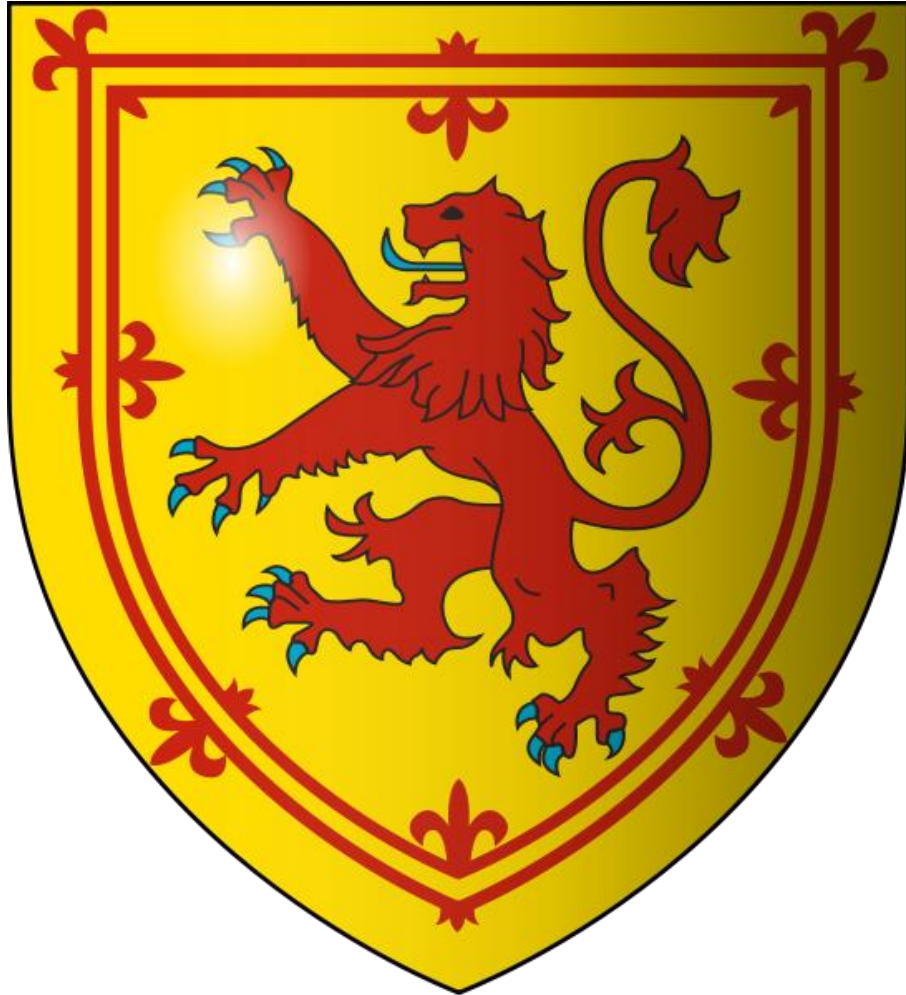


Adventure in Fílsbar



F1-Zombie Curse!

Zombie Curse!

Players Background:

As you begin your travels to fame and glory you have discovered the road is actually paved mostly with dirt and boredom. You have heard of the caravan attacks at Feastelburg and have begun to make your way to fame and fortune. As light begins to fade from the sky you have come upon a sign welcoming you to the small lake community of Crystal Shores. What appears to be a smoldering funeral pyre is near the lake's edge and a small group of children play near the road. Your journey to the caravan raiders is halfway there. A few more days and you will begin your life as adventurers!

DM Background:

Zombie curse is designed to start a new adventuring party on their road to fame and fortune. The party should have already formed itself and begun a journey to some other location and have to deal with this problem initially. When entering Crystal Shores they will notice mostly normal if not sickly villagers. This village can be the location of some of their adventuring gear they will require. While in the village they should be able to speak with the townspeople and discover a lot of them are becoming ill for unknown reasons. A funeral pyre at the outskirts will be explained that two of their kinsmen turned into zombies and attacked the community. Sadly the two villager-zombies were killed during the attack. To keep the "illness" at bay the bodies were burned.

The children playing are old enough that they can explain that "Zeb" and "Trigo" were very sick and died. While not the custom in this area to be burned the kids will point out that the village is trying to stop an illness inundating the community. They cannot explain what the illness is and several of the kids cough and look rather pale. Their mothers then begin to call them for supper.

The party should have enough daylight hours to speak with most of the members of the town if they don't dawdle too much. The small fishing village is called Crystal Shores and survives on what it catches from the small lake it sits on. The lake is fed by a small river north where another village resides at some old castle ruins.

The non-existent castle at Mont Du Plat is where the origin of this strange illness exists. An old artifact from the Reign of Fyre was discovered several months ago by an adventuring cleric. The Charnalite Ring was found in the ruins of the old castle by the cleric. Documentation was

found by the cleric to reveal that the Charnalite Ring was able to turn people into zombies with a single touch. The artifact had been created by the evil cleric Charnalite and had been lost for several hundred years. Not knowing the power it possessed the adventuring cleric accidentally turned a few villagers in Mont Du Plat into zombies. The remainder of the villagers revolted and trapped him in the old castle dungeon. A small group of adventurers came through Mont Du Plat the next day and were requested to dispatch the "evil" cleric. The villagers waited but neither the party nor the cleric came out. Being lowly fearful villagers they went back to their life. Unbeknownst to them the party did not fare well against the cleric and all succumbed during the melee. The cleric actually lost his arm during the battle and it fell into the underground cistern thereby polluting the well and the village water supply. In the months that have followed the poisoned water has trickled down to Crystal Shores and is now making those villagers ill.

While the Charnalite Ring is an artifact the results of the curse can be reversed if understood soon enough. One of the villagers that could manage that is the benevolent retired druid at area #3 in Crystal Shores. The ring will have to be located first so that the old druid will know what he is dealing with.

While the party arrives in the village around meal time they will have the opportunity to speak with several townspeople before they get to the inn for the night. Assuming they spend the night in the inn they should wake up the next morning to an inn full of zombies to deal with. Herschel the druid will be the most knowledgeable of the villagers although he won't know what is causing it unless the ring is found.

Section 1 - Crystal Shores

The fishing village of Crystal Shores has dirt roads and forested homes. The houses themselves are made of unadorned wood with thatched roofs. There are no wells as the lake is within walking distance of everyone's homes. Placards and tabards denote businesses and the noise of work and animals is present. Birds chirp and fly freely.

1. Carpenter- Baduk Soderman

This small building with a thatched hut sits at the entrance of the village on the slope that runs to the lake. A small lean-to holds various wooden boards and bundles of thatch. A large saw with a foot pedal sits outside of the building.

DM: This building belongs to the resident carpenter/woodcutter Baduk. He and his wife have been residents of the village for several years and are appreciated for their good nature. Baduk's wife Simius has started to contract the curse and is now bedridden. Baduk is very concerned but has no idea why she is sick. He will confirm that Zeb is Zeb

Swatiditch one of the local fishermen. Baduk was not present when Zeb turned into a zombie but did help burn the body to help with this evil "plague". He will also explain that Trigo is Trigo Morgenstein a Dwarven sapper who would dig for coal. Baduk will blame the previous adventurers for the disease as it started shortly after they came through the village. As a result he will be less than favorable to the party.

2. Boat master – Cardon Dragone

This building has several docks floating out from it with some small fishing boats tethered to it. A well worn wooden shingle on the side is indicative that the building belongs to the Boatwright. A dark haired man working on an inverted boat eyes you as you approach.

DM: Cardon Dragone is a close friend of Baduk and shares his wariness about the presence of more strangers in the area. He too feels that the "brave adventurers" probably caused this mess. Cardon will speak very little to the party and will suggest they "go slay your dragons elsewhere". He is a gruff uncaring individual and his personality will express that until such time that he changes. He is not married and his mistress is the water.

3. Druid Residence – Herschel Gobinmyer

This quaint building sits at the front of a fenced off area of land containing numerous plants and flowers. Within the fence the grass is lush and well cared for. Rows of different fruits and vegetables are laid out in specific patterns. Bright shingles adorn the window of this abode.

DM: Herschel Gobinmyer is a semi-retired druid. He is an older man who speaks plainly and simply. He spent his share of years on the adventuring trail and is happy to converse with strangers as he has little to fear.

Herschel has noted sickly animals that he had trouble curing as well as fellow townspeople. He will explain that the illness lasts a few weeks and then, in the case of Zeb and Trigo they turned into the walking dead seemingly overnight. He admits that he feels ok but has noticed his fellow villagers have been in declining health since the appearance of the four adventurers a few weeks ago. He spoke with the party at length and didn't feel they were a threat to the community only themselves as being wide eyed and naïve. Herschel will point out to the party never to take unnecessary risks and offer other grandfatherly advice. Herschel will offer the party some of his spiced pumpkin ale which he claims to have kept him healthy all his life.

Herschel was saddened at the death of Trigo and Zeb but understands why they were killed. He is remorseful that he didn't examine them closer after they turned and will shed a tear about it. Herschel will also ask the party if they can help get to the bottom of this issue and report any findings to him so that he could help. If asked to come along he will chuckle and point out that adventuring is for the young and "that ain't me my boy". As the party leaves the village <probably the next day> Herschel will point out the adventurers went North on the road towards the ruins of Mont Du Plat.

4. Shrine to Koassak – Wider Veldar

This small building is adorned with icons representing it as a church of Koassak. Carved fish spitting money out of their mouths adorn the entry way to this structure. Behind the building is a large pumpkin patch.

DM: This building is dedicated to the religion of the village who worship the Goddess Koassak. The pastor is Wider Veldar and although he is young he is quite devout. He took a more scholarly approach to religion and passed by adventuring altogether. As he is still learning how to care for his flock he is deeply disturbed by the current illness that seems to have affected most of his parish. While he has a scratchy throat he points out that Herschel's pumpkin ale seems to help with it.

Wider doesn't mind the presence of the party and feels that the townspeople are giving unfair anger towards the previous group. He spoke with the previous party and noted they were pious and gave to the church so he doubts they would have been responsible for any ill will on the village. Wider has only been in the village for a year and is happy that Herschel can help mentor him along the path he has chosen. Wider grows pumpkins as Herschel has promised to show him how to make the spiced ale. Wider will not have any idea what has caused the rash of illness and will explain that the people probably just need more prayer time as he and Herschel don't seem to be ill.

5. Inn of the Blushing Trout – Sathe Lidorn

This large two story building sits at the edge of town and has a tree-lined approach up an incline giving it a good view of the lake. The placard on the side of the building denotes that it is the Inn of the Blushing Trout.

DM: This is a lower quality inn although clean and cared for. The price will be right for the party and the food good. The innkeeper, Sathe Lidorn, is quite hoarse and coughs frequently. It is quite obvious he is ill. His daughter Lido helps him around the inn and his wife Beefa is sick in bed. All three are sick but only the wife is unable to work. The daughter would be quite pretty if not for her very pale outlook.

Sathe loves customers especially paying ones. He is old enough to know that the previous party paid and didn't cause any issues. Unlike some of his customers he doesn't

feel that the party was responsible for the illness although the rogue in the group did try a little too hard to charm his daughter. Sathe will point out that the food he serves has not been particularly good recently and has noticed that some of the game in the area acts sick as well.

Should the party remain at the inn overnight they will awake to find Sathe, Beefa, and Lido have turned into zombies. It will be at this time that the party will have to decide to kill or run with the infestation.

MONSTER: Zombies (3) AC 6 HD 2 HP 11 #AT 1 D1-8

6. Caravan Master – Mylene Ackmard

This large barn is adorned with symbols recognized as being a caravan master building. While it is large the building itself is mostly empty. A well dressed female is working inside the building. Upon entering she greets the party accordingly and announces herself as Mistress Mylene as she moves her blonde curly hair out of her eyes.

DM: Mylene is a relative newcomer to the village and is the proprietor of this caravan station. She is quite talkative and very attentive to the party. Mostly because she is a happy go lucky person and the other reason is she is a salesperson. Mylene will explain that she is part of the caravan trade from birth. Both her parents are caravan masters and now she has taken up the trade. She was through the village last year and noticed it could be useful on the trade route and returned a few months ago to open the station. While not officially on the trade route at this time she has had her parents put in a good word with the barons in the area to add her. Little does she realize that she will be a stopping point in less than six months if the village still exists. Mylene is in the early stages of the illness as she prefers to consume ale as opposed to water.

7. Smithy – Aslan Valkyie

A tall brutish man works iron against an anvil outside this building. His leather apron and forge indicate that he is a smith. He is currently working on shoes for a horse nearby.

DM: Aslan and his family of five live in this modest residence. He is a hard working man who grunts a lot. In speaking with him is constantly squirms his nose as if his moustache and beard were on fire. It is a personal tick and he is not currently afflicted with the illness. His three sons are off hunting in the woods for food for themselves and to sell to the inn and tavern. While Aslan is a simple man he has heard his sons tell of the animals being sick forcing them to venture further out for quality game. If asked Aslan will point out that the boys now travel to the West as the Northern forests have produced strange game.

Aslan's sons will not be available until the next morning. If asked they will report that the animals to the North are exhibiting zombie like symptoms and report a HUGE zombie wolf just outside of Mont Du Plat. Each of the boys will give varying accounts of the creature so the information will be suspect at best.

Aslan can repair weapons and some armor but he can really do nice horse shoeing. He has struck a deal with Mylene already to handle shoeing of the caravan horses when they arrive. This will prove to be a financial boon for his struggling family. He is neutral to the adventurers and has little in the way of information. Much to his chagrin he was the one that had to kill Zeb during the fight to save his wife. They had been close friends and he is still quite upset about the incident but will not share particulars.

8. Trigo's Home

This building has been boarded up and secured with a sign that says "DO NOT ENTER". It is a small residence and difficult to determine what it is or was.

DM: This is Trigo's residence and was boarded up after his death. The villagers are uncertain as to what caused his madness and under the recommendation of Herschel they secured his home. The villagers will be reluctant initially to allow the party to enter but may allow passage if Herschel agrees to it. Inside it is a standard residence. The only clue will be two large pails of water one of which is half empty. Trigo was a huntsman and his furnishings will reflect that quite stunningly.

9. Goat Shepherd – Rivatha Kafar

This small residence has a very large pen behind it. Inside the pen are goats and sheep who have nearly consumed all the grass within the fenced lot. Two small children are playing with the animals inside the fence.

DM: One of the main suppliers of meat to the village is the shepherd Rivatha. He and his family have been lifelong residents of the village and have been raising the goats and sheep for years. Besides the meat Rivatha's wife Niccius is able to loom the wool into usable cloth for the village. Their two children are quite young. As the Kafar's tend to drink the milk of the goats they are not currently infected. Only Rivatha will speak with the party as they are also afraid that newcomers to the village have somehow poisoned them all. He will be guarded but respectful to the party and will confirm seeing a zombie wolf while moving his flock around. While he is concerned about wolves he is horrified at the thought of a zombie wolf pack.

10. Leatherworker – Vilan Deathmar

A large putrid pot is outside of this residence being stirred by a dark skinned man. From the general appearance of the man he would be from the plains to the East and not a longtime resident of this community.

DM: Vilan Deathmar and his wife Vilanious are barbarians from the Eastern lands. During a tribal war he and his betrothed left their village and moved west hoping to live out a peaceful life. Initially settling here as a fisherman Vilan began to do leatherworking as it has been his family's profession. While the stench of leatherworking is bad he and the other villagers will remark that it still smells better than he did when he arrived in the village. Vilan is always skeptical of strangers but has become a friend to everyone in the village. He is always willing to lend a hand to help and that has allowed him to fit in to the area. He is gravely concerned now as he was the one that killed Trigo. He will point out that he and Aslan were defending Aslan's wife and some village children from Zeb and Trigo from their "madness". While everyone has thanked and assured Vilan that he did the right thing he is still considered that because he is a barbarian he will be held responsible. Both of the Deathmar's have started to exhibit signs of the illness and this is quite worrisome to Vilan.

11. Tavern of the Cracked Mug

The sign at this location is decoratively made out of a broken pitcher. The sign explains this building as the Tavern of the Cracked Mug. The inside of the tavern is dimly lit although three patrons dressed in fishing attire stand near the bar mumbling in hushed tones.

DM: The three fishermen have suffered through the illness and have turned into zombies. When the party approaches them combat will ensue. These males are all "healthy" all things considered and will fight well against the party. One of these men is the innkeeper Moosecavelli Wirth and the other two are his drinking buddies.

The tavern has long been a public gathering spot on evenings as it sits on the banks of the lake and offered the opportunity to swap stories and drink ale. Moosecavelli would often have fish fry's from the days catch and the village would all enjoy their peace and quiet. Since everyone has been sick the inn hasn't been as busy and no one realized that Moosecavelli and his friends were so ill. They were absent when Zeb and Trigo turned and in the confusion following no one thought to look for them.

MONSTERS: Zombies (3) AC 5 HD 2 HP 11 #AT 1 D1-8

12. Zeb's Home

This building has been boarded up and secured with a sign that says "DO NOT ENTER". It is a small residence and has a small boat tied off to it with some fishing nets hanging on the corner of the home.

DM: This was Zeb's fishing hut where he lived. Since the incident it has been boarded up. No entry will be gained unless Herschel grants it. If the party explores the residence they will notice the odor of rancid fish in a bucket in one of the corners. From the odor alone this place needs to be burned to the ground. No clues as to the malady will be located inside the residence. As the curse is waterborne and he was a fisherman he was always wet in the poisoned water.

13. Inn of the Wasp – Enaldie Gryni

The tabard on the side of the building indicates that this is the Inn of the Wasp. Lifted off the ground on moorings it overlooks the lake. The stairwell on the back is well used as an egress and a large angled net sits on the Western edge and hangs at a slant. Inside the tavern is lit by the setting sun and several patrons are at the bar.

DM: Enaldie Gryni is owner operator of the establishment. A shrewd businessman he always appreciates new coin and will happily speak with the party. His patrons will not make any effort to speak with the group and if spoken to will be bluntly told to "piss off". Enaldie was a fisherman on the other side of the lake but moved his business after a nasty bit of food poisoning occurred at his old shop. While no one in Crystal Shores is aware of that Enaldie is gravely concerned that lightning has struck twice and he is responsible for the illness.

The inn is currently under renovation so the party will have to stay at the Inn of the Blushing Trout overnight. This inn has a specialty drink called "Wasp Stinger". It is a strange brew made from the greens on the lake bottom filtered through a berry concoction. It is alcoholic and only takes two to cause dexterity issues. As a result Enaldie has designed a net catch for his more "stung" patrons. After too many people fell down the stairs he has decided to just push them over onto the net and have them slide down to the shore. The children utilize it during daylight hours and consider it great fun.

14. Tinker – Melchar Furrowbrow

This small well cared pathway has numerous rose bushes lining the small cobblestones leading to a quaint cottage. A small signpost has symbols of a triangle and lantern. This would be the tinker's abode. Movement can be seen inside of the residence but because of the darkness it is difficult to make out what is going on.

DM: Knocking will be fruitless as the tinker is now a zombie. Melchar has watered his plants so much that he has the toxin and has turned. The party will see someone moving about and hear noises but they will have to open the door to discover that the occupant is no longer gnomish. Melchar, his wife, and their young son have all turned into zombies and will attack if the party attempts to enter the home.

MONSTERS: Zombies (3) AC 5 HD 2 HP 11, 10, 6 #AT 1 D1-8

Section 2 – Day 2 and the Road to Mont Du Plat

The party should awake in the Inn of the Blushing Trout <#5> and discover the three zombies present. At this point the party will have to make a decision on how they will deal with these things they had spoken with the night before. They can opt to fight and slay the zombies and although upset most of the townspeople will not hold it against the party but they will be requested to leave. The second option is that the party traps the zombies inside the inn. If this option is chosen Herschel would be most grateful and point out that he is working hard to cure the malady. Regardless of the option the party chooses Herschel will ask that the party venture north where the animals are sick and see if they have the answer in Mont Du Plat. Herschel can optionally request the party bring in any zombies they can catch and he will pay them a small fee such as 10sp/1gp per person. Herschel will remind the party to watch themselves first but save as many as they can. Some method of trapping the zombies will have to be discovered as they cannot be knocked unconscious. This being a fishing village there might be some spare nets around at Zeb's residence if the party figures it out.

On the two hour trip to Mont Du Plat the party may come across a variety of wandering monsters. A check should be made every thirty minutes or four times total. Wandering monsters will result on a 1d8 opportunity. The monsters can be used multiple times.

1. Zombies (1) AC 5 HD 2 HP 10 #AT 1 D1-8
2. Zombie Wolf (1) AC 7 HD 2+2 HP 12 #AT 1 D2-5 Attacks last every round
3. Regular Wolf (1) AC 7 HD 2+2 HP 15 #AT 1 D2-5
4. Deer Herd aka food
5. Red Fox aka pelt sales
6. Wild Horse if chased will get the party lost 50% but they will not catch it
7. Rabid raccoon (1) AC 8 HD 1-1 HP 3 #AT 1 D1-2
8. Unusual noises in the brush which turns out to be animals scurrying

Section 3 – Mont Du Plat

Mont Du Plat was founded at the site of old ruins of a castle. The castle is long gone with the stones being moved to be utilized elsewhere. The general formation of the building is still intact but the building itself is long gone. A small portion of the dungeon still exists. Its moss covered floors and dank smell are remnants of a once great structure. The buildings in Mont Du Plat are

mostly sod and mud dwellings with thatched rooftops. The buildings are dirty and dark and in a great deal of disrepair as the townspeople have all been turned into zombies. The pathway to the homes and to the old keep is plainly seen and the river has its mouth somewhere under the old fortress. The image must have been quite grand at one time with a keep spitting out water from its base but that was a long time ago. The forest has encroached on the entire area after so many years. The village was agricultural based but the fields are overgrown and difficult to make out. Nothing has been “alive” here for several months and it may not be possible to save any of the former residents.

1. Farmhouse

Unlike the most of the other buildings this building is rather large. The door hangs from frame and bangs in the slight breeze. The air carries a stench of rotting oats from inside the dwelling.

DM: This building was one of the farmer’s homes. The oats inside are not suitable for consumption as they have been rotting away for several weeks. Inside are the farmer, his wife, and a small daughter all of which have become zombies. There are meager possessions inside the building but if a complete search is done the party will find a small cache of coins under a bed totaling 25sp

MONSTERS: Zombies (3) AC 5 HD 2 HP 11, 10, 2 #AT 1 D1-8 <1-2>

2. Inn of the Skeleton

The faded placard hanging from the front door of this large two story building indicates that it was the Inn of the Skeleton. Not quite ironic but close enough. Peering inside cracked pottery can be visibly seen and the place is a general mess. Several large cobwebs inhabit the area giving an indication that movement in the backroom has not been done recently.

DM: This was the village inn. It is in disrepair although it wasn’t much to look at in the first place. There will be creaking upstairs where four zombies are in the common room. Downstairs in the back room was a card game. Cards are still on the table as well as a small pile of silver totally 47sp. Under the bar in a dusty box is a bottle of fine wine that is unopened. It would likely fetch 50gp in a larger town.

The second floor is the sleeping quarters. As the party goes up the stairs there will be a “blind” corner where the zombies will attack. The area is a bottleneck for those on the stairs and only the first two up the stairs will be able to fight unless retreat is ordered. The sleeping quarters upstairs is as messy as the downstairs. There is a backpack from one of the adventurers which contains torches and four flasks of oil which may or may

not be useful. A small agate bracelet is under a pile of debris but the party will need to search the room well to find it. The approximate value is 30gp.

MONSTERS: Zombies (4) AC 5 HD 2 HP 11, 10, 10, 9 #AT 1 D1-8

3. Farmhouse

This sod hut appears to be similar to the others in town. It does not have a door instead it appears a curtain is the only thing protecting the domicile.

DM: Inside this dim hovel is a large white wolf that Aslan's sons were hunting. It will surprise the party on a 1-2 d6 roll and attack. If combat goes against it the wolf will flee after losing 75% hit points and run off in the woods. Digging through the rubble the party can find a small copper comb with a garnet in it. The item is worth about 25gp.

MONSTERS: Great White Wolf AC 6 HD 2+2 HP 18 #AT D 1-8

4. Farmhouse

This farmhouse appears as though it was either struck by lightning or caught on fire. Half of the roof is gone and crows are roosting on the support beams. The crows caw at you incessantly.

DM: This building was struck by lightning but the occupants were long turned into zombies and there was no damage. The foodstuffs that were being held in pots were damaged when the roof fell in. Rodents feed on fetid rice and beans but there is otherwise nothing of interest in this house.

5. Tailor Shop

This house has a placard denoting it as tailor shop. It has a sturdy door on it that is unlocked. A deceased dog is still on a rope attached to the house apparently of starvation.

DM: This is the village tailor who was responsible for making the cloth for clothes. The occupants became zombies and their dog did die of starvation. Vermin have picked the bones mostly clean. Inside the house is well kept although mildew and a stench of death pervade most of it. There are two rooms inside the home. In the main room are three child zombies concealed behind some bolts of fabric worth 15gp each (x3) and the two adults are in the back room and will stagger out when the party enters. All five will attack.

MONSTERS: Zombies (5) AC 5 HD 2 HP 11, 10, 8, 8, 7 #AT 1 D1-8

6. Woodcutter Shack

Piles of cut wood are stacked up against the house and in the yard. A rusty ax is embedded in a tree trunk in the back. A split timber is next to it. This residence is made of good wood and appears secure.

DM: This was the woodcutter's shack and it is still in good shape as it is made of wood. The woodcutter and his son are in the back of the residence wandering around. Inside the home is a clean steel ax that could be utilized/sold as a battle ax.

MONSTERS: Zombies (2) AC 5 HD 2 HP 16, 15 #AT 1 D1-8

7. Farmhouse

This building is ramshackle and probably in the worst condition of the village. The house appears to be tilted and is pitching forward. There is no door and to enter the adventurers will have to bend over.

DM: This is just an old farm house that is dilapidated and in very poor condition. If the party ventures in they will be surprised 4d6 by the giant spider that now calls this its home. There is nothing of value inside this building. This is a young giant spider and the poison save can be made at normal levels.

MONSTERS: Giant Spider AC 4 HD 4+4 HP 25 #AT 1 D 2-8 + poison

8. Farmhouse

This is a large two story farm house with a corral under a large tree. It is constructed of stone and wood. Looking in the windows spider webs can be seen throughout. There are no animals in the corral. The gate to the corral is broken open. Rope is on the fencepost.

DM: This was a farmer who owned livestock. The animals have been killed by wolves or run off. He had two horses which are wandering the area. Inside the house is in good shape but there are no monsters present. In the upstairs bedroom there is a set of silver combs worth 18gp but nothing else of value.

9. Farmhouse

This building is the standard sod house with a thatched roof. Rotting bales of hay are outside the door and seem to home to a herd of mice that scurry away as you approach.

DM: This farmhouse contains broken items and sparse possessions. It also contains three zombies who had previously been hard working farmers. There are two pitchforks just inside the door. A 50' length of rope is next to the pitchforks.

MONSTERS: Zombies (3) AC 5 HD 2 HP 12, 10, 10 #AT 1 D1-8

10. Farmhouse

This farmhouse has a front door that is askew on its hinges. Inside you notice that unlike the other houses this one has a nice wooden floor with split timber. Meager possessions such as crockery and pillows litter the floor. A large straw bed sits in one corner. You can hear a steady drip but don't see where it is coming from.

DM: While there are no monsters present the middle of the floor is partially rotted. Should the party care to examine the contents of the room they will most likely spring this "trap" and it causes 1-4 hp in damage. The drop is not very deep but enough to hurt. The trap will be noticed if any party member is "prodding" the way through the room with an object. At the bottom of this trap is an old metal box. Inside the box is the life savings of its prior owner. There is 7gp, 22sp, and a small bag containing three garnets worth 27gp total.

11. Smithy

A rusty hammer sits on top of an old anvil. Several farm implements lean against the wall to this sod house. A coal fire pit also sits in the front yard. The building has metal braces for the door.

DM: This building was used by the village smithy. The door is quite secure and is locked from the inside. The door will need to be forced or broken down. Inside is the smithy who is a zombie. Inside in a locked iron box is his life's wealth. The iron box contains a stout shield, a war hammer, a chainmail suit for a human, and a potion bottle of anti-poison. At the bottom of the trunk in a carved wooden box are 100gp and a golden pendant worth 75gp.

MONSTERS: Zombie AC 5 HD 2 HP 18 #AT 1 D 2-9 <strength>

12. Miller's Residence

A miller stone sits in the front yard and is still being turned by the river catch. A low grating sound is heard from the stone as it continues to do its work without attention. Rotting bags of wheat are next to the stone and apparently were not ground into flour

before the miller was able to perform his job. Inside the residence the belongings are strewn about and looks as if flour has been thrown everywhere. A body lies in the middle of the floor.

DM: This is the miller's residence and the wooden door is open. Inside the building is pasty flour everywhere. It would appear as though a recent battle had taken place as there is a rotting corpse on the floor. The corpse is the teenage son of the Miller who returned after battling the previous adventurers. His wounds were too grievous and the zombie died in the middle of the floor. The rest of his family is present.

MONSTERS: Zombies (4) AC 5 HD 2 HP 11, 10, 10, 9 #AT 1 D1-8

Section 4 – Christos' Dungeon

The keep that once stood at Mont Du Plat was a small keep to Count Norus but only the levels of dirt and a small opening still exist of the once romantic keep. No one knows what happened to the keep no records exist from that time. We know only that there was a keep but the only thing left is a small portion of its dungeon. Any adornments in the dungeon have long since crumbled to dust or been removed by other forces. The flagstone floor is moss covered and slick in some spots. The walls that once were decorated in murals are now moisture stained and a dull grey. The rooms that still exist have piles of stone and the ceiling is crumbled in places. In the undamaged portions the ceiling is 10' high. A constant dripping noise can be heard but cannot be located. Shuffling noises from the zombies present can be heard but the echo makes it difficult to determine the direction. Some iron sconces still hang on the walls but there is no natural light in the dungeon. A rusted portcullis hangs halfway up at the entrance <#13 of Mont Du Plat>

1. Common Room

This large chamber is nearly divided in half by two piles of rubble that split the room in half East-West. The smell is awful and a host of rats scurry everywhere in the torchlight. The ceiling has collapsed in two places creating a wall of rubble near the center of the room. The flickering torchlight makes it difficult to see if anything is on the opposite side of the collapse. A slight whistle is coming from the far side of the chamber

DM: This had been a large common room now it is a rat playground. These rats are normal in every respect and will flee as fast as they can at the approach of adventurers. The whistle noise is the wind from ceiling cracks throughout the dungeon. The mossy floor is quite slick in this area and the adventurers will notice they have to focus on walking or risk falling on their backsides.

2. Armory

This square room is surprisingly clean of debris although a portion of the wall in the Southwest corner has crumbled. Wood timbers are in the debris but it opens up into a different room and several piles of debris. A breeze can be felt as the torches flicker.

DM: This room had been the armory but was cleaned out a long time ago. The corner of debris was a cave in over the doorway hence the timber. The larger debris field is now the home of a carrion crawler that has had its share of dinners courtesy of the zombies. There is a 33% chance that the crawler will be in a, b, or c area. If it is located in area "b" it will surprise the party 50% of the time. Area "c" has a pile of carrion dung and if searched a gold bracelet worth 20gp will be found. It should probably be cleaned prior to wearing it.

MONSTERS: Carrion Crawler AC 3/7 HD 3+1 HP 21 #AT 8 D paralysis

3. Barracks Room

Piles of slender timber are present in this room in abundance. The room is dusty and smells but is in otherwise good shape. The northwest corner of the room contains a cave in and the whistling is coming from that area.

DM: This area was the barracks and the old timbers were the bunk beds that have been useless for decades. If the cave in area is examined for the "whistling" a swarm of bats will break out and blind the party as they attempt to make their way outside. The bats will cause no damage but are here as a distraction. The whistling is just air leaks from above.

4. Shrine

This room is shaped in a four leaf clover formation and a line of debris goes across the floor at an angle. The debris is from a fallen column. Carvings on the fallen column and a standing one indicate something you would see in a temple. Dirt cakes the floor but it is sealed well and there is no moss present. A large cobweb spans from the standing column to the fallen one.

DM: This area was the shrine for the fortress. The two columns were carved in the image of the god they worshipped. If enough information is gleaned and pictures made a sage can tell them that the carvings were of the god Vox an ancient and evil deity. The spider webs are from the four large spiders that now call this area home. They will not attack unless the standing column is examined closer. If this is the case the spiders will branch out and attack anything living in the room.

MONSTERS: Large Spiders (4) AC 8 HD 1+1 HP 6,6,5,5 #AT 1 D 1 + poison save +2

5. Great Room

This chamber is huge. Stone steps lead up to a raised dais on the South wall. Carvings on the wall have been eroded by years of dripping water. The walls are very damp and in some places have water running down them and sinking into the muddy floor. Several piles of stone are in this room as well as four more zombies who have just noticed your arrival.

DM: This was formerly the magnificent great room of the complex. Now it is a muddy grimy mess and home to four zombies. All of the furnishings fled this room a long time ago on the backs of looters. In its prime this room was a sight to behold. The back wall behind the dais was adorned with fine tapestries and stone carvings befitting the hall of a great lord. Now nothing of value exists here.

MONSTERS: Zombies (4) AC 5 HD 2 HP 14, 12, 11, 9 #AT 1 D1-8

6. Lord's Chamber

This chamber is moss covered and has puddles of water everywhere. The ceiling is cracked in several locations and water drips through from above. It appears this room could cave in at any moment. As you look around a chunk of stone the sizes of a man's head falls from the ceiling.

DM: This was the lord of the manor's chamber and at one time it was exquisite in design and décor. Currently the room is on the verge of collapse and no amount of work will save this room from falling in upon itself in the very near future. Wandering in the shadows are three more zombies who were villagers of Mont Du Plat.

MONSTERS: Zombies (3) AC 5 HD 2 HP 11, 10, 10 #AT 1 D1-8

7. Unknown Chamber

This rectangular room has debris covering the northern wall that is crumbling as you enter. Small stones are cascading down with every step the adventurers take. It would appear that this room is in no better shape than the previous room. Four strange looking zombies are in this room and three are armed with weapons and armor while a fourth wears a long tattered robe that is still fairly clean.

DM: These are the four "hero" adventurers that are being blamed for the Crystal Shores illness. This party came to Mont Du Plat looking for the answer and sadly they discovered it. The adventurers arrived and spoke with the townspeople who blamed a cleric that had discovered the dungeon. A confrontation ensued and while the cleric pleaded for his life he knew it was not going to end well. The cleric used the Charnalite Ring on the adventurers to save his life. As the cleric fought the party in the well room

he turned the last fighter into a zombie. As he touched the forehead of the fighter his arm was cut off by the fighter's sword. Falling off his body the arm still wearing the Charnalite Ring went into the well. The adventurers are now undead and three are clad in chainmail. If slain the adventurers each have belt pouches with their wealth safely contained. Each of the three fighters has a set of chain mail that can be used or sold as well as two long swords and one bastard sword. The party has three daggers and a shield among them as well. The magic user has a bone scroll case containing a random 1st and 2nd level spell. Between the four adventurers they have 250gp worth of coins and gems with them. If they are captured rather than slain then they would expect to keep their possessions.

MONSTERS: Zombies (4) AC 5 HD 2 HP 18, 17, 17, 12 #AT 1 D1-8

8. Library

This room has shelves and broken shelves on the floor. A small crudely fashioned desk sits against the one wall with a small stool. On top of the desk is a sheaf of wet parchment that had writing on it at one point. Water dripping from the ceiling has damaged most of the words except two at the bottom of the page. The words "I'm sorry" are written in common script in ink that has since tipped over and spilled on the floor. Mice eat at some food in the corner. Rotten books sit on the shelves and a small backpack is under the desk.

DM: This was formerly the library of the keep but now it is the home of musty parchment. This area was being used by Austius the Cleric who discovered the Charnalite Ring in the ruins of the dungeon. He was staying in the library examining portions of scrolls to explain to him what the rings powers were. Sadly for Austius he discovered accidentally what evil power the ring had but was already seduced by its magic.

Some of the parchments are legible and those are piled on the shelves that are still standing. These items do not contain anything of interest pertaining to the ring as Austius had already examined them. No documentation is available on the ring in these dungeons. The rucksack contains personal items of Austius as his adventuring career began and ended in these dungeons. A small diary about his life is present as well as one of the last entries pertaining to the finding of the ring in the ruins of the lord's chamber. That entry was on the last pages of the book and the sheaf of papers on the table was presumably his next diary. His silver holy symbol, some holy water, a book on his faith of Gairel, and some iron rations are also in the rucksack. A small coin purse is hidden among its folds and contains 18gp and 40sp.

Underneath the rucksack is a small ivory scroll tube <15gp> and it contains one random clerical spell. Also inside the tube is a letter from his abbot wishing him well and to do the church proud.

9. Well Room

This chamber is still stained with recent blood and the body of man in clerical robes slumps against a stone raised well structure. A rusty chain hangs from a pulley chiseled into the ceiling. The wall to the North is crumbling and small stones come rolling down.

DM: This chamber was used as the well room and is still operational. This well actually comes directly from the underground river that spouts out from under the complex and feeds the lake that Crystal Shores sits on. Upon closer examination the body of the cleric is missing an arm and he is dead and doesn't appear have ever been a zombie. The body is the deceased Austius. After changing the last adventurer into a zombie he lost his arm in the battle. The arm went into the well and has since poisoned the entire spring. As a result the villagers of Mont Du Plat were turned into zombies from the magic of the ring. As the water filtered down it contaminated the drinking water of Crystal Shores albeit at a slower rate.

Looking down into the well the ghastly arm can be seen floating on top of the water. Although there is a bucket the party will not be able to finagle the arm into the bucket and someone will have to go down into the well. As they are lowered into the well might well be mentioned that it appears the water is moving or some other inclination that there is something in the water. There is obviously nothing in the water except the hand bearing the Charnalite Ring.

Assuming the party has sent one of their members down and pulled them back up you should note a large crash and crumbling sound is coming from the dungeon and dust and dirt is filling the air. The DM now has the option of scaring the party into running for their lives or has the structure cave in while opening a spot in the bottom of the well where they will have to swim for it. If the latter option is chosen the party will be spit out at the mouth of the river just outside the dungeon entrance. This option has a more memorable ending of shooting out of the ground if you so choose and a saving throw would be legitimate to stave off drowning.

Section 5 – Ending the Adventure

Assuming the party has successfully recovered the Charnalite Ring they will need to take it Herschel Gobinmyer back in Crystal Shores. If the party returns to the village they will discover that most of the townspeople have turned into zombies. Herschel and Wider Veldar the cleric have managed to corral most of their fellow villagers in Herschel's sanctuary where they cannot escape. Herschel has determined that because he drinks mostly his pumpkin ale and not the lake water that the water has something to do with the problem. If he is presented with the Charnalite Ring he will recognize it from folklore and check his books.

If the party has been capturing villagers Herschel will gladly pay for each one saved. There is the option of Herschel needing components to make his cure and that can be a spin-off

adventure. An additional spin-off is the entire matter with the Charnalite Ring. Herschel may have an idea or he may send the adventurers to someone who can destroy the item. In any regard the item will most like be placed in a box and locked. The item is a minor artifact and as such cannot be destroyed by normal means.

It should be noted that should Herschel be able to reverse the zombie issue the villagers will rejoice and honor the party as well as Herschel as heroes. The honor is richly deserved and you may find a plaque or carving honoring your efforts and denoting the heroic deeds done these few days.

