

HIF1-04



Grave Disturbance

A One-Round D&D 3rd Edition LIVING GREYHAWK™ Adventure

by Chris Tulach

The Smiling Halls of Good Fortune, temple to Norebo in Verbeeg Hill, wants your help. They promise good pay and easy work. It seems as though you're in for a break from danger and death at every turn. Then again, it is a long journey from Highfolk town to Verbeeg Hill... Recommended for investigative PCs. A Slow Rot, Part 1. An adventure for characters level 2-6.



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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 you run your game. Be sure to 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 is 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 as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, 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.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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 game masters 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 will 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, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, 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 Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T2:	13-22	14-24	15-26	16-28	6th
T3:	23-32	25-35	27-38	29-41	8th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Judge Introduction

The hamlet of Weeping Willow has a serious problem. The folk of this small farming community in the Highvale are scared. A rash of unexplained accidents has left several people dead. The local cleric cannot explain why these people are dying. The town speaker cannot assuage the fears of the people for much longer. Many think it is a curse, brought about by the recent disruption in the graveyard. The truth is more sinister than any could fathom.

A little over a year ago, a strange traveler passed through Weeping Willow. He was a tall, strong gentleman that appeared to be of Baklunish descent. He purchased a room at the Shady Leaf, the local inn. The next morning, the man was gone; and with him, an acolyte of Phyton named Farrick.

Although this was unusual and disappointing, Farrick's disappearance did not come as a shock to Polgin, the local cleric. Polgin was Farrick's mentor, and is still tending the Harvesthope Shrine dedicated to Phyton. Polgin regarded Farrick as an annoying, whining ne'er-do-well. Farrick was no great loss to Polgin, since he rarely tended to his chores and followed his mentor's orders. So, after a brief search, the people of Weeping Willow returned to their farms and lives, never giving much thought to the misfit acolyte.

Four weeks ago, the farmers woke up in the dark hours of early morning to a tremendous shaking. After a few moments, it passed. In the morning, the folk of Weeping Willow found their graveyard overturned, the wooden coffins tossed about the area, and corpses lying all over the jagged earth. The people cleaned up the area, and decided to move their dead to another location, a few hundred yards away. A new graveyard was constructed, and the dead were reburied.

What the townsfolk did not know was that the stranger had returned, with his new lackey in tow. The mysterious man was in fact a vampire, and a cleric of Nerull. He had taken Farrick from Weeping Willow over a year ago, and had turned him into an undead minion. Now Farrick, a vampire spawn, has devoted himself to Nerull and to getting revenge on the cleric Polgin. He intends to use the town as his personal feeding ground, and to destroy Polgin's reputation before taking his life.

His mentor used an *earthquake* spell off of a scroll to further his ends. The vampiric stranger then waited until the following evening, after the new graves were freshly dug. He took many of the dead with him, as he left for parts unknown. He left Farrick to his own whims, and gave him some tools to help him with his vile plans. Farrick was given *dust of illusion* and an unholy relic of Nerull, known as a *skin mask*. Since then, he has been walking among the farmers of the small hamlet; feeding upon the folk and making their deaths look like accidents. In addition, he is charming the residents to believe that moving the graveyard was a curse, and that Polgin is to blame for bringing this upon the community.

Adventure Synopsis

The heroes' adventure begins in Highfolk town, where a cleric of Norebo is enlisting the help of brave adventurers to aid his temple. He specifically points out the PCs, and asks if they can journey to Verbeeg Hill post-haste to help out the Smiling Halls of Good Fortune (the temple and gambling establishment to Norebo in Verbeeg Hill). He tells them that the pay is good, and the mission is easy. The heroes may depart for Verbeeg Hill whenever they wish, but the sooner the better.

After a few days' journey on the Quagflow Road, the heroes wake to screams near their camp late at night. A weary and worn elven woman, terrified beyond belief, enters the PCs camp. Ghouls (and a ghost) follow right behind. After the combat is over, she explains that strange things are happening in the small village in which she resides. People have been having mysterious deadly accidents, and many villagers fear it is a curse brought upon them for moving the dead. She stays the rest of the night with the heroes, and then makes her way south to Highfolk.

The characters enter Weeping Willow, named for the willow trees that grow alongside the Quagflow road. There, they are able to find out about the mysterious earthquake a few weeks back, and the accidents that have happened since. Myrindil (the town speaker) greets the PCs, and gives them what information he knows. Checking out the accident sites reveals little. The new graveyard however, yields some clues. All the accident victims are missing from their graves, as well as many others (including all the elves).

Talking with the cleric of Phyton (Polgin), the heroes learn that he made the decision to move the graveyard. He also is shocked (and afraid) to learn that undead may be involved. He gives the PCs some information about the town and his lost acolyte, as well as some weapons to help (Polgin hopes) combat possible undead creatures.

That evening, another farmer is found dead in his house, struck by a fallen beam. In actuality, he has been killed by Farrick, and drained of his blood. The corpse has been disguised by *dust of illusion*. PCs that pierce the illusion will be able to tell that a vampire may have been responsible for the death.

Myrindil calls a meeting in the community hall. There, he suggests that the village is truly cursed, and that the folk of the town should leave. Many of the people agree. Plans are made by some to depart the community within the next few days. Polgin is also completely discredited as the hamlet's cleric.

While the meeting is going on, a few farmers that have been *charmed* by Farrick are taking the corpse of the recent victim to an abandoned barn. There, they bury the corpse. PCs that do not attend the meeting may notice this strange incident. When confronted, the farmers tell the heroes that Myrindil asked them to move the body. The farmers moved all the other victims here as well.

At this point, the PCs should have a good idea what is going on. Farrick can be confronted in his lair underneath the barn, and

defeated. If this is done, notes are found in his lair detailing some of his plans for the town and for Polgin.

If the heroes do not act quickly, the next night Farrick comes for Polgin. In this instance, the PCs must fight the vampire spawn to save the lives of Polgin and his acolytes.

Player Introduction

Yet another cold, wet day greets you this Patchwall morning. The slate grey sky deadens the vivid colors of the forest town of Highfolk. Despite your best efforts to wrap in warmer garb, the rain soaks through, chilling your body. Everyone on the streets moves about quickly from shelter to shelter, avoiding the watery kiss of a winter not long off.

As you are making your way through the merchant's quarter, you hear a voice rising up over the sounds of a rainy autumn morning. A human male, in bright orange and yellow clothing, sporting a long mustache, is standing at the corner of an intersection. He points over in (choose a PC) direction, and speaks. "You there, you look like a hero! Have I an assignment for you! Easy gold for one such as brave and steadfast as yourself!"

This man is **Mercermillan**, a cleric of Norebo (male human Clr2; Bluff +7, Diplomacy +7). A successful Knowledge (religion) check at DC 5 reveals that the eight-sided dice he is wearing around his neck is the holy symbol of Norebo, god of gambling. He is attempting to recruit the heroes to help the Smiling Halls of Good Fortune, temple to Norebo (god of gambling) in Verbeeg Hill (a town about 180 miles north of Highfolk). He has been sent by his temple to find experienced adventurers to serve as guards for the gambling hall. The temple recently had an incident involving theft of some money by several of the gambling hall guards, who were promptly fired for their actions. They are however, short-staffed, and are in need of some help for a few weeks while they train up a local staff. Plus, having great adventurers around the gambling house will draw more visitors just out of curiosity.

Mercermillan talks up the excitement and good pay of the job offer, all the while remaining very vague about the actual duties of the employee. He knows adventurers like adventure, but also that they enjoy easy money as well. Mercermillan attempts to cater to either (or both) of these desires. He talks to each of the PCs in turn, and makes them an offer. The cleric has the following information to impart:

- You are to be employed by the Smiling Halls of Good Fortune in Verbeeg Hill. This is the temple and gaming hall devoted to Norebo, god of gambling and good fortune.
- The mission (or adventure, never just job) is confidential, and can only be revealed to you when you arrive at the temple in Verbeeg Hill.
- The adventure promises to pay well (as the temple often does), and it is certain to be exciting. It should be fairly easy

money, from the rumors that have gone around.

- Time is important, as the temple needs heroes as soon as possible. It would be good of you to leave today, if you can.
- (If the PCs are particularly uninterested) You know, it would not be wise to upset the followers of the god of fortune. Your luck can change when you least expect it...

Mercermillan will be able to offer the PCs (as a group) 30 solars (gp) to help with equipment costs. He promises that the temple will reimburse the PCs for travel costs incurred along the way (contingent upon acceptance of the mission). He also suggests that the heroes travel together as a group, as there is safety in numbers, and it would look very impressive if an adventuring company presented themselves to the temple. If needed, the cleric gives the PCs a map, and tells them to follow the Quagflow Road north to Verbeeg Hill. He then wishes the luck of Norebo to follow them, and departs.

At this time, it is a good time for the PCs to introduce themselves. Have each player describe his/her character, and introduce him or herself in character. The heroes are then free to make any preparations they wish for the journey ahead. Let the players know that it is about 6 days' journey to Verbeeg Hill on horseback, and about 10 on foot.

Encounter 1: Screams in the Night

Note to Judge: When the PCs set off on their journey, have them determine a marching order, as well as a night watch schedule. The heroes will also need to purchase tents and other items that will help to keep them warm when they camp outside.

The first four days of the journey to Verbeeg Hill pass by uneventfully. The rain and cold do not let up during the trip, which makes for miserable traveling weather. The first three nights, the heroes are able to stay at various inns and boarding houses along the road. On the fourth night, they must make camp outdoors. Read the following:

Your journey so far has been uneventful and miserable, due in no small part to the incessant chilling rain and the poor road conditions. Luckily, you have spent the first three nights at inns and boarding houses along the Quagflow Road. Tonight however, you must bed down on the muddy, cold ground. Just after dusk, you find a Wayfarer's Stone, set by the faithful of Fharlanghn, which marks a campsite. You bed down within a ring of trees, just off of the road.

Undead Attack

Determine which PC(s) are on watch at about midnight. Make certain to note which heroes are sleeping in armor; if they are, be sure to assess the -2 penalty on Strength and Dexterity to those

sleeping in armor with an armor check penalty of -5 or worse (*Player's Handbook*, pg. 105), starting the next morning. The next text is read to all players, but the players of the PCs on watch will get to act one round before the others.

Late into the night, when the only sounds are that of the never-ending rainfall, a scream pierces the silence! An elven woman, dirty, worn, and wet, runs into the camp. The peasant falls to the ground near you, crying and screaming like one touched by madness. She is shaking uncontrollably; it must be more than the cold. The elf looks up at you, with mortal fear in her eyes, and says, "They're coming for me! Help me, please! Save me!"

Just then, you see several creatures emerge just outside of the camp. From here, their forms are a bit difficult to make out, but they appear to be humanoid in shape, with eyes that burn like hot coals. As they move a bit closer, you can make out the true nature of the things: tattered rags wear upon decaying flesh, pulled so tightly against their yellowed bones that the skin tears at the joints. One of the foul beasts is more horrific than the others, as the skin on its face has been torn off, bits of which hang from its chin. In an unholy voice it speaks, "Thank you for leading us to such a feast! Your marrow will taste so sweet as I suck it from your bones!" The undead move to attack.

Tier 2 (EL 5)

Ghouls (3): CR 1; Medium-size Undead (6 ft. tall); HD 2d12; hp 13 (each); Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atks +3/+0 melee (1d6+1 and paralysis bite, 1d3[x2] and paralysis claws); SA paralysis, create spawn; SQ undead immunities; AL CE; SV Fort +0, Ref +2, Will +5.

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7. **Feats:** Multiattack, Weapon Finesse (bite).

SA: Paralysis (Ex)—Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis. **Create spawn (Su)**—In most cases, ghouls devour those they kill. From time to time, however, the bodies of their victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting *bleed* on a body before the end of that time averts the transformation.

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Ghast: CR 3; Medium-size Undead (6 ft. tall); HD 4d12; hp 26; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atks +4/+1 melee (1d8+1 and paralysis bite, 1d4[x2] and paralysis claws); SA stench, paralysis, create spawn; SQ undead immunities; AL CE; SV Fort +1, Ref +3, Will +6.

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction

+3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8. **Feats:** Multiattack, Weapon Finesse (bite).

SA: Stench (Ex)—The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be racked with nausea, suffering a -2 morale penalty to all attacks, saves, and skill checks for 1d6+4 minutes. **Paralysis (Ex)**—Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis. **Create spawn (Su)**—In most cases, ghouls devour those they kill. From time to time, however, the bodies of their victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting *bleed* on a body before the end of that time averts the transformation.

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Tier 3 (EL 7)

Ghouls (6): use stat block above.

Ghast: use stat block above.

Development: After the combat is over, read the following:

The horrid creatures lie broken and motionless at your feet. The elven woman, realizing that you have emerged victorious, begins to calm down. Her dirty, tear-streaked face looks up at you, and she slowly rises to her feet. Underneath the wet grime, you can see that she is older than many of you, yet not an elder.

"I thank you for helping me. My name is Ilynni. I lived in Weeping Willow, a small village just up the road a ways."

Ilynni (female high elf Com1; hp 3; Profession (farmer) +5)

The heroes have questions for her. She is upset, but coherent. Here is the information that Ilynni has at her disposal:

- I was walking through the village, out to the well to get some water. Normally, I don't go out late at night, but I needed some water for my basin. I passed by the new graveyard and saw some people there. I called out to them, and when they approached me, I could see that they were walking corpses, so I ran. They've been following me for hours. It is fortunate that you camped here this evening, or I would have collapsed, and they surely would have killed me.
- Weeping Willow is a farming community of about 120 folk just a few hours up the road from here. It is so named for the willow trees that grow throughout the area; when it rains, the droplets are like tears falling from the trees.
- I am not going back to Weeping Willow. My husband is dead, and I have sent my children to Highfolk to live with their relatives.

- I will be heading to Highfolk in the morning from here. There is an inn down the road about half a day's walk from here. I will wait for another kind stranger to take me back at the inn. Even though I have no money, I hope that someone will take me along with them.
- My husband, Jyrin, passed away two weeks ago. He had an accident down by the creek, and split open his head. Polgin, the village cleric, says that he must have slipped on a mossy rock while fishing. Accident or no, Polgin is still to blame.
- Polgin is the one who wanted the graveyard moved. About four weeks ago, the earth shook, and when we awoke the next morning, we found the graveyard destroyed. All the dead were thrown about, and many of the coffins were broken. We fixed the coffins, and laid the dead to rest. Polgin was the one who suggested moving the graveyard away from where the earth was overturned, so we listened to him. Ever since then, there has been a curse on the village.
- Five people have died in the past four weeks. All of the deaths seem to be accidents. A horse trampled Ershwin, Ulee fell on her sickle, the hayloft collapsed on Norholm, and Olvilyn stepped on a rusty nail and died the next morning. Of course, my husband also was a victim of these accidents. Polgin has brought this curse upon us for moving the dead!
- I think those undead are part of the curse. They have probably come now to take vengeance upon the town for our misdeed.
- If you can help out Weeping Willow, that would be a great thing. I have many friends there that I would not want to see harmed. If you go there, talk to Myrindil. He is the town speaker, and is much wiser than the cleric. Avoid him if you can. He has brought the curse upon the village because of his foolishness.

Ilynni asks the PCs if she can stay with them for tonight. She is not physically harmed, but is very exhausted. The elf sleeps through much of the morning, and walks south towards Highfolk at lunchtime on the next day. The PCs may escort her if they wish; otherwise, she insists she'll be fine. Ilynni implores the heroes to find out what is wrong with Weeping Willow before another soul dies from the curse.

Note: at any time, a PC or PCs wish to continue to head on to Verbeeg Hill for the employment opportunity, the adventure is over for them. Go directly to the final subheading in the conclusion, labeled "Over Before It Even Began".

Encounter 2: Weeping Willow

Up the Quagflow Road a few hours away lay a small hamlet that must surely be Weeping Willow. The cold rain still falls today, and the willow trees do indeed look sorrowful in this dismal weather. You can see various farmhouses and barns scattered sev-

eral hundred yards from the road on either side, and ahead of you are several buildings that cling tightly to the trail that continues north toward Verbeeg Hill. Some farmers and other common folk are walking about hurriedly, no doubt trying to keep from getting soaked. A two-story inn, the sign outside proclaiming it the Shady Leaf, is the nearest building to you, on the right-hand side of the road.

Give the players Map 1. They are free to explore about the village. The farmers that live in Weeping Willow are friendly, but not awestruck. They live along a trade road, and see many adventurers travel through on their way to danger. They also seem to be a little on edge, afraid of something (the curse). The villagers try not to let it show, but many of them are on the edge of outright panic. If anyone mentions the story of Ilynni, and her encounter with undead, the villager goes to get Myrindil to talk with the PCs.

Layout of Weeping Willow

The buildings in Weeping Willow consist mostly of one-story homes, made entirely of wood. There is not one stone living structure in the hamlet. All of the buildings appear to be well made, except for a couple of farmhouses and barns that have been abandoned for quite some time.

The Quagflow Road runs north through the village and crosses Chirping Creek just at the edge of town. The farmlands stretch out to either side of the hamlet, and squash crops in the fields mark the final harvest of the year. Special features of Weeping Willow are noted below; the corresponding number appears on Map 1.

1. Shady Leaf Inn

This two-story timber structure bears a sign outside its doors stating, "Shady Leaf Inn", underneath which a smaller sign hangs which reads, "Welcome". Around the side, you see a stable for horses. Entering the place, it is cozy and inviting inside. A crackling fire staves off the outside air, and many local farmers are sitting about, warming themselves before making the long trudge back to their fields. A curly-haired, bearded halfling male stands behind the raised bar, and smiles as you enter.

The halfling's name is **Corbeen Pickerwin** (male lightfoot halfling Exp3; hp 9; Profession (innkeeper) +7), and he (along with his family) runs the Shady Leaf. His two daughters, Tilda and Milly, serve the patrons drinks and food. Mirten and Rook, his sons, clean up the rooms and common area, tend to the stabled animals, and tend bar when Corbeen isn't around. All of his children are in their early to late twenties. Corbeen's wife, Fillinda, is the cook, and makes sumptuous meals.

Corbeen is more than happy to talk to any PCs that enter his establishment. He loves to hear tales of adventure, and recounts other tales he's heard from other travelers. His daughters and

wife roll their eyes whenever he begins telling another's tale, as he's sure to forget important details, or the outcome of the story.

The innkeeper charges one solar (gp) a night for staying at the Shady Leaf. He also suggests that for an additional solar, meals can be provided. There are 10 rooms available upstairs. He is not too worried about the strange accidents for his own safety, but is concerned about his wife and children. Corbeen is more than happy to share the following information with PCs that patronize him:

- He knows all of the details that Ilynni knew, but does not share the same disdain for the cleric as she did. Many others supported the cleric's idea, and it is no one's fault in particular.
- Corbeen is toying with the idea of sending his wife and daughters to Stoutstump (a halfling community about a day's journey north of here), as his family's safety is beginning to worry him.
- Ershwin, a farmer and drunkard, was killed out by the stable late in the evening a few weeks ago, just after the graveyard was moved. He spooked a horse, and it ran him over as he set it loose. If the PCs are shown the stable, there is nothing of note in the area.
- Corbeen sends Mirten to go fetch Myrindil if the heroes tell him about a possible undead presence in the hamlet.

2. Myrindil's Home

A well appointed home sits on the left side of the road, across from a large hall. Vines and carefully tended shrubs cloak the house in green. A white door sports a red harp upon a tree-filled field.

This is the home of Myrindil Riverstone, town speaker (effectively a mayor). He is also a very minor noble of clan Krysalyn, House Riverstone. Heroes that succeed at a Knowledge (nobility) skill check (DC 10) will recognize the symbol on the door as belonging to the Krysalyn Clan (elves get a +2 bonus to the roll). They are well known as hunters and trackers, and also have talent with silversmithing and leatherworking.

The door is locked during the day. Heroes attempting to enter without Myrindil's permission may be seen by passing villagers. Inside, there are fine woodcrafts and knickknacks all about the rooms. A fine longsword hangs over the mantle. Unless the heroes visit his home after nightfall, he will not be home. If they do find him here, use the information presented under his subheading later in the encounter.

3. Meeting Hall

A long, tall one-story structure stands in the center of the town. Willow trees surround the building, and a set of large double-doors appears slightly ajar. Near the double doors hangs a large brass bell, with a ringing cord attached.

Entering the building, you note many wooden chairs, and a dais towards the back end. Unlit fireplaces flank either side of the hall, and the large room seems to be empty.

This is the meeting hall that is used as Weeping Willow's gathering area for formal and informal meetings, as well as for feasting and festivals. There is nothing more of interest here.

4. Religuth's Goods

Further down the road, you note a shop. The green lettering outside the door reads, "Religuth's Goods". The windows in the place are all made of glass, and through them you see a stout half-elfen man who waves you on in.

As you enter the well-stocked store, he says, "Ho there. Name's Religuth. What can I get ya?"

Religuth (male half-elf Com2; hp 8; Appraising +3, Spot +6) keeps his store in good shape, and caters to travelers as well as villagers. He makes enough money so his wife (a human named Ritta) does not need to work.

Heroes may purchase any items worth 20 gp or less from the Player's Handbook, page 108, Table 7-7: Goods and Services, under the heading Adventuring Gear. PCs may purchase farming tools (such as sickles and scythes) that double as emergency weapons (-2 to hit and to damage). Also, PCs may find wooden stakes for use with setting up tents here for sale as well, at a cost of 1 small lunar (sp) for four. This may come in handy later on in the adventure.

Religuth will share the following information with the PCs, if asked (in addition to any common knowledge that Ilynni initially gave the PCs):

- He is not leaving here, no matter what. This is a prime spot for his business, and he's not giving up his livelihood over some stupid curse.
- Religuth doesn't care for the cleric, Polgin. He is a weak-willed man whose only decisions are wrong ones. "I'm surprised his other two acolytes don't run off like the first one did last year".
- If asked about the other acolyte, he simply states that he was named Farrick, and he didn't get along well with Polgin. The villagers looked for him for a few days, but never found him. He must have run off.
- Myrindil's an all right fellow. He fought against Iuz's forces in the Vesve a few years' back. After that, he settled down here, and helped us build a small community. Weeping Willow's been here for eight years now.

5 and 6. Two Graveyards

These areas are explained in detail in Encounter 3.

7. Weeping Willow's Well

This wood and stone well stands within easy arrow's shot of the creek, the road, and the graveyards. The well is about a longsword's length wide, and seems to go down for quite a ways. A wooden bucket hangs from a rope winch.

There is nothing overly special about the well itself. It goes down

into the ground about 40 feet, of which the last 15 feet is water.

There is something special in the well. When Farrick left a year ago, he tossed his *necklace of prayer beads* down the well in disgust. It sits at the bottom of the well, immersed in water. If a *detect magic* spell is used, there is a faint aura of magic coming from down the well shaft. The school of magic cannot be determined, unless the caster looks directly at the *prayer beads*, in which case the enchantment school of magic is revealed with a successful Spellcraft check (DC 16).

To get to the magic item, a hero will have to climb down the well. Tossing a rope down the well and climbing down requires no skill check. If a hero wishes to climb down unaided by a rope the Climb check is DC 10.

Treasure inside the well:

- A necklace made of brass corn kernels. A small golden charm of a scimitar in front of an oak tree hangs from the jewelry. This item is a *necklace of prayer beads (bless)* that doubles as a cleric of Phyton's holy symbol.

8. Harvesthope Shrine

This area is detailed under Encounter 4.

Talking with Myrindil

If the heroes start telling other villagers the story of Ilynni, the commoners go fetch Myrindil, and ask the PCs to wait for him to arrive. Otherwise, after poking around town a bit, Myrindil will greet the heroes as they are looking around.

A tall high elven man, well into adulthood, approaches you. He extends his hand, and speaks, "Welcome. My name is Myrindil Riverstone, of Clan Krysalyn. I am the town speaker here in Weeping Willow. Is there anything I can help you with?"

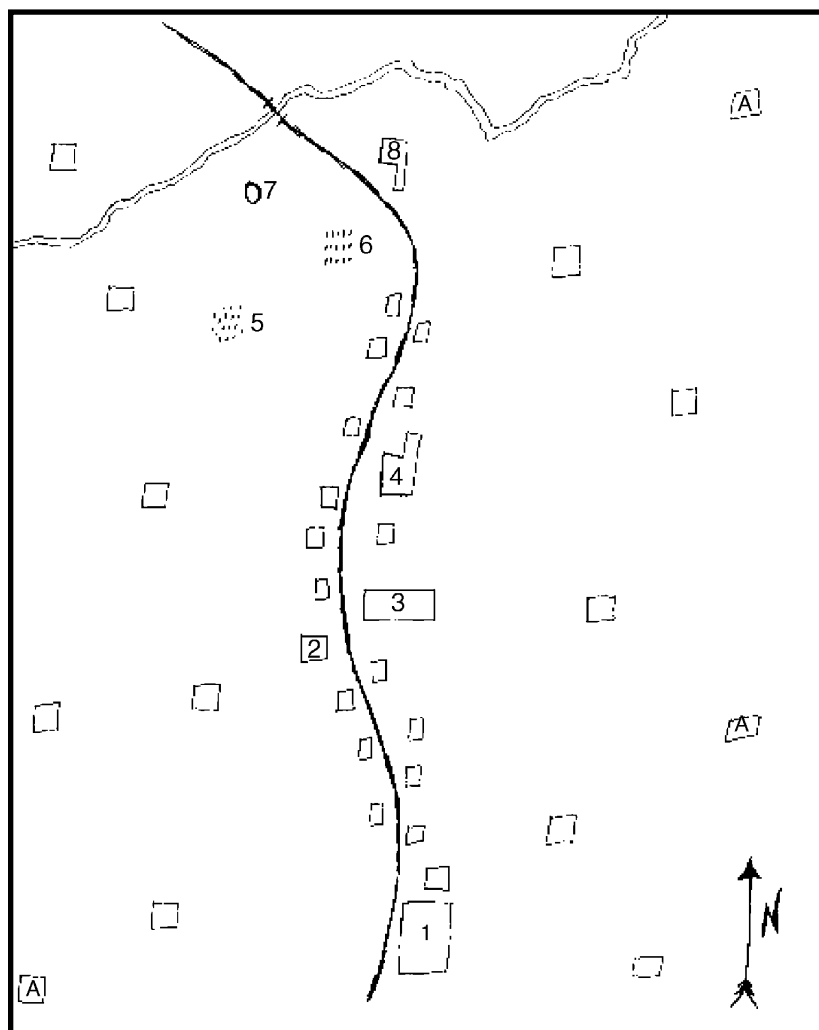
Myrindil Riverstone, male high elf Rgr2: Medium humanoid (5 ft. 11 in. tall); HD 2d10; hp 16; Init +1; Spd 30; AC 11 (+1 Dex); Atks +5 melee (1d8+2 [crit 19-20], longsword); SA Favored enemy (orcs); SQ Favored enemy (orcs); AL NG; SV Fort +3, Ref +1, Will +2.

Str 14, Dex 12, Con 10, Int 12, Wis 14, Cha 14.

Skills: Animal Empathy +5, Diplomacy +4, Handle Animal +5, Knowledge (nature) +6, Profession (farmer) +7, Ride +2, Speak Common, Speak Elven, Speak Sylvan, Wilderness Lore +7. **Feats:** Track, Weapon Focus (longsword).

Equipment: Nothing particularly valuable (longsword is at home).

Map 1: Weeping Willow



Personality Traits: Calm, decisive, protective, responsible.

Myrindil discusses anything the PCs wish to talk about. He is obviously uncomfortable around half-orcs, and discreetly asks other elven heroes if the half-orc PC(s) can be trusted.

If the PCs bring up the incident with Ilynni, or if he was summoned in response to a villager hearing the tale, he asks that they adjourn their discussion to the meeting hall. Upon entering, he closes and locks the doors. In addition to the information that the other townsfolk have, he can share the following:

- Weeping Willow seems to be under some sort of curse. Deadly accidents have been occurring every few days. I believe it to be related to the moving of the dead a few weeks ago.
- The cleric Polgin is particularly responsible, as it was his decision in the matter. He has not, however, claimed any sort of responsibility in the matter. I am quite upset at him for this.
- The undead sighted here disturbs me greatly. The villagers will no doubt want to leave soon, once they have heard about the creatures. If the problem is not resolved soon, we will all

have to leave.

- If he is told about the graves missing bodies (specifically that all the elves seem to be gone), he becomes very worried. He tells the heroes that he'll be calling for a town meeting tonight, and to speak of the matter to no one.
- Some villagers have already left Weeping Willow. If the curse is not averted, more will soon leave. I care for the safety of my people, but it seems as though we have little choice left if the situation continues unabated.
- If you could help to find out what is going on, and stop it, the village and I would be very grateful. We have little to offer in way of recompense; I could talk to Corbeen and get you your rooms and meals paid for the duration of your stay. Other than that, all I have is the gratitude of a small farming community that is in need of heroes.
- I can show you where the other accidents occurred. I don't know if this will help any, but perhaps you can find out something we could not.

The Accident Sites

Myrindil wishes the problem solved as soon as possible, before another accident takes place. He is more than willing to take the PCs to each of the places where the farmers were found. The judge is encouraged to make some die rolls, even though there is not much to be found. This lets the PCs know that there may be clues to be found, and masks the Spellcraft check that needs to be made at Olvilyn's home.

Ershwin's Death

Myrindil takes the heroes out to the stable next to the Shady Leaf Inn. He explains that he was found here, trampled by one of the villager's draft horses. The horse is at the farm of Offinthal. Going to Offinthal's farm and checking out the horse reveals nothing strange about the creature.

Ershwin was a human, and lived alone.

Ulee's Death

Myrindil takes the PCs to a field filled with yellow squash. He points to a spot on the ground (just like any other spot), and remarks that Ulee was found here, with a sickle pierced through her chest. It seems like she tripped over one of the squash's roots. Time and rain have washed any further clues away. Her husband found her here early in the evening.

Ulee was an elf; her family moved to Verbeeg Hill yesterday.

Jyrin's Death

The creek is the site of Jyrin's demise. He was apparently fishing, and slipped on some rocks. His head was split open when his wife, Ilynni, found him later in the evening. Nothing more can be determined at the creek.

Jyrin was an elf, and Ilynni was encountered earlier.

Norholm's Death

The barn in which Norholm died has a collapsed hayloft. It is little more than a pile of hay and wood. PCs that make a successful Search skill check (DC 20) note that it appears the support beams were struck by a club or hammer until they collapsed. This would have taken some time, as the supports seem to be well constructed. Nothing else of interest can be found here.

Norholm was a human; his sister (Thilee) still lives in the farmhouse, but is planning on moving away soon. She found Norholm after sunset, when she heard a crash in the barn. His neck was broken. She is very depressed, and does not know where she'll go from here. She is going to try her luck in Highfolk for a time, and see how things go from there.

Olvilyn's Death

Myrindil directs the PCs to a home alongside the road. He takes the heroes to her bed, where she was found dead after dinner-time. She had stepped on a rusty nail the day before, and Polgin removed it. It was too late for her, however, as she apparently died from some sort of infection. She was the most recent one to die, about five days ago.

If the PCs search the bed (Search, DC 20), they find some strange white powder. Unless the characters state they are taking 20 to look at the powder, the judge should secretly roll Spellcraft checks (DC 21) to determine if a hero with that skill knows more. A successful check yields that this powder is a component for a spell, or was magical in nature. No more information can be gleaned from the scene. This powder is a special form of *dust of illusion* that Farrick has been using to disguise the bodies.

Olvilyn was an older elven woman. Several of the villagers took care of her.

Questioning Other Villagers

PCs that spend time questioning others find out that they know mostly the same things as the other folk know. Quite a few villagers are either moving or strongly considering doing so. This is amplified even more so if the heroes have been telling people about the undead spotted in the town, or about the missing bodies at the graveyard. Most folk are in a state of near panic when they hear about this tale.

If the heroes ask to speak with the people who found the dead villagers, Myrindil takes them to the appropriate people.

- Rook, Corbeen's son, found Ershwin. The horse had trampled him good. Corbeen told the boy to go find the horse once he saw what had happened.
- Myrindil takes you to Religuth, who apparently found Ulee. Religuth has no memory of finding her, and even though other villagers swear that he ran into Weeping Willow and told Myrindil right away, he remembers sleeping through that night. He's been wondering why people become quiet when he comes near. He wonders if the scene was so shocking as to make him forget it wholly.

- Ilynni found her husband; she has since left Weeping Willow.
- Thilee found Norholm in the barn. Her response is listed above.
- Kerrin found Olvilyn's body. He left the following day, full of fear of his own life.

Abandoned Barns

If the PCs decide to ask which barns are now abandoned (or they investigate all the barns on the map to find the abandoned ones), give the players Map 2. Going to Ershwin's barn (the barn at the far northeast of the map) reveals some strange things, as well as the lair of Farrick. Go to Encounter 7.

What Really Happened

Farrick, the vampire spawn, has returned to his old home to do evil. The undead creature fed upon each "accident" victim, and then he tore off his or her face to power the *skin mask* (an unholy magic item that allows him to *alter self* on his form when activated). After doing so, he used *dust of death's mask*, a variant of the *dust of illusion* that changes the features of a corpse rather than a creature, to alter the victim's appearance (so his fang marks and the torn face could be covered up). He intended to have the villagers find them each during the night, as it was the custom of Weeping Willow to bury its dead as soon as possible. After the dead were buried, he had the ghouls dig them up the same night, and deposit the bodies near the Ershwin's barn, where his lair is located.

He used his *skin mask* to alter his appearance to alert the villagers to the deaths of both Ulee and Olvilyn (thus accounting for Religuth's loss of memory—he wasn't there). He did not need to masquerade as other villagers for the deaths of the others, as the villagers themselves found the other three victims.

Encounter 3: Two Graveyards, One Town

The Old Graveyard

When the PCs reach the old graveyard (number 5 on Map 1), read the following:

The earth here is broken in several areas, and muddy, jagged rocks jut out from the ground. Most of the grass and plant life has been rooted up or overturned. Cracks, a few inches long, run along the slick surface. Pieces of wood lie scattered about, and it is obvious that there was quite a bit of excavating done here.

The pieces of wood are the remains of some of the coffins and headstones. Nothing else can be found at this site. All the dead have been buried over at the new gravesite.

A hero that makes a Spellcraft check (DC 30) can determine that this may have been the result of an *earthquake* spell.

The New Graveyard

As the heroes approach point 6 on Map 1, read the following text to them:

Here, the wet, bare ground holds the dead of Weeping Willow. The wooden head markers (several of which are broken or cracked) mark tidy little rows of graves. Several soaked and muddy wildflowers lie at the base of many of the markers.

Give the heroes Handout 1 if they decide to read the names on the markers. If the heroes wish to dig up the graves (an act that the villagers will detest, but not interfere with), they must first fetch some tools from Religuth's Goods. Obtaining the tools is a little difficult, as Religuth does not want to sell his merchandise to gravediggers. A Diplomacy check (DC 15) will be needed to get the goods, which will cost 150% of the standard *Player's Handbook* prices.

Have the PCs determine who they are unearthing. It takes about 30 minutes, with the proper tools, to dig up a coffin (the pouring rain makes it a little difficult). Consult the DM Handout. If one of the asterisked graves is dug up, the PCs find no body. If it is one without an asterisk, a body is found (the judge is free to improvise how the villager died).

After a while of digging, it should become apparent that no elven corpses are found. In addition, all of the people that have had "accidental" deaths are missing. All the other corpses are still buried.

Encounter 4: Harvesthope Shrine

This area is point 8 on Map 1. Read the following as the heroes approach:

This long wooden building bears the holy symbol of Phyton, a scimitar lying across a tree, in an intricate wooden relief on the building itself. An awning of wood covers the walk up to the front of the shrine, and a small garden grows on either side of the path. An open portal reveals a large room beyond.

Walking inside the room, you see a large door positioned on the west wall. Grains and vegetables lie in well-stacked order near the door. Straight ahead of you, against the north wall, you see a wooden altar. Above the altar, on the wall behind it, is the symbol of Phyton carved out of ashwood. Vegetables, meats, and grains lie on the top of the altar. A nasal voice calls from a side passage in the northeast corner of the room. "Who wishes the blessings of the Woodshaper today?"

From out of the corridor steps a very large, bald-headed man. He nearly trips on the wooden floor as he approaches you. "Good day. My name is Polgin, high priest of this holiest of shrines." Just then, you hear a crash, as the sound of a metal pot hits the floor. "You better not have dropped the dinner pot, boy! It'll be nothing but scrubbing for you if you did!", the man yells in a pathetic attempt to scold. "Now, what was your business?"

This is Polgin, cleric of Phyton, and tender of the shrine. His two acolytes, Jarius and Morthin, are doing chores and making dinner. He thinks little of them, as he believes that they will never hear the Woodshaper's call. Polgin is a good man overall, but his nasal voice, course disposition, penchant for exaggeration, and quick temper make him difficult to deal with on a daily basis. If questioned, Polgin can relate the following information to the heroes:

- The morning after the earth uprooted the graves, I instructed the villagers to build a new gravesite near the old one. The old gravesite was too up heaved to bury the dead there again. I even had them make it look nicer by burying the bodies in even rows.
- Apparently, something strange has happened since that day. People have been having accidents, deadly ones. Many say that there is a curse on Weeping Willow. I am certain that there has to be another explanation. I try to help the village by proposing a different burial site, and everyone's accusing me of bringing a curse upon the place!
- I took a look at the accident victims. They all seemed like strange, but very probable means of demise. Nothing unusual seemed to be at work there.
- Jarius and Morthin may never hear the call of Phyton, but at least they're better acolytes than that Farrick. He was obnoxious, rude, and lazy! Even ask the other villagers; they'll agree with me on this one!
- Farrick ran away from here about a year ago. I guess he just didn't have what it took to serve the Harvester.
- If you're here to help solve the problem, I wish you luck. I'm certain that it'll be something other than a "curse". If it turns out I'm right, please come by and tell me. Then the villagers and Myrindil would learn not to blame me right away!
- If Polgin is shown the *necklace* found in the well, he becomes wide-eyed. He says it was Farrick's, given to him by his rich uncle. "I would be more than happy to take it off your hands for these." He then produces the silvered weapons, and wants to trade them all for the *necklace*. If the PCs do not agree, he merely sighs and comments on how handy these weapons could be against werecreatures and such. He will still give them the weapons (albeit grudgingly) if they mention the possible undead threat.

If the heroes should mention the undead, or if Polgin heard about it from some of the villagers (that is, the PCs were telling the commoners about the undead sightings), Polgin's face turns white. He quickly regains his composure, and tells the PCs to "wait here a moment". He goes into his room, and drags back a long, wooden trunk.

Huffing and puffing, Polgin drags a large, long trunk across the floor towards you. He sets it down, and with a loud sigh, opens the lid. Inside are several gleaming weapons of silver.

"I don't know what good these will do you, but you can have

them. Just get rid of whatever it is that is plaguing our village. Oh, and if they help, tell them that I gave them to you!"

Inside the chest are a silvered dagger, a silvered sickle, a silvered scimitar (which Polgin hands to a cleric of Phyton, if one is present), and a silvered scythe with the words "Reaper's Foe" carved on the butt of the handle.

Polgin, male human Clr2 (Phyton): Medium humanoid (5 ft. 6 in. tall); HD 2d8; hp 13; Init -1; Spd 30; AC 9 (-1 Dex); Atks +0 melee (1d6-1, sickle); SA Spells, turn undead; SQ Spells, Domains: Plant and Water; AL CG (N); SV Fort +3, Ref -1, Will +5.

Str 9, Dex 9, Con 10, Int 10, Wis 14, Cha 8.

Skills: Craft (sculpture) +5, Knowledge (nature) +9, Profession (farmer) +9. **Feats:** Alertness, Skill Focus (Knowledge (nature)), Skill Focus (Profession (farmer)).

SQ: Domains (Sp)—Polgin has access to the domains of Plant and Water. Plant: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Polgin can use this ability 2 times per day. Knowledge (nature) is a class skill. Water: Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes or commands undead. Polgin can use these abilities 2 times per day.

Equipment: Robes, holy symbol of Phyton, sickle (for emergencies only)

Spells Prepared (4/3+1): 0—*create water, detect poison, light, mending*; 1st—*bless, bless water, entangle (e), sanctuary*.

Personality Traits: Bad-tempered, cowardly, embellisher, self-serving.

Polgin's acolytes, **Jarius** and **Morthin**, are in their late teens (male human Com1; hp 4). The only thing they know of value was that Farrick always disliked both of them, and said they were too weak-willed to ever become clerics. They both go dutifully back to their chores after a short questioning.

Treasure (given to the PCs from Polgin):

- Silvered dagger
- Silvered sickle
- Silvered scimitar
- Silvered masterwork scythe. It bears the name "Reaper's Foe" on the butt of the handle.

Encounter 5: Another Victim

After walking around the village and gathering information, night begins to fall. The PCs may retire back to the inn for some rest and to reflect upon what they have learned. Well into the evening, one of the villagers (a younger farmer named Kale), runs into the inn and informs everyone there that another accident has occurred. Read the following:

As you stave off the cold inside the Shady Leaf Inn, a young human male runs into the common room. He yells out, "Another accident! There's been another accident! Over at the Hekart's place! Old man Hekart is dead!" The lad then runs out, yelling at the porch of the next house.

The PCs can get quick directions to Bolinus Hekart's establishment. It is easy enough to find, however, since a crowd has gathered just outside the building.

A throng of farmers and villagers stand around the body of an older human male. A woman lies on the muddy ground next to his lifeless body, crying uncontrollably. She pounds her fists in the mud, sending streaks of brown across her white dress. Collapsing in a gibbering heap, she is helped to her feet by several villagers and brought back inside her home.

Polgin approaches you. Several villagers are shouting "curse-bringer", "arrogant fool", and other unfriendly words as the cleric walks up to you. "His name was Bolinus Hekart. His wife said that she heard him tumble down the stairs. He's always had trouble walking ever since he cut himself bad with that scythe..."

The villagers part the way to let the heroes take a look at the body. A successful Heal check (DC 10) reveals that the man died of a broken neck. The wounds are consistent with that of someone falling down stairs. If any detailed observation is done (more than one round) or a hero states that they are disbelieving the wounds, secretly roll a Will save (DC 11). If the save is successful, pull the PC(s) aside and read the following:

All of a sudden, the image before you melts away, and reveals a much more horrific sight. The face of the man is nothing more than fleshy pulp, as if some animal had savagely clawed it off! The body is also very pale, almost white. Two small puncture wounds are visible on the side of his neck!

The characters that view this scene are free to react appropriately. Note that telling the villagers what they see is a bad idea; they fly into a uncontrollable panic if this course of action is taken. Telling Myrindil only strengthens his resolve to save his people by convincing them to leave the town. Modify the speech below as appropriate.

Regardless of the situation, in a few moments, the bell at the meeting hall begins to ring. A farmer cries out, "Meeting at once! Meeting at once! By the order of the town speaker!"

Polgin tells three of the farmers to prepare the body for burial (unless the PCs object). The farmers take the body off to the graveyard. All of the folk outside the home begin to move towards the meeting hall.

Most of the residents of Weeping Willow have gathered here in this late hour. Myrindil stands at the dais, waiting for everyone to take his or her seat. Two young boys stoke the fireplaces on the

walls of the large room. Once the conversations have died down to a low din, Myrindil speaks, his voice filled with sadness.

"People of Weeping Willow, we cannot suffer any more from this curse! This is the sixth person to die in just four weeks! We have not lost this many good folk in two years prior to this! Therefore, it is with great reservation, that I say this to you.

I advise all of you to leave this town. Gather up your possessions and families, and go somewhere else. I know that some of you have nowhere to go, but even the slums of Greyhawk City would be better than not knowing whether you or your loved ones would be the next victim. I will stay as long as needed to make certain that everyone that wishes to depart is able to leave. After that, I will leave as well.

I have failed you all as town speaker. I have not been able to protect and provide for you in this, your greatest time of need. Now, I can only hope that your journey from this place will be swift, and that in years to come, only good memories will remain of the community we worked so hard to build. I am sorry it has come to this. I will call for carriages from Verbeeg Hill in the morning."

With that said, Myrindil steps down from the dais, and walks out the door. The villagers are screaming at Polgin, blaming him for all the deaths. Polgin leaves the hall right behind Myrindil, before things get violent. Many people sit in the hall for a time, some angry, some weeping, some just sitting in silence. As the PCs interact with the villagers, feel free to express the frustration and hopelessness the people feel. It should become obvious to the PCs that these people need their help now, before these folk abandon their community.

Encounter 6: Where Are You Going With That Corpse?

Some heroes may wish to remain outside, perhaps to see if anything strange or unusual goes on while the meeting is taking place. Something strange does happen. If the PCs follow the farmers to the graveyard, read the following:

The farmers take the body of old man Hekart to the new graveyard. Once they arrive, however, they begin to head off to the east with the body!

If the heroes wish to stop them now, they may do so. Questioning them reveals much of the same information if the heroes decide to follow along (read the text further below if the characters stop the farmers now).

If the PCs continue to follow, they need to make Hide and Move Silently skill checks. Due to the pouring rain, and the sheer dullness of the farmers, the highest Listen/Spot check made is an 8. If the trailing heroes pass their checks, the farmers carry on about their business. Read the following (the heroes may inter-

rupt the text at any time):

The trio of farmers takes the body to one of the farms, a few hundred yards to the east of the village. Next to the barn, they reach down on the ground and grab shovels. They begin to dig into the mud, apparently digging a grave for the recently deceased Bolinus. After finishing the hole, they deposit Bolinus' corpse, fill the hole, and begin to depart.

The heroes may confront the men. **Kirwyn, Jonath, and Pergrin** (male human Com1; hp 4) do not reveal why they buried the man at this spot. It is only with either convincing (Diplomacy skill check DC 15), or threats (Intimidate skill check DC 10) that they loosen their tongues:

- Myrindil told us right after the man died to take him to the gravesite, but then head for Ershwin's farm. He told us to bury him right outside the barn, and that shovels would be there for us.
- He has had us take each body here. After we're done, we usually go back, put together a coffin, and bury that in the dead folk's place. We get it all done in the same evening, so no one knows any better.
- Myrindil said that since the town is cursed, perhaps burying them somewhere else will help get rid of it. It doesn't seem to be working all too well, though.

A Sense Motive check (DC 25) reveals that all three of the men have been magically influenced in some way. The real story behind their motive is this: Farrick, disguised as Myrindil, has used his charm attack to compel them to help him. He has done this to the same group of farmers for each of the deaths. The PCs are free to deal with the farmers as they wish; the farmers just want to get back to the village, finish the job, and get to sleep.

The PCs may decide to attack the farmers. They beg and plead for mercy from the heroes as they are being attacked. They do not fight back. Killing the farmers would be considered an evil act, in any circumstance.

The heroes may decide to investigate Ershwin's barn. If this is the case, proceed to **Encounter 7**.

Encounter 7: The Lair of the Beast

Note to judge: This encounter is very deadly for a group of PCs below the minimum Tier for the scenario. Lower-level heroes (a Tier One party) may have to realize they cannot deal with a threat of this magnitude. With that said, the judge should not pull any punches if such a group knowingly enters the lair of a vampire (spawn).

Outside the Barn

Searching the outside of the barn (Search check DC 15) reveals several hastily made graves. Within each grave is a villager (all of the villagers that recently died). Each one shares the same fea-

tures as old man Hekart: they all have their faces torn off, puncture wounds in their necks, and have been drained of all their blood. Feel free to read the description in **Encounter 5** to players that have not heard it yet.

One other hole is found among the graves. If dug up, read the following:

From this grave, you dig up a gruesome mess. Clumps of rotting flesh, internal organs, and masses of skin are found within the muddy tomb. It appears as though the tissues and organs were ripped off of various bodies. A few of the organs look like some animal has gnawed upon them.

These are the remains of several corpses that were brought here by the mysterious stranger. They were shed of all their flesh, and were animated into skeletons. The skeletons are now bound to the service of Farrick.

Inside the Barn

The barn itself is in decent shape. If the characters head inside, read them the following:

The barn looks to be kept well. Inside, there are many wooden crates stacked against the east wall. A ladder leads up to a hayloft overlooking the west wall. Straw covers the ground. All is silent from within; the only sound the falling of the cold Patchwall rain outside.

The crates are all labeled as various wines and other liquors. There is nothing but packing straw inside each. A Search check (DC 15) reveals a trapdoor beneath a few of the crates. Opening the door exposes wooden stairs leading down.

Into the Lair

With all of the activity above, Farrick is aware that someone is in the barn. He prepares by covering the skeleton lying in the coffin with *dust of illusion*, and then bolsters all the skeletons in the cellar—the skeletons all count as 4 Hit Dice creatures for turning purposes during the combat.

When the characters descend the stairs, read the following:

After descending the stairs for a few minutes, you reach what looks like a wine cellar. Against the far wall, where racks and racks of broken wine bottles sit, the floor is stained with the liquid. In one corner of the room, just now within your light, you notice a single wooden coffin.

Consult Map 3 for the layout of the room.

The coffin is trapped, but not locked. The trap is a spring trap, which shoots a poison needle at anyone attempting to open the lid.

Poison needle trap: +8 ranged (1) + huge scorpion venom (Fort save to resist (DC 14); 1d6 Str/1d6 Str); Search (DC 22), Disable Device (DC 20).

Inside the coffin is a skeleton, covered with *dust of illusion* to look like Farrick. Read the following:

A creature of the night is revealed with the opening of the coffin's lid. Once a thin, fair-looking young man, the unholy thing's skin has deadened, and vicious fangs protrude from its mouth. It has a feral look on its hellish face, and its eyes stare blankly up to the ceiling. It lays in the coffin, motionless, arms crossed over its chest.

Characters may attempt to stake it, or attack it in some other way. When that is about to happen, read the following:

Suddenly, the horror melts away to reveal a skeletal figure with bits of rotting flesh still hanging from its bones. It begins to move!

All Tiers

Skeleton: CR 1/3; Medium-size Undead (6 ft. tall); HD 1d12; hp 6; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +0 melee (1d4[x2], claws); SQ Undead immunities; AL N; SV Fort +0, Ref +1, Will +2

Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.

Feats: Improved Initiative.

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The heroes will get a partial action before initiative is rolled. Once the skeleton has been dispatched, the PCs are free to search about the rest of the room. Nothing of value lies within the coffin.

A Search check (DC 22) finds a secret panel behind the wine racks. It can easily be slid open. Within the secret room lies the following:

The panel slides across the whole of the wall, opening up another room. As you open the door, you hear someone coming down the stairs! Within the room are more animated skeletons that move in to attack! You quickly glimpse the form of Myrindil entering the room from behind you.

Farrick is wearing his *skin mask*, attempting to fool the party. He will pretend to be caught up in events for a moment, in order to get the party to let its guard down (he will hold a partial action). Meanwhile, the skeletons attack the party with their claws. Remember that the skeletons have been bolstered by Farrick, and turn as 4 HD creatures.

The first time Farrick attacks, read the following:

Myrindil moves in...to attack you? Then, you see his form shift shape, and it becomes the unholy terror whose illusion you saw minutes ago. A sickening flap of skin falls from its face to the ground. The creature cackles with glee as it bears its fangs at you and attacks!

Tier 2 (EL 5)

Skeletons (4): CR 1/3; Medium-size Undead (6 ft. tall); HD 1d12; hp 6 (each); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +0 melee (1d4[x2], claws); SQ Undead immunities; AL N; SV Fort +0, Ref +1, Will +2

Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.

Feats: Improved Initiative.

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Farrick, male vampire spawn Clr3 (Nerull): CR 5; Medium-size Undead (5 ft. 11 in. tall); HD 4d12; hp 26; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 natural); Atks +5 melee (1d6+4 + energy drain, slam); SA Charm, energy drain, blood drain, spells, command undead; SQ Undead immunities, damage reduction 10/silver, cold and electricity resistance 10, gaseous form, spider climb, fast healing 1, spells, Domains: Death and Evil; AL CE; SV Fort +1, Ref +5, Will +5.

Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14.

Skills: Bluff +8, Climb +8, Concentration +8, Hide +10, Jump +8, Knowledge (religion) +7, Listen +11, Move Silently +10, Search +8, Sense Motive +10, Spellcraft +7, Spot +11. **Feats:** Alertness, Combat Casting, Improved Initiative, Lightning Reflexes.

SA: *Charm (Su)*—This is similar to the vampire's domination ability (see the *Monster Manual*), but the save DC is 14, and the effect is similar to *charm person* as cast by a 5th-level sorcerer. A *charmed* subject allows the vampire spawn to drain his or her blood (see below). **Energy Drain (Su)**—Living creatures hit by a vampire spawn's slam attack suffer 1 negative level. The Fortitude save to remove the negative level has a DC of 14. **Blood Drain (Ex)**—A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round.

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. **Gaseous Form (Su)**—As a standard action, a vampire spawn can assume *gaseous form* at will, as the spell cast by a 5th-level sorcerer, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. **Spider Climb**

(Ex)—A vampire spawn can climb sheer surfaces as though with a *spider climb* spell. *Fast Healing* (Ex)—A vampire spawn heals 1 point of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 1 hit point a round. *Domains* (Sp)—Farrick has access to the Domains of Death and Evil. *Death*: Farrick may use a death touch once a day. The death touch is a spell-like ability that is a death effect. Farrick must succeed at a melee touch attack against a living creature (using the rules for touch spells). When he touches, roll 3d6. If the total at least equals the creature's current hit points, it dies. *Evil*: You cast evil spells at +1 caster level.

Equipment: One pinch of *dust of illusion*, *skin mask*, unholy symbol of Nerull.

Spells Prepared (4/3+1/1+1): 0—*detect magic*, *guidance*, *resistance*, *virtue*; 1st—*bane*, *cause fear**, *command*, *doom*; 2nd—*death knell**, *hold person*.

*domain spells

Personality: Vicious, vindictive, cunning, ruthless, arrogant.

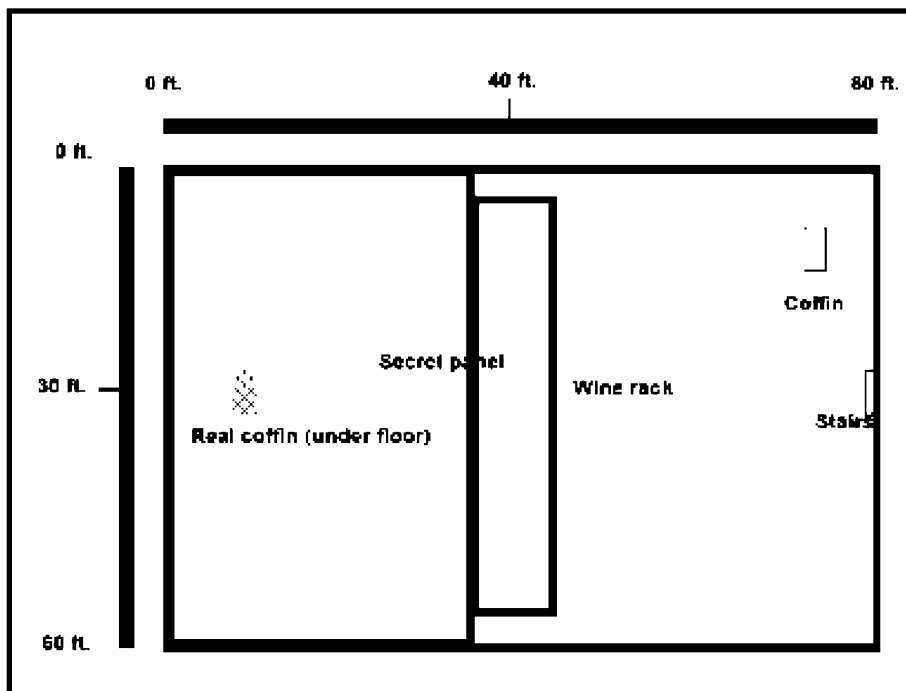
Tier 3 (EL 7)

Skeletons (10): use stats above.

Farrick, male vampire spawn Clr3 (Nerull): use stats above.

Tactics: Farrick attempts to engage spellcasting PCs first, trying to avoid strong fighting types. He uses his energy drain attack first, and uses his spells to support him. He attempts to death touch a foe that looks hurt. After nightfall, if he is down to less than 5 hit points, he goes into *gaseous form* and seeps up into the barn, making his way outside. He takes off into the wilderness, eventually losing the characters that attempt to follow. He then makes his way back to the barn before sunrise, and reforms in his coffin (if still intact). If his coffin is not intact, he is destroyed. Note that if he is at 0 hit points or less, he is only able to move about outside for 2 hours before returning to his coffin. During daylight, Farrick seeps through the floor cracks if he is at less than 5 hit points. He then rests in his coffin, hoping that the PCs will not find him there. If found, he continues his battle, and fights to the death.

Map 2: Under the Barn



Farrick's Resting Place

Beneath the floorboards in the secret room lies Farrick's real coffin. The heroes must succeed at a Search check (DC 18) to locate the area of the floor where the coffin is found underneath. His real coffin is also trapped.

Poison needle trap: +10 ranged (1) + purple worm poison (Fort save to resist (DC 24); 1d6 Str/1d6 Str); Search (DC 24), Disable Device (DC 20).

Inside the coffin (in addition to possibly Farrick and the equipment listed above) is a bone scroll tube containing a message from Farrick to his "master". Give the PCs Handout 2. After the battle and searching is done, go to the Conclusion.

Treasure from Farrick and his lair:

- A pinch of *dust of illusion*
- Bone scroll with note (**Handout 3**)
- *Skin mask*. Note that this item is wholly evil, and is a relic dedicated to Nerull. After one week's time, if the owner of the mask has not devoured another humanoid's facial skin, it will melt away. Reference Appendix B for more information on the *skin mask*.

Note: Under no circumstances will PCs be allowed to keep this mask. If a PC should figure out a way to activate the mask (by eating the flesh of another humanoid), they will become corrupted, evil, and removed from play permanently.

Encounter 8: A Little Too Late

If the PCs wait through the evening, the next day many in the village are making preparations to leave. It is expected that most will have departed town within another day or so. The heroes may do any searching or questioning they may not have done on the previous day.

If the heroes have not resolved the situation (and fought Farrick) by that evening, the vampire spawn strikes at Polgin around midnight. He knows that his time here is at an end, and wants to make certain that Polgin pays the ultimate price for his behavior when Farrick was an acolyte. Read the following to the PCs:

You bed down for another night, thoughts of what malady Weeping Willow still suffers swim in your head. You drift off to sleep...only to once again be awoken by screams and shouts of help from outside.

PCs that do not wear armor during the night do not currently have it on. They need to don the armor, or race out into the night, weapon in hand.

The commotion seems to be coming from the Harvesthope Shrine. People are gathered near the shrine's entrance, but no one seems willing to enter. A look of fear is present on every single villager's face.

Going into the shrine:

You behold a terrible sight as you enter the shrine to Phyton. The two acolytes, Jarius and Morthin, lie slumped against the wall, their heads cracked open and bleeding. At the far end, upon the altar, lies the corpse of Polgin. His body is stark white, and his neck bears feral puncture wounds. A strange, yellowish mist seeps through a hole in the back wall of the shrine.

If the heroes follow the mist outside, they can track it back to Farrick's lair. There, he can be defeated as in Encounter 7. He is not able to pull the ruse with the *skin mask* in time. He is able to bolster the undead, however.

Use the statistics and combat tactics for Farrick as listed in Encounter 7. Describe him without the *skin mask*, altering the text presented for Farrick's first attack.

Note to judge: If the heroes are unable to stop Farrick here, he is gone by the next morning, having completed his task. The barn in which he made his lair is cleared of his presence (though the coffins and traps are still there). Go to the failure conclusion listed below.

Conclusion

The PCs Stop Farrick Before He Kills Polgin

After defeating the vile undead creature, you tell the villagers of your exploits. It seems that this Farrick was Polgin's errant acolyte, corrupted and twisted into a mockery of his former self. All the villagers thank you; Polgin's name (for good or ill) has been restored, and Myrindil feels relieved that the community did not have to displace itself. Many drinks and meals are purchased for you in your honor and the gratitude Weeping Willow feels for you is worth much more than gold alone. Perhaps tomorrow it will even stop raining.

As you bed down at the Shady Leaf after a night of revelry, one thought continues to gnaw at your mind. Who is this "master" Farrick referred to, and what evil plot is he hatching at this moment? You drift off to sleep, hoping your final thoughts don't turn into nightmares...

The PCs Stop Farrick After He Kills Polgin

Finally, you have revealed the source of Weeping Willow's "curse". The undead creature is defeated, but the town paid a terrible price: six of its villagers are dead, as well as the acolytes and cleric of the Harvesthope Shrine. Myrindil assures you that you've done more than any could have asked for the small community. Many drinks and meals are purchased in your honor, and the gratitude Weeping Willow feels for you is worth much more than gold alone.

As you bed down at the Shady Leaf after a night of revelry, one thought continues to gnaw at your mind. Who is this "master" Farrick referred to, and what evil plot is he hatching at this moment? You drift off to sleep, hoping your final thoughts don't turn into nightmares...

The PCs Cannot Stop the Attacks

The following morning, Myrindil sees off the first of the villagers departing Weeping Willow. Tears streak down their faces, as they leave a home they built with their own hands and hearts. Myrindil is stoic, saying little through the entire affair, and you can barely stand to be around him when he is helping the farmers depart.

A few days later, a quiet village at his back, Myrindil mounts his horse and slowly rides away in the cold Patchwall rain, never looking back over his shoulder. Only the innkeep Corbeen, and the shop owner Religuth, remain; their families having left yesterday. What will become of them, and this cursed ghost of a village? You ponder these thoughts as you make your way home.

Wait, It's Not Over Yet!

Several PCs might want to head to Verbeeg Hill to see about that exciting job opportunity. When they arrive at the Smiling Halls of Good Fortune, they are told that the positions of security

guards for the gambling houses are filled, and to be more prompt in the future. They are more than welcome to come in and try some games of dice, though...

Over Before It Even Began

If the heroes decided to press on to Verbeeg Hill after hearing Ilynni's story, they arrive on time to accept their "mission". The temple of Norebo needs the PCs to guard the gambling houses for a period of two weeks. It certainly promises to be exciting (it isn't). The pay however, is good—each character receives 50 gold-solars (gp) at the conclusion of their stint, plus recompense for up to 25 solars' more from their journey to Verbeeg Hill (only if they ask).

The heroes have failed the mission wholesale, and should not earn more than 150 experience points for the scenario (Encounter 1 plus perhaps roleplaying). Their greed in refusing to aid the good folk in Weeping Willow can be well sated in the gambling houses, however...

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Saving Ilynni and defeating the undead	100 xp
Questioning Ilynni	25 xp

Encounter 2

Questioning more than 2 villagers	25 xp
Speaking with those who found the bodies	25 xp
Finding the necklace in the well	25 xp

Encounter 3

Figuring out that an <i>earthquake</i> spell may have been involved	25 xp
Digging up the graves	25 xp
Discovering all the new bodies are missing	25 xp
Discovering all the elves are missing	50 xp

Encounter 4

Telling Polgin about the undead threat	25 xp
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Encounter 5

Seeing through the illusion	50 xp
Not revealing the vampire's presence to the villagers at large	50 xp

Encounter 6

Questioning the farmers	25 xp
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Encounter 7

Defeating Farrick and his undead minions	250 xp
Discovering information on the <i>skin mask</i>	25 xp

Encounter 8

Defeating Farrick and his undead minions	150 xp
Discovering information about the <i>skin mask</i>	25 xp

Discretionary roleplaying award	0-25 xp
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Maximum possible XP award:	750 xp
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text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
- Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 2

- Necklace of prayer beads (bless)* (1 lb., fine brass work, 500 gp): This necklace is made of brass corn kernels. A golden charm of a scimitar in front of an oak tree hangs off of the necklace. This magic item also doubles as a holy symbol for a cleric of Phytan.

Encounter 4

- Silvered dagger (1 lb., silver, 10 gp): This silvered weapon has a wooden hilt, ornately carved with images of fruits and vegetables.
- Silvered sickle (3 lbs., silver, 30 gp): This silvered weapon has images of the four seasons intricately carved in its shaft.
- Silvered scimitar (4 lbs., silver, 75 gp): This silvered weapon has a wooden hilt, and it bears upon it images of domesticated farm animals.
- "Reaper's Foe", masterwork silvered scythe (12 lbs., silver, 390 gp): This scythe has a blade of silver, and has a handle made of ashwood. Upon the butt of the handle is carved the words "Reaper's Foe" in Common. The weapon is finely balanced, and provides the user with a +1 nonmagical bonus to attack.

Encounter 7/3

- Dust of illusion* (N/A weight, magic dust, 500 gp): The dust in this small leather pouch appears to be nothing more than chalk, until it is viewed for a short period of time. It shifts and fades in and out when looked at for a while.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

- The item must be non-magical and specifically listed in the

Appendix A: NPC and Monster Statistics

Encounter 1

Tier 2 (EL 5)

Ghouls (3): CR 1; Medium-size Undead (6 ft. tall); HD 2d12; hp 13 (each); Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atks +3/+0 melee (1d6+1 and paralysis bite, 1d3[x2] and paralysis claws); SA paralysis, create spawn; SQ undead immunities; AL CE; SV Fort +0, Ref +2, Will +5.

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7. **Feats:** Multiattack, Weapon Finesse (bite).

SA: *Paralysis* (Ex)—Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis. **Create spawn** (Su)—In most cases, ghouls devour those they kill. From time to time, however, the bodies of their victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting *bleed* on a body before the end of that time averts the transformation.

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Ghast: CR 3; Medium-size Undead (6 ft. tall); HD 4d12; hp 26; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atks +4/+1 melee (1d8+1 and paralysis bite, 1d4[x2] and paralysis claws); SA stench, paralysis, create spawn; SQ undead immunities; AL CE; SV Fort +1, Ref +3, Will +6.

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8. **Feats:** Multiattack, Weapon Finesse (bite).

SA: *Stench* (Ex)—The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save

(DC 15) or be racked with nausea, suffering a -2 morale penalty to all attacks, saves, and skill checks for 1d6+4 minutes. **Paralysis** (Ex)—Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis. **Create spawn** (Su)—In most cases, ghouls devour those they kill. From time to time, however, the bodies of their victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting *bleed* on a body before the end of that time averts the transformation.

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Tier 3 (EL 7)

It is the same as Tier 2, except add 3 ghouls.

Encounter 2

Myrindil Riverstone, high elven male Rgr2: Medium humanoid (5 ft. 11 in. tall); HD 2d10; hp 16; Init +1; Spd 30; AC 11 (+1 Dex); Atks +5 melee (1d8+2 [crit 19-20], longsword); SA Favored enemy (orcs); SQ Favored enemy (orcs); AL NG; SV Fort +3, Ref +1, Will +2.

Str 14, Dex 12, Con 10, Int 12, Wis 14, Cha 14.

Skills: Animal Empathy +5, Diplomacy +4, Handle Animal +5, Knowledge (nature) +6, Profession (farmer) +7, Ride +2, Speak Common, Speak Elven, Speak Sylvan, Wilderness Lore +7. **Feats:** Track, Weapon Focus (longsword).

Equipment: Nothing particularly valuable (longsword is at home).

Personality Traits: Calm, decisive, protective, responsible.

Encounter 3

Polgin, human male Clr2 (Phyton): Medium humanoid (5 ft. 6 in. tall); HD 2d8; hp 13; Init -1; Spd 30; AC 9 (-1 Dex); Atks +0 melee (1d6-1, sickle); SA Spells, turn undead; SQ Spells, Domains: Plant and Water; AL CG (N); SV Fort +3, Ref -1, Will +5.

Str 9, Dex 9, Con 10, Int 10, Wis 14, Cha 8.

Skills: Craft (sculpture) +5, Knowledge (nature) +9, Profession (farmer) +9. **Feats:** Alertness, Skill Focus (Knowledge (nature)), Skill Focus (Profession (farmer)).

SQ: Domains (Sp)—Polgin has access to the domains of Plant and Water. Plant: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Polgin can use this ability 2 times per day. Knowledge (nature) is a class skill. Water: Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes or commands undead. Polgin can use these abilities 2 times per day.

Equipment: Robes, holy symbol of Phyton, sickle (for emergencies only)

Spells Prepared (4/3+1): 0—*create water, detect poison, light, mending*; 1st—*bless, bless water, entangle (e), sanctuary*.

Personality Traits: Bad-tempered, cowardly, embellisher, self-serving.

Encounter 7 and 8

Tier 2 (EL 5)

Skeletons (4): CR 1/3; Medium-size Undead (6 ft. tall); HD 1d12; hp 6 (each); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +0 melee (1d4[x2], claws); SQ Undead immunities; AL N; SV Fort +0, Ref +1, Will +2

Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.

Feats: Improved Initiative.

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Also Farrick is here (see Appendix B).

Tier 3 (EL 7)

Same as above, except there are 10 skeletons.

Appendix B: Farrick and the *Skin Mask*

Farrick, male vampire spawn Clr3 (Nerull): CR 5; Medium-size Undead (5 ft. 11 in. tall); HD 4d12; hp 26; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 natural); Atks +5 melee (1d6+4 + energy drain, slam); SA Charm, energy drain, blood drain, spells, command undead; SQ Undead immunities, damage reduction 10/silver, cold and electricity resistance 10, gaseous form, spider climb, fast healing 1, spells, Domains: Death and Evil; AL CE; SV Fort +1, Ref +5, Will +5.

Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14.

Skills: Bluff +8, Climb +8, Concentration +8, Hide +10, Jump +8, Knowledge (religion) +7, Listen +11, Move Silently +10, Search +8, Sense Motive +10, Spellcraft +7, Spot +11. **Feats:** Alertness, Combat Casting, Improved Initiative, Lightning Reflexes.

SA: *Charm* (Su)—This is similar to the vampire's domination ability (see the *Monster Manual*), but the save DC is 14, and the effect is similar to *charm person* as cast by a 5th-level sorcerer. A *charmed* subject allows the vampire spawn to drain his or her blood (see below). *Energy Drain* (Su)—Living creatures hit by a vampire spawn's slam attack suffer 1 negative level. The Fortitude save to remove the negative level has a DC of 14. *Blood Drain* (Ex)—A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round.

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. *Gaseous Form* (Su)—As a standard action, a vampire spawn can assume *gaseous form* at will, as the spell cast by a 5th-level sorcerer, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. *Spider Climb* (Ex)—A vampire spawn can climb sheer surfaces as though with a *spider climb* spell. *Fast Healing* (Ex)—A vampire spawn heals 1 point of damage each round so long as it has at least 1

hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 1 hit point a round. **Domains** (Sp)—Farrick has access to the Domains of Death and Evil. **Death:** Farrick may use a death touch once a day. The death touch is a spell-like ability that is a death effect. Farrick must succeed at a melee touch attack against a living creature (using the rules for touch spells). When he touches, roll 3d6. If the total at least equals the creature's current hit points, it dies. **Evil:** You cast evil spells at +1 caster level.

Equipment: One pinch of *dust of illusion*, *skin mask*, unholy symbol of Nerull.

Spells Prepared (4/3+1/1+1): 0—*detect magic*, *guidance*, *resistance*, *virtue*; 1st—*bane*, *cause fear* (e), *command*, *doom*; 2nd—*death knell* (e), *hold person*.

Personality Traits: Vicious, vindictive, cunning, ruthless, arrogant.

Skin Mask: This is an unholy relic dedicated to Nerull. It is not known how many exist, nor who (or what) created them. Several members of Nerull's clergy have been found using them. The power that it bestows upon the wearer makes it hard to determine the proliferation of such a horrid creation.

The *mask* appears to be a large flap of facial skin, rotting and grey. The inside appears to be pink and fleshy. The *skin mask* feels warm to the touch, and will detect as evil if an appropriate spell or ability is used upon it. When active and placed over the user's face, it allows the user to *alter self* once per day, for one hour's time. If the user of the *skin mask*, in altered form, makes any sort of physical attack (not spellcasting), the *mask* sloughs off, and the true form of the wearer is revealed.

In order to attune the *skin mask* to a new wearer, and to keep it functioning for more than one week, a horrible ritual must be enacted to fuel the *mask's* power. The wearer must tear off the facial flesh of a living humanoid, and while the creature is still living, devour it. The *mask* then retains its power for

another week. Any creature not of evil alignment that enacts the ritual becomes corrupted, and immediately changes alignment to evil. If one week passes without the ritual taking place, the *skin mask* dissolves into a pool of blood.

There are several ways to determine the powers and nature of the *skin mask*. Some of the more common means are listed below.

Detect evil—The *skin mask* detects as a strong evil presence.

Detect magic—The *mask* detects as a moderate strength magic. A Spellcraft skill check (DC 17) reveals the school of magic as necromancy (despite *alter self* being a transmutation effect).

Identify—The function of the item is revealed (it allows the wearer to *alter self* once per day), and the unholy ritual to empower the *mask* is also known. No details are given on the origin or creation of the mask.

Analyze Dweomer—The same information is gleaned as gained with *identify*, since the mask only has one power.

Bardic Knowledge—If a bard examines the *mask*, they may roll a bardic knowledge check (DC 25). If the check succeeds, they know that this *skin mask* is one of many, and that all of them are unholy relics of Nerull. It is apparently activated through the use of some gruesome ritual, but the bard is not able to determine the exact nature of the ritual (that is revealed through *identify*).

Handout 1

A list of names on each of the markers in the graveyard.

Corvis Nighbreath
Duntin Gillivant
Hamish Ersteader
Rylinar of Phytton
Lolik
Mierdilae Brightwinter
Ressit "the Hammer"
Tulmo Takebreaker
Aesinyll
Nilgin Pickerwin
Jakarl Huntsman
Visin Blueleaf
Imil

Ruakesh Dirtbender
Quillist "the Dashing"
Oppinpal
Devon Wildwinig
Cregk
Mogan Wood
Ulneea
Wagesha
Ershwin Strongspirit
Ulee
Jyrin
Norholm Nottigwill
Olvilyn Glimmerglade

Handout 2

A note found, written in blood,
on a parchment inside of a bone scroll tube.

Master,

I have nearly finished my work here. The foolish mortals know not what sort of affliction they have received. They think it a curse! Hab! Somehow they believe that your ability to erupt the earth caused their "problems". Ah, to be so naïve again...I wouldn't think it!

Soon, I will have my revenge upon that fat pig of a man. The cleric will rue the day he ever met me, and will pay dearly for the torture he put me through as his acolyte. Even now, the villagers doubt him, and suspect that he is the agent of their suffering. How close to the truth they really are!

Master, you have given me true power, and shown me the most righteous path of blasphemy to obtain more of the Reaper's attentions. I will never forget the day I threw that cursed birthright down the well, and strode out of this sickening place. Soon my game will be done, and I will join you to learn more of the Foe of All Good.

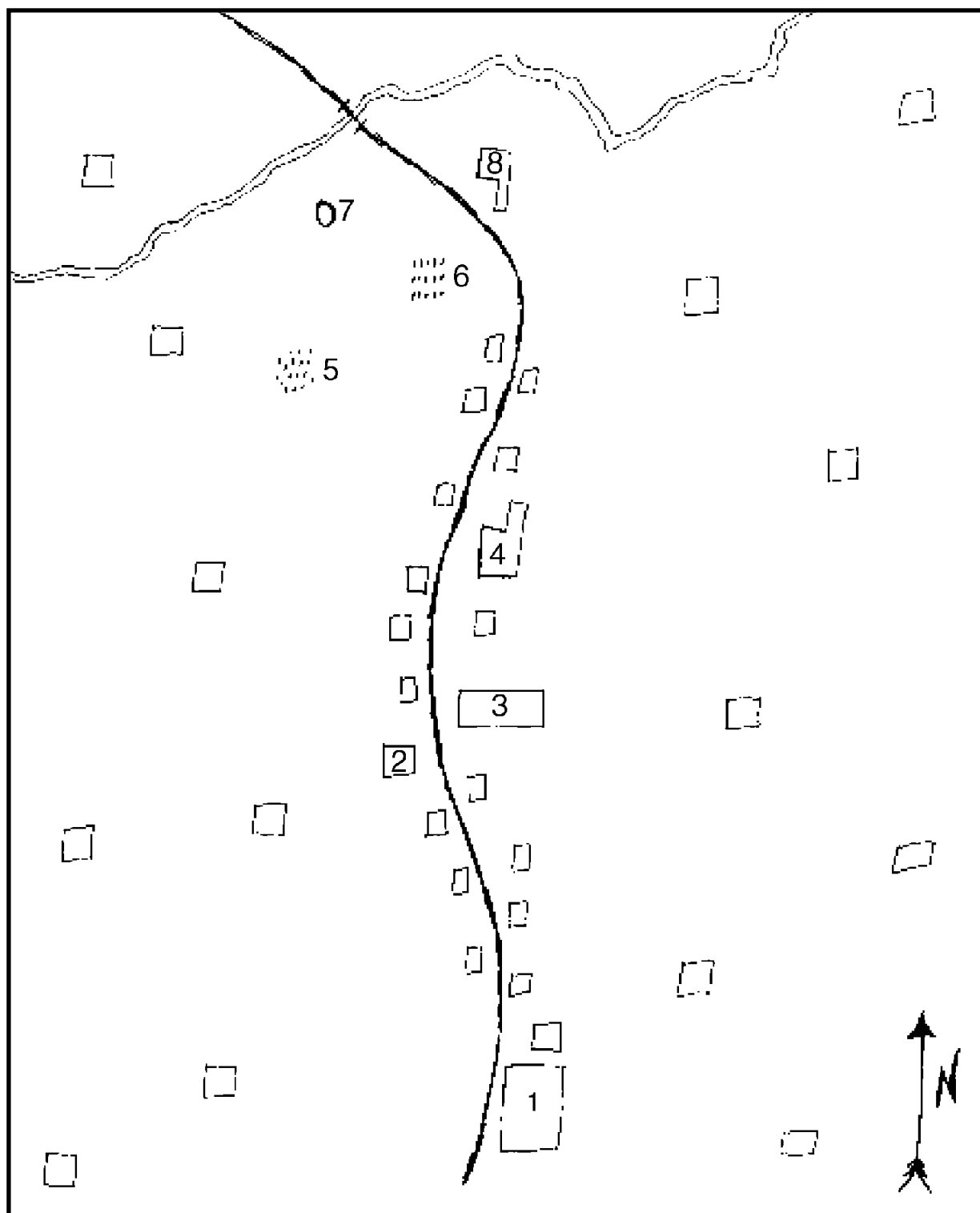
*Your servant,
Farrick*

DM Handout
**A list of names on each of
the markers in the graveyard.**

Corvis Nighbreath - human male
Duntin Gillivant - half-elven male
Hamish Ersteader - human male
Rylinar of Phyton - human male
Lolik - halfling female
Mierdilae Brightwinter - elven male*
Ressit "the Hammer" - gnomish male
Tulmo Takebreaker - halfling male
Aesinyl - elven male*
Nilgin Pickerwin - halfling male
Jakarl Huntsman - human male
Visin Blueleaf - elven male*
Imil - elven female*
Ruakesh Dirtbender - human male
Quillist "the Dashing" - half-elven male
Oppinpal - human female
Devon Wildwinig - human male
Cregk - human male
Mogan Wood - halfling male
Ulneea - elven female*
Wagesha - human female
Ershwin Strongspirit - human male*
Ulee - elven female*
Jyrin - elven male*
Norholm Nottigwill - human male*
Olvilyn Glimmerglade - elven female*

* Denotes those missing from their coffins

Player's Map: Weeping Willow



A Grave Disturbance

Critical Events Summary - RubyCon III

1.	Did the heroes go to Weeping Willow to attempt to solve their problem?	Yes	No
2.	Did the PCs dig up any of the graves in the new graveyard?	Yes	No
3.	Did the heroes find out that all of the elven bodies were missing?	Yes	No
4.	Did the PCs tell Myrindil about the missing elven bodies?	Yes	No
5.	Did any of the heroes see through the illusion on the body of Bolinus Hekart?	Yes	No
6.	Did the heroes alert the townsfolk that a vampire was in their midst?	Yes	No
7.	Did the PCs kill any of the townsfolk?	Yes	No
8.	Did the heroes defeat Farrick?	Yes	No
9.	Did the PCs thwart Farrick before he killed Polgin?	Yes	No
10.	Did the heroes find the note Farrick wrote to his master?	Yes	No
11.	Did the PCs determine the function of the skin mask?	Yes	No
12.	Did the players run out of time before the end of the scenario?	Yes	No

Please list the character name, player name, and RPGA number of any PCs killed by the ghouls.

If the skin mask corrupted a character (a PC figured out how to activate it and did do so), please list the character name, player name, and RPGA number below.

Please note below any elves of Clan Krysalyn (character name, player name, and RPGA number) that succeeded in defeating Farrick.

What did the party do with the skin mask?