower and after a few seconds. "Yes, I thought I had recognized it. This particular flower only grows in the Rushmoors. Only certain soil conditions give the proper environment, and only a few spots in the moors can support the flowers. Most of them are on the far side, but there is one that is about a day's journey from here. I must warn you though; this plant grows only where there is death and decay. If you think you are up to it, come by our camp tomorrow morning and I'll have a map ready for you."

ENCOUNTER 7: BRAVING THE RUSHMOORS

The characters eventually have to go into the Rushmoors if they wish to find the cause behind the attacks. If the characters have the evidence from the attack on the night of day two, it is easier to find the old temple. Else it might take the characters some considerable amount of time to locate it. The ruins are located about 15 miles into the swamp as a bird flies; see DM's Map 3.

The characters are able to get some canoes from Darkwater to traverse the Rushmoors. Up to three

medium-size or smaller humanoids can fit in each canoe. There are some challenges when a combat situation arises while paddling a canoe. If the characters attack or cast a spell while seated, they only need to make a Balance check (DC 5) or they stumble and the attack/spell fails. This check is in addition to any Concentration check that spellcasters need to make. If the characters stand to attack or cast a spell, a Balance check (DC 15) must be made. If the characters fail the check by 3 or more, then they fall into the water. If the character fails the check by 6 or more, they capsize the canoe and everyone goes into the water. Any melee attack made while being seated has a -1 circumstance penalty to hit as well as to damage. The Balance check only has to be made once on each combatant's turn, unless other circumstances force another check. The characters cannot take 10 on the Balance check while in melee combat, and taking 10 counts as a move-equivalent action. It will take a little less than 8 hours to get to the temple by paddling.

The characters do not encounter anything directly in the marsh beyond what is written here, unless they go looking for trouble. If the characters decide not to follow the directions given by Captain Kieran or if they go off into the marsh without a map, have them encounter lizardfolk, crocs, hydras, trolls, ogres, and anything else you can think of to scare them back to the right track. However, if they insist on going into the Rushmoors where they should not be going, then the characters should not make it out without a great deal of luck and magic.

It was only an hour ago that you stopped by the Darkwatch camp and got the map from Captain Kieran, but it seems longer than that. Leaving solid land behind, you began paddling through the monster-infested Rushmoors. One of the Darkwatch soldiers said the kobolds that normally live in this area have moved away while the undead have been attacking.

Your passage through the outer areas of the moors has been relatively easy and quiet, but as you slowly make your way to the interior, the sense that you are being watched increases tenfold. The faint breeze that rolls through the moors carry whispers of death.

A successful Intuit Direction check (DC 15) ensures that the characters travel in the right direction all day long. If the characters lose their way, add 2 hours to the trip for the time they spend backtracking.

The various thrush bushes and other plants move either from the breeze or some hidden creature. Several times you have seen something large slide in or out of the water, but luckily they have not decided to pay any attention to you.

A successful Spot check against the Hide check of the attacking crocodiles is needed in order not to be surprised.

The calm and tranquility of your journey is shattered as a large scaly creature erupts from the water next to you knocking into the canoe.

Depending upon how the characters arranged themselves in the canoes and the number of canoes, one or more of the giant crocodiles surround any one particular canoe. Only one crocodile attempts to capsize a canoe in any given round. The others are waiting in the water to strike. A giant crocodile fights until they have lost more than half their hit points.

APL 4 (EL 4)

👉 **Giant Crocodile:** hp 59; see *Monster Manual*.

APL 6 (EL 6)

👉 **Giant Crocodiles (2):** hp 59, 59; see *Monster Manual*.

APL 8 (EL 8)

👉 **Giant Crocodiles (4):** hp 59, 59, 59, 59; see *Monster Manual*.

Inside the crocodile at APL 4 is 45 gp worth of coins. At APL 6 split between the two crocodiles is 150 gp worth of coins and gems, a *potion of tongues* and a *stone of alarm*. At APL 8 the crocodiles have 500 gp worth of coins and gems, *Heward's handy haversack*, and a *ring of protection +1* in their stomachs. The characters can only get these items if they think to gut the crocodiles for any reason.

ENCOUNTER 8: JURIL'S LAIR

This is one of the possible final combats. The combat at Darkwater does not take place if the characters encounter Juril here. If Juril flees or kills the entire party, he receives a message from Danteu that Juril's presence is required elsewhere and he must come immediately.

If the characters arrive at the temple after late afternoon of the 7th day, then no one is here as they have all gone to destroy Darkwater. If the characters consecrate the area to a good god before midnight, then the power Juril has over the undead and other creatures he has taken with him is broken. Darkwater is spared and they go to the *Juril Escapes Conclusion*. The map of the ruins is *DM's Map 2*.

Juril has some Otyughs acting as perimeter guards for the ruins. Inside the ruined temple there are a number of undead creatures waiting for his commands. They are marked as Os on the map near the old entrance to the temple.

Much of the temple has collapsed over the years. Most of the walls have crumbled and fallen over, creating large gaps in the structure. The only place that still provides shelter is the temple's inner sanctum.

The landmass that the temple is on is about 325 feet long and 240 feet wide. The ground is firm and stable, except around the edges where it tends to give. The temple itself is about 90 feet long and 50 feet wide.

The strain of being on almost constant alert for the dangers that lurk in the moors has weighed upon your shoulders all day. A

large piece of solid ground can be seen a little ways ahead as dusk begins to settle across the land. Looking at the map, this might be the place you have been looking for. The land is dotted with shrubs, trees and knee-high grasses. A closer look at the vegetation reveals that most of it is sickly and in various states of decay. About one hundred feet in from the edge, sits an overgrown crumbling stone building. Most of it is just rubble, but one section of the structure still seems intact. All about the ruins, you can see small groups of flowers with dark purple pedals that seem to shimmer in the fading light. A sweet smell lingers over the island as well as a faint metallic odor.

The otyughs know the characters are here and are waiting to ambush them behind some of the rubble and overgrowth. The flowers help mask their smell. The combat with the otyughs' alert Juril that he has company on the island and allows him to prepare a welcoming reception for them in the inner sanctum. That is if the characters got here before the evening of the seventh day. Else there is only the otyughs. Treat the entire island as the otyughs' lair.

APL 4 (EL 4)

👉 **Otyugh:** hp 44; see *Monster Manual*.

APL 6 (EL 6)

👉 **Otyughs (2):** hp 44, 44; see *Monster Manual*.

APL 8 (EL 8)

👉 **Otyughs (4):** hp 44, 44, 44, 44; see *Monster Manual*.

The ruins seem centuries old, as the stone flakes away easily under pressure and no sharp edges remain on the crumbled pieces. Nothing is left that gives a hint about the purpose of the various portions of the structure. Only the southeast portion of the building is still intact. There are no windows on the exterior and a single heavy, mildewed curtain blocks the only entrance.

A successful Listen check (DC 18), reveals movement inside. A check at DC 25 reveals that there is only one humanoid talking intelligibly. An *unhallow* spell has been cast on the temple. All evil creatures inside of the temple are protected as if by a *freedom of movement* spell. There is also a *desecrate* spell that has been cast in the intact room.

Pushing aside the curtain and entering the room, you see a 30 ft. by 30 ft. chamber with fading banners hanging on the walls. Spaced between them are scones burning with an eerie green light, but that light seems muted somehow. At the south end of the room is a long oval shaped altar. As you look around the room you see a man of Flan/Suel descent stand up on the other side of the altar. He is watching you as if he was waiting for your arrival.

"So, you have come to stop me. That will be your last mistake. Kill them!" With that shadowy figures come from the walls and ground and attack you.

APL 4 (EL 6)

➤ **Juril Casnough:** Human male Clr6 (Tharizdun); hp 39; see Appendix I.

APL 6 (EL 8)

➤ **Juril Casnough:** Human male Clr7/Master of Shrouds**1 (Tharizdun); hp 51; see Appendix I.

APL 8 (EL 10)

➤ **Juril Casnough:** Human male Clr7/Master of Shrouds**3 (Tharizdun); hp 63; see Appendix I.

At APL 4, Juril has the following spells precast: *magic vestment, entropic shield, clairaudience, resist elements (fire), owl's wisdom (+5), protection from good*.

At APL 6, Juril has the following spells precast: *magic vestment, entropic shield, clairaudience, resist elements (fire), owl's wisdom (+5), protection from good, spell immunity (magic missile, Melf's acid arrow)*.

At APL 8, Juril has the following spells precast: *magic vestment, entropic shield, clairaudience, resist elements (fire), owl's wisdom (+5), protection from good, spell immunity (magic missile, Melf's acid arrow), spell resistance, true seeing, desecrate*.

Tactics: At APLs 4 and 6, Juril fights as long as he thinks he has a chance of beating the characters. At APL 8, he immediately begins combat by summoning shadows and allips at your discretion, using his *summon undead* ability. Once he has summoned as many as he can (8 undead over four rounds), he casts divine power and charges into melee himself.

Now that you have a chance to really examine the room, the tattered tapestries seem to depict scenes of vile darkness, insanity and all types of decay. In the center on the top of the altar a strange dark spiral has been inlaid into the stone. The spiral seems to soak up any light that comes near it.

A successful Knowledge (religion) check (DC 18) reveals that this is the unholy symbol of Tharizdun, an intermediate god of decay, insanity, and eternal darkness. The characters need to destroy the altar, and cast a *consecrate* spell over the shattered remains of the holy symbol at the very least. If the characters cast a *hallow* spell, the same result occurs. If the characters just destroy the altar without casting a *consecrate* or *hallow* spell, then over the next month the altar reforms and any damage to the room is repaired.

If Juril is killed go to *Success Conclusion*. If Juril escapes, go to *Juril Escapes Conclusion*.

ENCOUNTER 9: DEATH OF DARKWATER

This is the second of the possible final combats. The combat at Darkwater will not take place if the characters

stopped Juril at his lair. The combat is going to be a little more difficult than the APL the party is at. It is recommended that you have a number of tokens (or miniatures) to represent all of the monsters, villagers, and Darkwatch men-at-arms that are engaging in the final combat.

Juril has called his dark master to have the monsters of the Rushmoors aid him in destroying the villages. His main attack is against Darkwater at midnight of the 7th day. The following night he destroys Lurken's Field and two days later Groton. This adventure does not cover the combats at those villages. If the characters fail here to stop Juril, they do not have the ability to stop him at the other two villages. Juril uses his magic to aid his minions in the attack.

A Darkwatch scout has seen the invading force and reports back to Kieran. Kieran, knowing that he could not defeat them on the open field, retreats back to the village and starts the evacuation. He orders Holphin to leave with the others, as he doesn't want the death of Duke's nephew on his hands. He tells the characters what is coming and they can stay and fight if they wish. He does not offer them any more money. Kieran then begins positioning his troops and the villagers throughout the village. If the characters have any ideas he listens to them and comes to a decision about them. It is up to the DM to decide if Kieran wants to enact any part of a characters' plan. Otherwise he lets the characters do as they wish in preparing for the coming fight. There is no set dialog for this encounter as the characters might be anywhere, or up to something when this happens.

A number of the villagers and the Darkwatch are in the village to defend it. Their initial locations are indicated on the map. When the attack begins, Holphin takes the women, children, and the elderly southwest out of Darkwater toward the Shelspring Barony and tries to get them to safety. Unless the characters suggest at least four guards go with them, an ambush along side of the road kills most of the fleeing villagers. The four guards die in the ambush, but they allow the rest of the villagers to get to safety.

This can be a very long and drawn out combat. To make it move quicker feel free to describe the action around the characters, but only actually run their combat. The map of Darkwater village is DM's *Map 1*. The attacks come at the Northeast and Northwest corners of the village. Juril is to the North watching the whole encounter. He does not participate in the combat unless the characters do something extraordinary to locate him and attack him.

APL 4 (EL 6)

➤ **Juril Casnough:** Human male Clr6 (Tharizdun); hp 39; see Appendix I.

APL 6 (EL 8)

➤ **Juril Casnough:** Human male Clr7/Master of Shrouds**1 (Tharizdun); hp 51; see Appendix I.

APL 8 (EL 10)

➤ **Juril Casnough:** Human male Clr7/Master of Shrouds**3 (Tharizdun); hp 63; see Appendix I.

The following are the monsters that the characters face alone.

APL 4 (EL 8)

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

➤ **Ghouls (4):** hp 13, 13, 13, 13; see *Monster Manual*.

➤ **Shadows (2):** 19, 19; see *Monster Manual*.

➤ **Allips (2):** 26, 26; see *Monster Manual*.

APL 6 (EL 10)

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

➤ **Shadows (3):** 19, 19, 19; see *Monster Manual*.

➤ **Allips (3):** 26, 26, 26; see *Monster Manual*.

➤ **Six-Headed Pyrohydra:** hp 63; see *Monster Manual*.

APL 8 (EL 12)

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

➤ **Shadows (4):** 19, 19, 19, 19; see *Monster Manual*.

➤ **Allips (4):** 26, 26, 26, 26; see *Monster Manual*.

➤ **Nine-Headed Pyrohydra:** hp 94; see *Monster Manual*.

If the characters are not at the battle, Darkwater will be overrun. If the characters are at the final battle and time is short, allow the characters to defeat a reasonable enemy for their APL and describe a hard-fought victory with several casualties on both sides. Only if there is time should you play out the whole final battle.

The rest of the villagers and Holphin Neheli are not a part of the combat.

If the characters manage to stop the attacking horde, go to *The Bitter End*.

If Darkwater was destroyed, go to *Death and Destruction*.

CONCLUSION

Success

The characters have killed or captured Juril and destroyed his base of operations in the Rushmoors.

The trip back through the Rushmoors to Darkwater is quiet. Perhaps with Juril gone, the Rushmoors will return to a more natural state, but that does not mean the Rushmoors are still not deadly.

Remembering your first passage through this area, you are able to avoid most of the dangerous areas. Those creatures that you had to pass near seemed resigned to just watch as you pass.

As you pole up to the shoreline, you didn't realize how tense you were until you started to relax. Coming at a jog, a Darkwatch patrol approaches your group and informs you that

Captain Kieran and Holphin Neheli would like to meet with you at the Inn of the Badger when you get back to the village. With that, they continue their patrol.

If the characters have Juril alive with them, some of the villagers hurl curses at him once they recognize who it is. Some of the Darkwatch take Juril to be held as their prisoner.

As you walk through Darkwater to the inn, several of the villagers raise their hands in greeting or a quick hello. When you enter the Inn of the Badger, you see Holphin sitting at a table talking with a couple of the villagers. He excuses himself when he sees you and motions to the back room. As Mia is leaving to bring your food and drink, Captain Kieran enters.

"So what were you able to find out?" Captain Kieran asks as he sits down.

Holphin and Kieran probe the characters for what happened. Captain Kieran sees if the characters turnover any items they found for testing. If the characters were unable to remove the unholy power of Tharizdun from the old temple, then Captain Kieran deals with it.

If the characters brought Juril with them alive:

"I would like to thank you for bringing in the man responsible for these attacks. Did he say anything to you on the return trip?" Captain Kieran says.

Captain Kieran is trying to determine if the characters learned anything that might be harmful knowledge.

"After he has spent sometime with me, Juril will be put on trial and executed for his crimes to show others that Keoland will not be a haven for these sorts of things."

If the characters killed Juril:

"It is a shame that you were unable to bring that priest back alive, but dead is nearly as good. The Rushmoors seemed to quiet down about the time you killed him, not that it is ever completely quiet."

Putting a pouch on the table, Holphin says, "Here is the rest of the gold you were promised. Once again thank you for your help. Perhaps I can call upon you in the future if help is needed again. For now I must depart and report back to my uncle about what has happened here."

Both Captain Kieran and Holphin stand up and head out of the room. Captain Kieran looks back just as he exists. "You have done well, we will be keeping an eye on you." You're not sure if his smile is reassuring or foreboding.

Juril Escapes

The characters were unable to capture or kill Juril and he escaped but the village of Darkwater was not attacked.

The trip back through the Rushmoors to Darkwater is quiet. Perhaps with Juril's power weakened, the Rushmoors will return to a more natural state, but that does not mean the Rushmoors are still not deadly.

Remembering your first passage through this area, you are able to avoid most of the dangerous areas. Those creatures that you had to pass near seemed resigned to just watch as you pass.

As you pole up to the shoreline, you didn't realize how tense you were until you start to relax. Coming at a jog, a Darkwatch patrol approaches your group and informs you that Captain Kieran and Holphin Neheli would like to meet with you at the Inn of the Badger when you get back to the village. With that, they continue their patrol.

As you walk through Darkwater to the inn, several of the villagers raise their hands in greeting or a quick hello. When you enter the Inn of the Badger, you see Holphin sitting at a table talking with a couple of the villagers. He excuses himself when he sees you and motions to the back room. As Mia is leaving to bring your food and drink, Captain Kieran enters.

"So what were you able to find out?" Captain Kieran asks as he sits down.

Holphin and Kieran probe the characters for what happened. Captain Kieran sees if the characters turn over any items they found for testing. If the characters were unable to remove the unholy power of Tharizdun from the old temple, then Captain Kieran deals with it.

"It is a shame that you were unable to catch or kill the one who was behind this. But your efforts are well appreciated. The Rushmoors have quieted down a bit since you have entered. If that priest ever returns, we will be waiting and better prepared for him."

Putting a pouch on the table, Holphin says, "Here is the rest of the gold you were promised. Once again thank you for your help. Perhaps I can call upon in the future if help is needed again. For now I must depart and report back to my uncle about what has happened here."

Both Captain Kieran and Holphin stand up and head out of the room. Captain Kieran looks back just as he exists. "You have done well, we will be keeping an eye on you. You are not sure if his smile is meant to be reassuring or foreboding."

The Bitter End

Use this section if the characters did not find Juril before the 7th day, but did manage to kill most of the invaders and drove the rest away. Juril has either escaped or been killed or captured.

With the first light of dawn breaking over the horizon, the macabre scene before you unfolds. Dead bodies of villagers, Darkwatch and the host that attacked Darkwater lay strewn across town painted red by last night. The grizzly portrayal of the brutality of the previous evening is beyond words. You were one of the few lucky ones that had not perished.

In the hour after dawn, you see figures coming over the ridge from the south. Huddled together, almost fearful to approach, they stand there for a moment looking at the carnage surrounding Darkwater. The masses slowly come forward with the sound of wailing leading the way. One of the figures breaks off from the rest and heads toward you. As it gets closer, you recognize Holphin Neheli.

"My friends, thank you for your valiant efforts to defend Darkwater. If you had not been here, then nothing might be left of Darkwater except for rubble and ruin. The battle was not

without its costs, but that is the way of things. Did you ever discover who lead this undead horde and what of his fate?"

If the character's were able to capture Juril:

"Ah, good. We can give this one a proper trial and execution to show others that the Kingdom of Keoland will never fall to the forces of death and destruction."

If Juril was killed:

"Good, that monster will no longer be threatening our lands. His head will adorn a pike to show to others the folly of siding with the forces of death and destruction."

If Juril escapes:

"It is unfortunate that their leader got away. We know who to look for if he shows up again and next time he will be brought to justice."

"As promised, you will receive the balance of the gold promised for ending this threat. You may keep anything you find from the invading horde once the Darkwatch has determined that it is not evil. Once again thank you for your help. Perhaps I can call upon in the future if help is needed again. For now I must depart and report back to my uncle about what has happened here."

With that Holphin Neheli nods his head and goes off to collect supplies for his journey.

Death and Destruction

The characters were unable to capture or kill Juril and did not stop his army of undead from destroying Darkwater and killing almost everyone.

OR

If the characters were not at the village during the attack, proceed with the following:

As you crest the next rise, an ominous sign greets you. Smoke is rising from the smoldering ruins of what was once Darkwater. Bodies lay strewn all across the land. As you move closer to investigate, a few solitary figures are moving through the carnage and destruction. Face covered in soot, Holphin Neheli sees your group, says a quick word to a grieving woman and starts to make his way over. In his hands, you notice that he carries a bloody torn remnant of Darkwatch Captain's uniform.

With a weary expression, "You are too late my friends. We were attacked last night by a host of undead, lizardfolk and creatures from the swamp. Captain Kieran and his men, along with valiant men and women from the village, tried to stop them, but as you see they were not successful. Even the women and children were not spared, as we were ambushed trying to flee and get to safety. You can stay if you want, but I doubt Darkwater will be attacked again, as it is no more. I must return to my uncle and give him my report and then return with a larger force to stop this from happening again. Do you have any information that I should tell my uncle?"

Once the characters have told him anything they know or suspect, Holphin wishes them well and leaves. The characters do not get the remaining 30 gp each.

“Good day” With that Holphin turns and walks away, speaking with a few of the other survivors as he heads off to collect what little he can before heading off to the south.

If the characters were at the village during the attack and fled:

There are only a handful of women and children arriving with Holphin if no one was sent to guard their escape.

With the first light of dawn breaking over the horizon, the macabre scene before you unfolds. Dead bodies of villagers, Darkwatch and the host that attacked Darkwater lay strewn across a town painted red by last night. The grizzly portrayal of the brutality of the previous evening is beyond words. You were one of the few lucky ones that had not perished.

In the hour after dawn, you see figures coming over the ridge from the south. Huddled together, almost fearful to approach, they stand there for a moment looking at the ruins of Darkwater. The masses slowly come forward with the sound of wailing leading the way. One of the figures breaks off from the rest and heads toward you. As it gets closer, you recognize Holphin Neheli with a sorrowful expression on his face.

“My friends, this is a tragic loss. I know you tried your best to help this poor town, and that is all I had asked of you. Here, this is the rest of your payment.” Holphin tosses a pouch at the group.

It contains the remaining gold they were promised.

“I must go see if Captain Kieran survived the battle, and then go report back to my uncle. Is there anything that I should add to my report?”

Once the characters have told him anything they know or suspect, Holphin wishes them well and leaves.

“Once again, thanks for your help, but I need to go tell my uncle of this tragedy and return with another force to put an end to this. Good day.” With that Holphin turns and walks away, speaking with a few of the women and elderly survivors as he heads to collect what little he can before heading off to the south.

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 5: Midnight Run

Defeat the undead.

APL4	120 xp
APL6	180 xp
APL8	240 xp

Encounter 7: Braving the Rushmoors

Defeat the giant crocodiles.

APL4	120 xp
APL6	180 xp
APL8	240 xp

Encounter 8: Juril's Lair

Defeat the otyughs.

APL4	120 xp
APL6	180 xp
APL8	240 xp

Defeat Juril.

APL4	120 xp
APL6	180 xp
APL8	240 xp

OR

Encounter 9: Death of Darkwater

Defeat the undead (and pyrohydra).

APL4	240 xp
APL6	300 xp
APL8	360 xp

Discretionary Roleplaying Award

APL4	120 xp
APL6	180 xp
APL8	240 xp

Total Possible Experience

APL4	600 xp
APL6	900 xp
APL8	1200 xp

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 1: Private Meeting

Accept the job.

APL 4: L: 0 gp; C: 20 gp; M: 0

APL 6: L: 0 gp; C: 30 gp; M: 0

APL 8: L: 0 gp; C: 40 gp; M: 0

Encounter 7: Braving the Rushmoors

Defeat the giant crocodile(s) and cut them open.

APL 4: L: 0 gp; C: 9 gp; M: 0

APL 6: L: 0 gp; C: 30 gp; M: *stone of alarm* (Value 150 gp per character); *potion of tongues* (Value 112 gp per character).

APL 8: L: 0 gp; C: 100 gp; M: *ring of protection +1* (Value 300 gp per character); *Heward's handy haversack* (Value 300 gp per character).

Encounter 8: Juril's Lair

Defeat Juril.

APL 4: L: 30 gp; C: 40 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of water walk* (Value 112 gp per character); *potion of haste* (Value 112 gp per character); *potion of fox's cunning* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character).

APL 6: L: 30 gp; C: 40 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of water walk* (Value 112 gp per character); *potion of haste* (Value 112 gp per character); *potion of fox's cunning* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character).

APL 8: L: 0 gp; C: 40 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of water walk* (Value 112 gp per character); *potion of haste* (Value 112 gp

per character); *potion of fox's cunning* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character); +1 *dagger* (Value 345 gp per character).

Encounter 9: Death of Darkwater

Find and defeat Juril.

APL 4: L: 30 gp; C: 40 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of water walk* (Value 112 gp per character); *potion of haste* (Value 112 gp per character); *potion of fox's cunning* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character).

APL 6: L: 30 gp; C: 40 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of water walk* (Value 112 gp per character); *potion of haste* (Value 112 gp per character); *potion of fox's cunning* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character).

APL 8: L: 0 gp; C: 40 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of water walk* (Value 112 gp per character); *potion of haste* (Value 112 gp per character); *potion of fox's cunning* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character); +1 *dagger* (Value 345 gp per character).

Conclusion

Successfully defeat Juril, capture Juril, or drive off his forces.

APL 4: L: 0 gp; C: 20 gp; M: 0

APL 6: L: 0 gp; C: 30 gp; M: 0

APL 8: L: 0 gp; C: 40 gp; M: 0

Total Possible Treasure

APL 4: 478 gp

APL 6: 781 gp

APL 8: 1524 gp

Special

Each character receives a favor as long as he/she did not insult Holphin Neheli.

- Favor of Holphin Neheli
The above character has gained favor with Holphin Neheli for helping to stop the attacks from the Rushmoors and saving Darkwater.

Each character receives recognition as long as he/she did not against the tenants of the order.

- Darkwatch Recognition
The Darkwatch has taken notice of your actions in the efforts to find and stop the latest incursions from the Rushmoors.

APPENDIX I: NPCS

ENCOUNTER 8: JURIL'S LAIR

APL 4 (EL 6)

➤ **Juril Casnough:** Human male Clr6 (Tharizdun); Medium-size humanoid (human); HD 6d8+6; hp 39; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d4+1/19-20, dagger) or +7 ranged (1d4+1/19-20, thrown dagger); SA Spells, rebuke undead; AL NE; SV Fort +6, Ref +4, Will +9; Str 10, Dex 14, Con 12, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +13, Profession (herbalist) +9, Knowledge (religion) +8, Knowledge (undead) +10, Spellcraft +11; Brew Potion, Empower Spell, Extend Spell, Extra Turning, Spell Focus (Necromancy).

Possessions: traveler's outfit, masterwork dagger, *potion of cure moderate wounds*, *potion of water walk*, *potion of haste*, *potion of fox's cunning*^{**}, *potion of invisibility*, 2 rubies (50 gp each), 1 black opal (100 gp).

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level; 15 + spell level for Necromancy spells): 0 – *cure minor wounds*, *detect magic*, *guidance*, *light*, *mending*; 1st – *bane*, *cause fear*, *doom*, *entropic shield*, *protection from good*^{*}; 2nd – *desecrate*^{*}, *hold person*, *resist elements*, *silence*, *spiritual weapon*; 3rd – *clairaudience/clairvoyance*^{*}, *magic vestment*, *owl's wisdom (extended)*^{**}, *sword stream*^{**}.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); Knowledge (All Knowledge skills are class skills. You cast divinations at +1 caster level).

**See Appendix II: New Rules for additional information.

APL 6 (EL 8)

➤ **Juril Casnough:** Human male Clr7/Master of Shrouds^{**1} (Tharizdun); Medium-size humanoid (human); HD 8d8+8; hp 51; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +7/+2 melee (1d4/19-20, dagger) or +9/+4 ranged (1d4/19-20, thrown dagger); SA Spells, rebuke undead; AL NE; SV Fort +6, Ref +4, Will +11; Str 10, Dex 14, Con 12, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +13, Profession (herbalist) +9, Knowledge (religion) +8, Knowledge (undead) +10, Spellcraft +11; Brew Potion, Empower Spell, Extend Spell, Extra Turning, Spell Focus (Necromancy).

Possessions: traveler's outfit, masterwork dagger, *potion of cure moderate wounds*, *potion of water walk*, *potion of haste*, *potion of fox's cunning*^{**}, *potion of invisibility*, 2 rubies (50 gp each), 1 black opal (100 gp).

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level; 16 + spell level for Necromancy spells): 0 – *cure minor wounds*, *detect magic*, *guidance*, *light*, *mending*, *purify food and drink*; 1st – *bane*, *cause fear*, *divine favor*, *doom*, *entropic shield*, *protection from good*^{*}; 2nd – *desecrate*^{*}, *hold person*, *resist elements*, *silence*, *spiritual weapon*; 3rd – *clairaudience/clairvoyance*^{*}, *magic vestment*, *owl's wisdom (extended)*^{**}, *sword stream*^{**}, *wind wall*; 4th – *divine power*, *divination*^{*}, *fear*, *spell immunity*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); Knowledge (All Knowledge skills are class skills. You cast divinations at +1 caster level).

**See Appendix II: New Rules for additional information.

APL 8 (EL 10)

➤ **Juril Casnough:** Human male Clr7/Master of Shrouds^{**3} (Tharizdun); Medium-size humanoid (human); HD 10d8+10; hp 63; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +9/+4 melee (1d4+1/19-20, dagger) or +11/+6 ranged (1d4+1/19-20, thrown dagger); SA Spells, rebuke undead, summon undead; AL NE; SV Fort +7, Ref +5, Will +12; Str 10, Dex 14, Con 12, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +14, Profession (herbalist) +9, Knowledge (religion) +8, Knowledge (undead) +11, Spellcraft +12; Brew Potion, Empower Spell, Extend Spell, Extra Turning, Spell Focus (Necromancy), Repeat Spell^{**}.

Possessions: traveler's outfit, +1 dagger, *potion of cure moderate wounds*, *potion of water walk*, *potion of haste*, *potion of fox's cunning*^{**}, *potion of invisibility*, 2 rubies (50 gp each), 1 black opal (100 gp).

Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; base DC = 14 + spell level; 16 + spell level for Necromancy spells): 0 – *cure minor wounds*, *detect magic*, *guidance*, *light*, *mending*, *purify food and drink*; 1st – *bane*, *cause fear*, *divine favor*, *doom*, *entropic shield*, *protection from good*^{*}; 2nd – *desecrate*^{*}, *hold person* (2), *resist elements*, *silence*, *spiritual weapon*; 3rd – *clairaudience/clairvoyance*^{*}, *magic vestment*, *owl's wisdom (extended)*^{**}, *sword stream*^{**}, *wind wall*; 4th – *divine power*, *divination*^{*}, *fear*, *recitation*^{**}, *spell immunity*; 5th – *slay living*, *spell resistance*, *true seeing*^{*}.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); Knowledge (All Knowledge skills are class skills. You cast divinations at +1 caster level).

**See Appendix II: New Rules for additional information.

APPENDIX II: NEW RULES

MASTER OF SHROUDS AS PRESENTED IN *DEFENDERS OF THE FAITH*

The master of shrouds is an evil spellcaster who magically seizes incorporeal undead and sets them to do her bidding. The wrathful undead spread fear and death as they vent their anger at being disturbed.

While a master of shrouds has some divine spells, her primary tool is the ability to summon incorporeal undead creatures to serve her. Paladins never become masters of shrouds, though ex-paladins may do so if they turn far enough from their lawful good roots. Evil clerics most often become masters of shrouds. Druids and rangers may also join the ranks of this prestige class provided they acquire enough levels and have the proper attitude.

NPC masters of shrouds generally operate in secret, pursuing their evil plans most often under cover of darkness. They may work individually or in groups, depending on their alignment. They rarely stay in one place for long, and rarely work in groups larger than four, to avoid attracting too much attention from paladins and good clerics, not to mention hunters of the dead.

Hit Die: d8.

Requirements

To qualify to become a master of shrouds, a character must fulfill all the following criteria.

Alignment: Any nongood.

Base Save Bonus: Will +5.

Concentration: 10 ranks.

Spellcraft: 10 ranks.

Spells: Ability to cast divine spells, and access to at least one of these domains: Death, Evil, Protection. A character who can cast at least one spell from a domain counts as having access for this purpose.

Special: Ability to channel negative energy.

Class Skills

The master of shrouds class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Extra Turning
2 nd	+2	+0	+0	+3	
3 rd	+3	+1	+1	+3	Summon Undead I
4 th	+4	+1	+1	+4	
5 th	+5	+1	+1	+4	Summon Undead II
6 th	+6	+2	+2	+5	
7 th	+7	+2	+2	+5	Summon Undead III
8 th	+8	+2	+2	+6	
9 th	+9	+3	+3	+6	Summon Undead IV
10 th	+10	+3	+3	+7	

Class Features

All of the following are class features of the master of shrouds prestige class.

Weapon and Armor Proficiency: Masters of shrouds are proficient with all simple weapons, with all types of armor, and with shields.

Spells: A master of shrouds casts spells as a cleric (see Table 3–6: The Cleric, page 30 of the *Player's Handbook*) and has full access to the general cleric spell list. Master of shrouds levels are added to cleric levels to determine spells per day and spell effects. In addition, a master of shrouds gains access to the domains of Death, Evil, and Protection.

Spells per Day: A master of shrouds continues advancing in divine spellcasting ability as well as learning the skills of the masters of shrouds. Thus, when a new master of shrouds level is gained, the character gains new divine spells per day as if she had gained a level in the cleric class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, *wild shape* ability, and so on). This means that she adds the level of master of shrouds to the level of another divine spellcasting class the character has, then determines spells per day accordingly.

Extra Turning Feat: A master of shrouds gains Extra Turning as a bonus feat. This adds four to the number of turning attempts she can make in a day.

Summon Undead I (Sp): This spell-like ability works like the *summon monster* I spell, with the following exceptions: A master of shrouds may summon any combination of shadows and allips totaling no more than two creatures. At the instant the ability is used, the master of shrouds may set a shorter duration than the usual 1 round per master level. A master who can communicate with the summoned un-dead can direct them as per the *sum-mon monster* spell. If the summoned creatures remain after the last enemy is gone, they will attack the master of shrouds unless she succeeds at a turning check for each creature every round until they disappear. *The sum-mon undead* I ability can be used a number of times each day equal to three plus the master of shrouds' Charisma bonus (minimum once).

Summon Undead II (Sp): As *summon undead* I, but the master of shrouds may summon two wraiths, or any combination of shadows and allips totaling no more than four creatures.

Summon Undead III (Sp): As *summon undead* I, but the master of shrouds may summon two spectres, or any combination of wraiths, shadows, and allips totaling no more than four creatures.

Summon Undead IV (Sp): As *summon undead* I, but the master of shrouds may summon any combination of spectres, wraiths, shadows, and allips totaling no more than eight creatures.

REPEAT SPELL [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can cast a spell that repeats the following round.

Prerequisites: Any other metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your next turn in the round. No matter where you are, the second spell originates from the same location and affects the same area as the original spell. You cannot use this feat on spells with a touch range. If the original spell designates a target, the repeated spell affects the same target if it is within 30 feet of its original position; otherwise the second spell fails. A repeated spell uses up a spell slot three levels higher than the spell's actual level.

FOX'S CUNNING AS PRESENTED IN *TOME AND BLOOD*

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes smarter. The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to Intelligence-related skills. Wizards who receive *fox's cunning* do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few hairs, or a pinch of dung, from a fox.

OWL'S WISDOM AS PRESENTED IN *TOME AND BLOOD*

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes wiser. The spell grants an enhancement modifier to Wisdom of 1d4+1 points, adding the usual benefits to Wisdom-related skills. Clerics who receive *owl's wisdom* do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

RECITATION AS PRESENTED IN *DEFENDERS OF THE FAITH*

Conjuration (Creation)

Level: Clr 4

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: All allies and foes within a 60 ft.-radius burst centered on you

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

SWORD STREAM AS PRESENTED IN *DEFENDERS OF THE FAITH*

Evocation

Level: Clr 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 5 ft. wide out to limit of range

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Sword stream causes moisture in the air to sparkle, coalesce, then shoot away from your fingertips in a high-pressure stream. Each creature in the effect takes 1d8 points of damage, plus 1 additional point per caster level to a maximum of +10.

BACKGROUND HISTORY OF JURIL CASNOUGH (ABRIDGED VERSION)

Juril grew up in a small village of Darkwater in the Duchy of Dorlin near the Rushmoors. Like most of the villagers living there, his family had a farm outside of town. One day, when Juril was young, he came across the skeleton of animal out in the fields. It had been picked clean by the scavengers. He became curious about the structural differences between various creatures. Soon he started to trap animals so he could take them apart to learn the secrets contained within. Some of the things he learned helped in treating the animals on the farm. His parents were proud of what they thought was a natural ability. He was apprenticed to the hedge doctor in town to develop this ability even further. There he met and fell in love with the baker's daughter, Agela.

One day, when Juril was 17, he decided to show Agela his secret hobby. She was mortified to see all of the skeletal remains and animals waiting to be dissected. She ran to her father and told him everything that she saw. Soon the town watch was after him for his "unnatural" practices. Juril fled southeast, toward the Axewood, at first to escape the watch. While being in the middle of the duchy, he remembered about the Darkwatch and their purpose to hunt down and kill people for the exact same things that he has done. One night, while searching for a place to sleep that night, he came across an old woman sitting in front of a small hovel. She was wearing small bone trinkets and her hut was decorated the same way. Thinking that he found someone he could trust, Juril asked if he could share her fire and food for the night. She agreed and soon Juril was telling her his life story as though she was a kindred spirit that he could trust. She convinced him to head north, beyond the land of Keoland to seek a man called Danteu, who could show Juril all sorts of wonderful things.

The next morning Juril awoke to find the woman and her things were gone as if they were never there. The only thing to remind Juril of the night before was a small bundle of food and a note to reminding him to seek out and find Danteu. With one eye over his shoulder, Juril struck north for the County of Marlbridge and crossed the Sheldomar River into Gran March. Eventually Juril found Danteu in the dried out husks of the Defiled Glades in the Vesve forest. Juril was about to find himself the victim of skeletal warriors when he remembered to show his letter of introduction. Fully knowing who wrote the letter, Danteu accepted Juril as an initiate of his clerical order.

Over the next decade Juril learned the ways of Tharizdun and not just the ordinary clerical spells but some of the baser and nearly demonic type practices. That is when Juril heard of something called the Master of Shrouds, a cleric who gains impressive power to summon undead creatures. As the apprentice of Danteu, Juril performed even more horrid experiments into the realm of death and dying than he had previously done on his own.

Danteu then sent Juril out on his own, nearly 15 years after starting his apprenticeship, to find his own way in the world. Juril wandered for many years in the north, practicing his craft on those both dead and alive. Then late one night he received a visitor at his tower, it was the same woman that he met all those years ago. They talked part of the night about his life for the past two decades and of his old home. She hinted at the fact that he should go back there and punish the ignorant fools for what they did to him. Juril quickly picked up the idea and started to make plans on how he would use the creatures of the Rushmoors to enact his revenge.

PLAYER'S HANDOUT 1

Today I gave Juril the bag that I made for him to hold his herbs and other medicines. It took me a long time to sew the rings just right on the bag and my hands were starting to cramp, but I would make a hundred for him if he asked. He was so happy when he saw the bag and his smile just made me melt inside. Father gave me a big hug tonight, saying that soon he would have to share me with Juril.

The whole town has been whispering for the past couple days, wondering when Juril and I will be married. Mother and father went to see Juril's parents today, I wonder if they were making the plans. Juril hasn't let me into his workshop in a while. I wonder if he is making something for the wedding.

I can't wait to see Juril today. He says that he has something special to show me. I am hoping that it is a wedding wreath. My mother thinks that he will be asking my father any day now for permission to marry me. They both like him and I love his family in turn. Seeing little Nethson makes me want to have a child of my own soon.

It has been a horrible past couple of days. I still can't believe it. Why did Juril do those things? I can't even bring myself to remember what I saw. The Darkwatch hanged poor Getren today after being found guilty. Still they hunt for Juril. A part of me wants him to escape, but I dare not say that aloud.

I spent all day being interrogated by the Darkwatch. Father eventually braved those men and took me home. I haven't been able to sleep for days, and I don't know when I will. I still wake up in the middle of the night screaming and Father and Mother try to calm me down so I can sleep again. I have to get away from here. I just can't stand this place anymore.

It has been nearly a month now and today was the first day that I went outside. It still feels like a bad dream that will not go away. Everyone smiled and said nice things to me, but I can hear the whispers. A fool of a man came into town for a couple of days and then headed back south to the Duke's court. Perhaps he will take me with him so I can get out of here and just forget about everything.

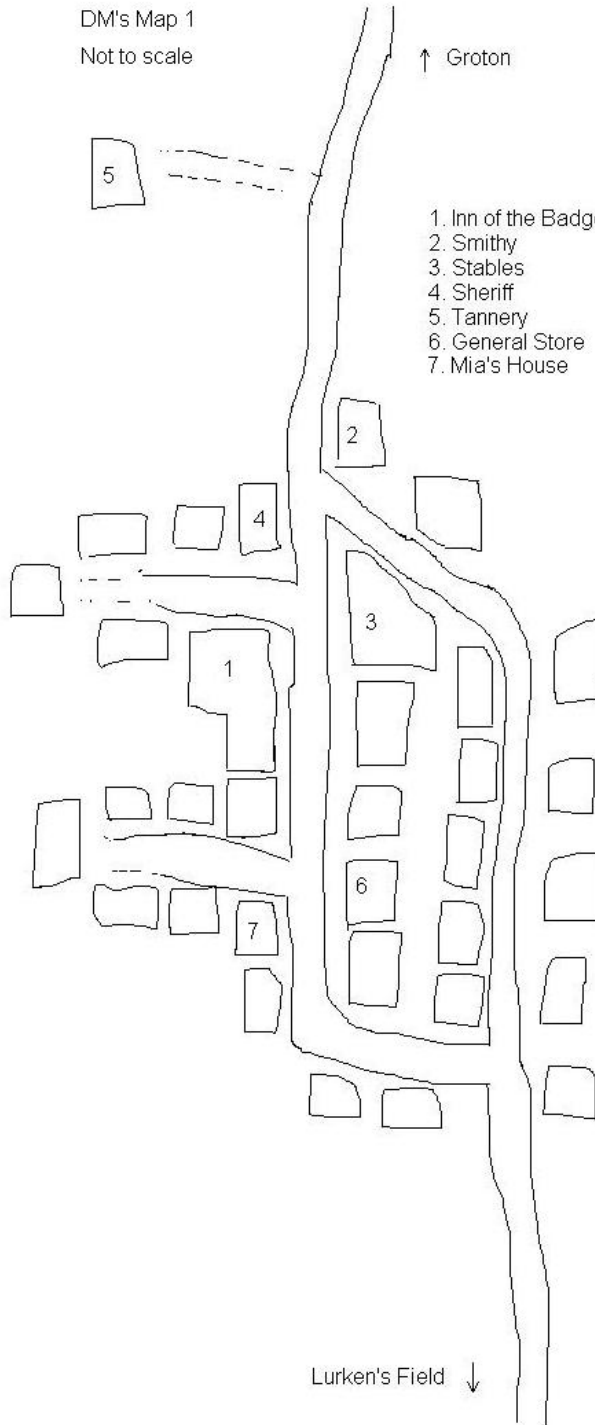
DM MAP 1



DM's Map 1
Not to scale

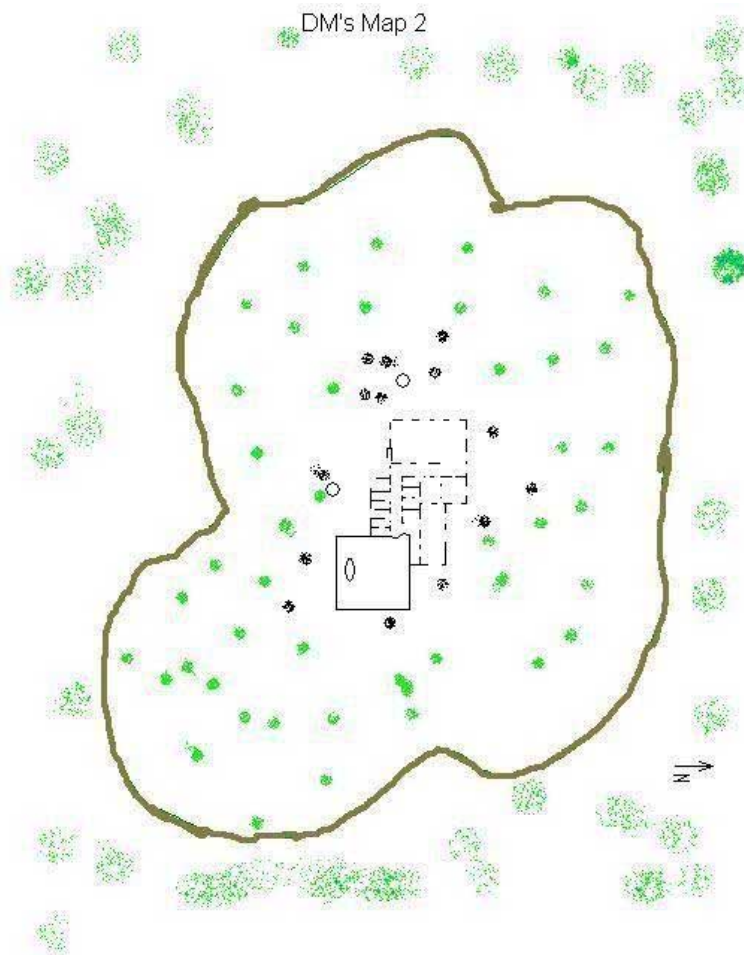
↑ Groton

- 1. Inn of the Badger
- 2. Smithy
- 3. Stables
- 4. Sheriff
- 5. Tannery
- 6. General Store
- 7. Mia's House



Lurken's Field ↓

DM'S MAP 2



DM'S MAP 3



1. Groton
2. Lurken's Field
3. Darkwater
4. Temple Ruins

PLAYER MAP

