

NYR1-09

DOG DAYS OF THE STONE BOYS

A One-Round D&D LIVING GREYHAWK[®]
Nyron Regional Adventure

Version 1

by Ron Lundeen

A manhunt for an escaped bookkeeper leads a group of brave adventurers into the Flinty Hills, to the site of a battle long past. Yet the dead are drawn back again; who calls them, and how can they be stopped? An adventure for characters level 1-6.

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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 rulebooks 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.

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three

character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

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 |

ADVENTURE SUMMARY AND BACKGROUND

This scenario revolves around a unique magic item, the *Gnollstone*, and the group of villainous barbarians who recover it without understanding its power. Several events come into conjunction, and their histories are explained here.

Four generations ago, an enchanter named Gamirel decided to use his powers to rebel against the prosperous Kingdom of Nyronnd. Living in the Flinty Hills region, he was familiar with the tribes of gnolls living in the area. He crafted a rough, dog-head-shaped rock of sandstone, and enchanted it to compel an army of gnolls to do his bidding. Gnolls from miles around flocked to the stone, which Gamirel had placed in a secret, ancient tomb he'd

discovered under a rock spire locals called the Tooth. The enchantment was powerful, but not absolute; gnolls were drawn to the Tooth for reasons they could not define, but fell to squabbling and fighting between their opposing tribes. Gamirel could not assert control over the army he'd assembled. While the gnolls bickered in the hills around the Tooth, the armies of Nyronnd heard of the massing gnoll tribes and marched out to meet them. The divided gnolls were easily slaughtered, and Gamirel fell in battle as well. The Nyronnd commanders considered their action a clear victory over an incipient humanoid threat, and left the tomb under the Tooth undiscovered.

The *Gnollstone* seemed to have lost its power after Gamirel's fall. It no longer drew gnolls of the Flinty Hills to the Tooth. The item's existence was never well known, and it was soon all but forgotten.

Eno Kestrel, a necromancer and servant of Nerull, remembered the *Gnollstone*, and researched it further. A few months ago, his divinations suggested that the *Gnollstone* still had the power to command. The *Gnollstone* held power over the legions of undead gnolls fallen around the Tooth. Eno Kestrel resolved to penetrate the tomb under the Tooth, recover the *Gnollstone*, and lead the army of undead gnolls against Nyronnd. Gamirel had failed to carve out his own domain, but Eno Kestrel would not fail.

Eno Kestrel didn't know what dangers the tomb under the Tooth might contain, and he was too cowardly to attempt the dungeon delve alone. He commissioned the first group of competent-looking adventurers to accompany him to the Tooth. He chose poorly. The group he chose was the Stone Boys, a rowdy collection of dwarven barbarians with a mean streak and a lust for treasure. To convince them to come along, Eno Kestrel promised the Stone Boys vast treasure in the tomb. He didn't know whether there was actually any treasure or not (he suspected there wasn't), and the lie would be his doom.

Eno Kestrel and the Stone Boys arrived at the Tooth to find it gaping open for them. The tomb had been long protected by a concealed entrance, but a recent earthquake had torn the ground near the Tooth asunder. The necromancer and the barbarians defeated some of the tomb's guardians, and followed a rent in the earth into the center of the tomb. The only item present was a dog-head-shaped black rock. The Stone Boys were enraged at the lack of treasure, and in their fury killed Eno Kestrel. They left his body in the tomb, took the *Gnollstone*, and left the Tooth intending to sell the *Gnollstone* to some interested sage or wizard. They stopped just outside of the Flinty Hills, in a popular local spot called the Dog Days Inn.

Meanwhile, a fugitive named Cullen Gregor escaped custody in Womtham, and fled as far and as fast as he could. He had been a bookkeeper and accountant for Prince Sewardnt, and privy to some of the wicked prince's secrets. Although not evil himself, Cullen was imprisoned five years ago, as Sewardnt fled the capitol with many of his supporters. For five years Cullen was interrogated for

information he did not possess, and only recently engineered his escape.

Cullen's escape was one week ago, and rumors put him fleeing in the direction of the Dog Days Inn. Eager to put pursuers off the trail, Cullen quizzed the innkeeper's daughter about popular local landmarks, and then headed off toward the Tooth...only to turn right around again and hide out under the inn, unknown by all present, waiting for a good time to make a quiet escape.

When the Stone Boys made their rowdy appearance at the Dog Days Inn, Cullen was interested. Under the cover of night, he crept into their room and searched their few belongings, and discovered the *Gnollstone*. Curious, he kept the odd dog-head rock.

In the morning, the Stone Boys discovered their missing stone and were furious. No one, they cried, stole from the Stone Boys. They threw everyone present in the inn (which did not include the undiscovered Cullen) into the common room, cursing the innocent humans and gnomes present. They demanded the return of their stone, and of course no one had the slightest idea what these mad dwarven barbarians were talking about. One gnome attempted an escape, and was killed for it; the Stone Boys intend to kill everyone present if they cannot get back their stone; it may be a valueless rock, but it's *their* valueless rock, and no one crosses the Stone Boys.

Meanwhile, the gnolls rise from the slumber of death, eager again to follow the call of the *Gnollstone*. Unknown to the Stone Boys, and unknown to Cullen Gregor, the *Gnollstone* is drawing destruction down upon the Dog Days Inn.

And, in the middle of this chaos arrive the PCs, who do not yet know what they have walked into.

The adventure begins with the PCs on the trail of Cullen Gregor, arriving at the Dog Days Inn. They can gain a little information, most significant that this fugitive (identified by a missing left ear and dark black hair) inquired about the Tooth then headed off. The party will likely set off in the morning. At this time, Cullen is actually hiding out under the Dog Days Inn, and the Stone Boys (along with Eno Kestrel) are looting the tomb beneath the Tooth and discovering the *Gnollstone*.

When the party arrives at the Tooth about twelve miles away to the northeast, the Stone Boys are already gone. Four gnoll zombies rise out of the earth, facing southwest. They do not attack at once, but defend themselves if assaulted. A clever party will note that these undead face the direction of the Dog Days Inn. The Tooth itself is rent by an earthquake, an entrance clearly visible.

Inside the Tooth, the PCs enter an ancient tomb. A chasm rends the entry room, splitting the room into a ledge for the PCs, and an opposite ledge bearing a door, and piles of sticks and bones. A rope is affixed to the PCs' ledge, leading down into the chasm. As the PCs approach the chasm, the bones spring up, and skeleton archers start shooting caustic arrows at the PCs. They can stop these opponents by missile fire, turning, or jumping across the 15 ft. chasm into melee.

On the other ledge is a door, which, if opened, leads to a room stockpiled with old armor and weapons, placed

here by Gamirel to equip his gnoll army. The room also contains a trapped basin, which reveals stairs into a lower room.

The lower room, whether reached by stairs from the armory or by climbing down to the bottom of the chasm, shows a grisly sight. A sarcophagus has been opened and looted, an empty pedestal shows where the *Gnollstone* once rested, and the dead body of Eno Kestrel, beaten to death, lies here. The skeleton in the sarcophagus is harmless, as is the pedestal; but, when searched, the body of Eno Kestrel springs up and attacks as an undead creature. Once the undead Eno Kestrel is defeated, the PCs find information about the *Gnollstone* (Handout 1) and the Stone Boys (Handout 2) that must have taken it.

Exiting the tomb below the Tooth, the PCs witness hundreds of gnollish zombies surrounding the Tooth. As the last of these emerge from their graves, the whole army begins marching southwest, in the direction of the Dog Days Inn. Clearly, the zombies hear the call of the *Gnollstone*, and are trying to reach it. The party must race the zombies back to the Dog Days Inn in an attempt to find the *Gnollstone*.

The Dog Days Inn is not the peaceful stop the PCs remember from the previous day. A gnome lies dead near the front of the inn, clubbed to death as he tried to flee. A captive tries to escape the second level of the inn, but is clubbed on the head and dragged back inside. Clearly, something villainous is at work. The PCs can make whatever plans they deem necessary to assault the Dog Days Inn and free the captives of the Stone Boys.

During their infiltration and/or assault on the Stone Boys, the PCs encounter Cullen Gregor, slinking out from under the inn to take stock of the situation. He offers the PC (or PCs) who discovers him a deal; he will turn over the *Gnollstone* and may (or may not) extract a promise to let him go free afterward.

With the Stone Boys defeated and the *Gnollstone* recovered, the PCs have only to destroy the *Gnollstone* to return the zombie gnolls to their death, never to rise again. What the PCs do with the bookkeeper Cullen Gregor is up to them.

INTRODUCTION

Five years ago, Prince Sewardt made a bid for the throne of Nyrond by poisoning his father. The villainy of the Black Prince was discovered, and Sewardt was forced to flee Rel Mord, capitol of Nyrond. Many of the dark figures of Prince Sewardt's retinue fled Rel Mord at the same time. Some were captured, and many serve out jail sentences around Nyrond. For the most part, these souls rot away unremembered.

Cullen Gregor was Sewardt's bookkeeper, and held much of the Black Prince's financial records in his head. Unwilling to part with sensitive information that might lead to Sewardt's recapture, even under extensive questioning, Gregor had been held in Womtham for the last five years.

A week ago, the bookkeeper Gregor escaped the jails of Womtham. He was last seen fleeing into the Flinty Hills region, in a direction that would take him across the Dog Days Inn, a

lone establishment catering to miners and gnomes of the Flinty Hills. A reward of 0100 gold nobles is being offered for the bookkeeper, but only if alive. They say that pitch-dark hair and a missing left ear are Gregor's only distinguishing features.

Although bounty hunting may not be your style, it's hard to pass up an easy reward, especially when you find yourself not two days from this Dog Days Inn. How much trouble can a bookkeeper be?

As night falls, the merry lights of the Dog Days Inn appear in a valley before you. A few others share the road with you, and you've ascertained that they, like you, seek this Cullen Gregor.

Surely the Dog Days Inn has rooms, food, and clues to lead you to your quarry.

This is a good time to have the players introduce their characters; they have been traveling together for a day or two.

If the PCs ask about the surroundings of the Dog Days Inn, explain that it is nestled in low hills. North of the inn is a well. There is an outhouse about fifty yards away to the west, and a hitching post covered with a wooden frame and a tarp to the northwest. Currently this simple "stable" is filled far past its capacity; thirty riding dogs are tied to the post, and to the poles that make up the frame. If the PCs have horses, they'll have to tie them up elsewhere. Refer to Appendix 1: The Dog Days Inn and DM Map 1.

When the PCs move into the Dog Days Inn, move into Encounter 1.

Encounter 1: The Bookkeeper's Trail

For its isolated location, the Dog Days Inn does a thriving business. Across from the main entry is a long bar, the bartender serving food as quickly as an older woman brings it out of the kitchen. There are nearly a dozen gnomes here, who appear to be enjoying themselves. A group of humans in simple clothes share one table, and a halfling and half-orc share another. Throughout, a young girl moves from table to table, taking orders and dropping off drinks.

Merdoc Oberman, his older sister Hanya, and his daughter Norrina run the Dog Days Inn. Hanya does the cooking, and Norrina waits on tables, while Merdoc runs the bar and keeps the accounts. Merdoc and Hanya are from Arndulanth, and had this inn built years ago to live a working retirement. It is located almost due north of the city of Womtham, in the Duchy of Womtham, on the edge of the Flinty Hills. It sits on a little-used alternate route between Arndulanth and Womtham (the main road goes to the south), but the inn gets much business from the travelers, miners, and gnomes from the Flinty Hills.

If the PCs simply come in and have a seat, Norrina approaches them to take their orders. The fare is common, as related on page 108 of the *Player's Handbook*. If the PCs seek lodging, they may sleep in the second floor common room for 5 sp; the individual rooms are all taken by the gnomish merchants.

The PCs will undoubtedly wish to question the patrons of the Dog Days Inn, to discover if any have seen or heard of Cullen Gregor. Here is what the various groups present know:

THE OBERMANS

The innkeeper Merdoc (who is also the bartender) and his family were present when Cullen Gregor came in, of course. When reminded that the man has a missing left ear and dark, unkempt black hair, they remember him immediately.

Merdoc Oberman is a thin man with blonde hair, who loves to gossip with the patrons, especially those who have seen naval duty; he's always enjoyed pirate-stories, but sees few sailors in his inn. He's happy running an inn, which is what he's always wanted to do. Merdoc remembers Cullen well, and that he shared company with the two adventurers present (the halfling and the half-orc). He stayed only one night in the common room on the second floor, five days ago, and Merdoc hasn't seen him since. The dark-haired man seemed anxious to be on his way, and talked to his daughter quite a bit after the adventurers had turned in for the night. Merdoc didn't catch the man's name. Merdoc is certain the man was running from something, and isn't surprised to see that the PCs have come after him. If the PCs think to ask, no one else has been asking after the man.

Hanya Oberman is heavier and taller than her younger brother, and has not aged particularly well. She was jilted by a lover in Arndulanth years ago, and busies herself about the inn, which she is happy to call home. Hanya is hard to corner; she makes her way constantly into and out of the kitchen, which she won't let PCs enter. If they catch her bringing out food, however, they may quickly question her. Hanya does remember the man, but didn't talk to him. She doesn't recall anything else, except that he only stayed the one night, several days back.

Norrina is a sixteen-year-old girl who is blonde and fair-skinned. She doesn't mind working in her father's inn, for now, but she dreams of going to Rel Mord someday and living in the big city. She is talkative, like her father. She remembers the dark-haired, earless man; in fact, she talked to him quite extensively that night. He said his name was Cullen, and that he was a scribe looking to become an adventurer. He asked about local landmarks and ruins, and Norrina told him about the Tooth. He seemed particularly eager to hear more, and she told him about the local legend (see below). He asked for directions on how to get there, and declared he'd be off by the next sunrise. That was four days ago, plenty of time to get to the Tooth and back, but he hasn't returned. Norrina admits he never mentioned coming back to the Dog Days Inn, but she thought the man was fairly attractive despite his deformity, and he was very nice to her; she had hoped to see him again. Norrina says that she hopes nothing bad has happened to him.

All of the Obermans have heard about the Tooth, and know how to get there. The PCs are more likely to get this

information from the garrulous Merdoc or Norrina, rather than from busy Hanya.

- *The Tooth is a spire of rock jutting out of the Flinty Hills, nearly a hundred feet tall. It is lighter in color than the surrounding hills.*
- *The Tooth was the site of a gnoll war-gathering almost a century ago; there were hundreds of them, gathered from all over the Flinty Hills region.*
- *The Nyronid militia quickly put down the horde, and saved Nyronid from invasion; most of the gnolls were slaughtered, and only a few survived to flee into the Flinty Hills.*
- *The Tooth is supposed to be the site of an ancient tomb; why the gnolls would congregate there is anyone's guess.*
- *The heroic legend inspired Merdoc to name his inn after it; that's why it's called the Dog Days Inn (never having seen a gnoll, the Obermans don't know that gnolls look more like hyenas than dogs).*
- *Any of the Obermans can give directions to the Tooth; there are no trails there, but the landmark is fairly easy to find. It's about 12 miles away to the northeast, and takes most of a day to get there.*

The Obermans don't know anything about Gamirel or the Gnomstone.

THE GNOMISH MERCHANTS

Ten gnomish merchants have stopped in the Dog Days Inn on their way from Borneven to Womtham. The riding dogs tied up outside are their mounts, as well as their wares. They are all dressed well and festive; they expect their dogs to fetch a good price. They arrived this afternoon, and their master, Gurdell Humble, plans to stay a day or two and enjoy the hospitality of the inn. Gurdell is a well-off gnome from a long line of gnomish merchants. The rest of the gnomes with him are his clansmen and relatives, including animal handlers, drivers, and lower-ranking merchants. Gurdell is amused at the apt name of the inn where his party is staying, and considers it an auspicious place to rest for a couple of days.

As they only arrived this afternoon, none of the merchants know anything about the Tooth or Cullen. They've never seen anyone matching his description, which means that Cullen certainly didn't take the road to Borneven.

Gurdell Humble will be happy to sell the PCs riding dogs and dog saddles at standard *Player's Handbook* prices (150 gp for a riding dog, 20 gp for a military saddle, 5 gp for a pack saddle, and 10 gp for a riding saddle).

THE MINERS

The four simply dressed humans are miners who drift into the Dog Days Inn from time to time to spend their earnings in a comfortable environment. They are all weary men who can never seem to get clean. They arrived within the past two days, but they have been to the Dog Days Inn several times in the past few years. The Obermans know these miners, but not well; they see a lot of miners, being so close to the Flinty Hills. The miners are gruff, but can be convinced to talk. However, they haven't seen Cullen Gregor or know anything about him.

Canny PCs may ask which direction the miners came from, in case they'd crossed Cullen's path. Not only have the miners come from the north rather than the northeast, they can point out that within the Flinty Hills, you could pass someone going the opposite direction without ever knowing it, if they were only a few hills to either side of you.

All of the miners know where the Tooth is; they've all been there at one time or another. They know all the information about the Tooth that the Obermans do, except they doubt that a tomb lies underneath the Tooth. Having seen it themselves, they can say they haven't seen any way to get inside of it. If there were a tomb underneath the Tooth, its entrance would have to be particularly well hidden.

If asked about strange events in general, the miners recall that a severe earthquake rocked the whole region about three days ago.

THE ADVENTURERS

The halfling and half-orc are good friends and adventurers, who have been spending the last of their recent gains on a long stay in this quiet inn. They are both licensed adventurers, and casually show their medallions. The half-orc is a surly fighter named Thrakuul, and is not talkative (or very bright). The halfling, on the other hand, is a very clever bard named Arne Halefellow. He is happy to talk with the PCs.

These adventurers have been here two weeks, and remember Cullen, if he is described or named. He came in about five days ago, introduced himself, and sat with them for a while. He claimed to be a scribe and accountant, and offered to show them a few tricks if they'd pay for his meal and lodging. Arne and Thrakuul agreed, and Cullen proceeded to add, subtract, multiply, or divide any series of numbers they named. He was very quick with numbers, and impressed the adventurers enough to pay for his dinner and a place in the common room. Throughout the evening, Cullen asked a lot about adventuring. "I put sort of a rosy glow on the adventuring life," chuckles Arne, "I think I may have talked him into a career change." Arne and Thrakuul turned in early, and remember Cullen talking with Norrina afterwards.

Arne gets along well with the Obermans, and they have grudgingly accepted Thrakuul, as well. Arne has performed for them a few times, but isn't doing so tonight.

If asked about the Tooth by name, Arne thinks for a moment, and recalls a legend about a great archer, long dead, buried under a pale spike in the Flinty Hills. The spike is called the Tooth, and is guarded by a cleverly concealed entrance that no one has been able to find. He doesn't know any more about the Tooth than this, and didn't mention this information to Cullen or anyone else (no one's asked him about it).

Arne and Thrakuul retire early, as they intend to leave with the morning light. They do not appear in this scenario again after this encounter.

WHAT REALLY HAPPENED

True enough, Cullen came into the Dog Days Inn five nights ago. He talked with the adventurers for a while, and formulated a plan. He knew he would be followed, so he pretended to be interested in the adventuring life. He charmed Norrina into telling him about a local ruin, and claimed he'd go there, to throw off pursuit.

Cullen did leave that next morning, but he circled back and crept into the kitchen of the Dog Days Inn through a window; from there, he discovered the trapdoor to the cellar, and realized that the Obermans are well-supplied but don't use much of their cellar. He made himself a hiding place in the back of the cellar, where he's hidden ever since. No one knows Cullen is hiding under the Dog Days Inn, not even the Obermans. He slinks out from time to time in the night, but has not yet been discovered.

As the party asks about him, Cullen hears their conversations through the floor. He does not venture out of the cellar that night and, as the PCs have no reason to search the cellar, they do not know that the man they seek is right under their feet. If any PC with the Track feat searches around the inn, the gnome and dog tracks have obscured all traces of Cullen's passage. The PCs likely move on, leaving Cullen hidden behind them; this is okay, since they'll be coming back to the Dog Days Inn later!

MOVING ON

The PCs should discover that Cullen left toward the Tooth, and set off to find it. The Tooth is 12 miles away, northeast into the Flinty Hills. Overland speed is detailed on page 143 of the *Player's Handbook*, but is reviewed here for convenience.

As the route to the Tooth is mostly trackless and hilly, the party's movement rate is halved. Find the speed of the *slowest* member of the party, remembering that some PCs may be mounted:

- 40 feet/round means the 12-mile journey takes 6 hours.
- 30 feet/round means the journey takes 8 hours, or one full day of travel.
- 20 feet/round means the journey takes 12 hours, or about a day and a half; this can take less time with hustling and forced marching (see page 143 of the *Player's*

Handbook).

- 15 feet/round means the journey takes 16 hours, or two full days; this takes less time if hustling or forced marching (see page 143 of the *Player's Handbook*).
- Traveling at night takes twice as long, unless the party can see in the dark (that is, all of them have low-light vision or darkvision).

The time taken for the overland travel isn't critical at this point, but it should be noted, since the PCs are coming back the same way in Encounter 6, and will probably be in a hurry!

Encounter 2: At the Tooth

Note whether the PCs arrive at the Tooth in the day, early evening, or night, and alter your descriptions here accordingly.

The Tooth is an aptly named landmark. It juts up from the hills like a fang. It is lighter in color than the surrounding hills, making it resemble a tusk poking out of lumpy gums.

A cavity in the Tooth looms open at its base, leading down into the ground beneath it. This rent seems somewhat new, but natural; perhaps an earthquake opened this passage, which is about eight feet high and almost as wide.

There is a shifting of the ground about thirty yards from the Tooth. This is no earthquake, however. The ground heaves, and up from it climbs four tall figures. Rotting flesh hangs from exposed bones, all covered by old, old armor. The rising corpses possess not the faces of men, but heads that look like dogs or jackals. The four figures clamber to their feet, and all of them turn to look to the southwest...at you.

These are gnoll zombies, wearing scale mail. They are but the first of hundreds of similar zombies buried in this area, left to rot where they lay by the Nyrond soldiers that defeated them ninety years ago. The removal of the *Gnollstone* by the Stone Boys, which happened one day before the party arrives here, is slowly reawakening them.

At this point, the party may be spoiling for a fight, but these zombies do not attack unless they are attacked first. Instead, they stand silently, looking off in the direction of the *Gnollstone* (which has been taken back to the Dog Days Inn). An attentive party may realize that this is some sort of clue, and leave the zombies where they stand.

ALL APLS (EL 2)

☛ **Zombies (4)**; hp 16; see *Monster Manual* page 191.

If the PCs wait outside the Tooth, in about twenty minutes eight more zombies rise up; several minutes after that, another eight or so claw their way free, and then they burst free by the dozen. The PCs may assume that this has something to do with the rent in the earth beneath the Tooth, and should investigate there.

Despite the hole leading downward at a steep angle, the Tooth still looks solid and stable. When the PCs enter, move on to Encounter 3.

Encounter 3: Sticks and Bones

The passage from the surface leads down about sixty feet, through walls slick with some sort of mineral-rich water. The water pools on the floor in spots, and smells acrid.

The passageway opens into what once may have been a room, but is now divided into two ledges. The ledge you stand on is about forty feet wide and about twenty feet deep. A chasm, about twelve feet across, splits the room from the left wall to the right. In the middle of your ledge, right by the chasm, a piton has been driven into the stone floor. A rope is tied to it, descending into the chasm.

The ledge opposite you is about the same size as yours: forty feet wide and about twenty feet deep. The opposite ledge is littered with bones and what look like sticks; from this distance, it is hard to be sure.

On the other side of this rent room, almost directly across from where you are, is the faded outline of what appears to be a door.

DM Map 2 shows the layout of this tomb.

The Stone Boys, along with the necromancer Eno Kestrel, were here. They were attacked by three skeletal archers on the other ledge, which they smashed by throwing clubs at them. They considered jumping the chasm to get to the door, but thought it was too dangerous. Furthermore, Kestrel told them that the treasure was below. They pounded a piton into the ground, tied off a rope, and climbed the 50 feet to the lower level. They left this way as well, with the Grollstone in hand and Eno Kestrel dead in the tomb (see Encounter 5).

A character with the Track feat may make a Wilderness Lore check (DC 15) to notice that four or five people came this way. They went to the rope to climb down, then left again.

When any character moves within five feet of the chasm (which includes examining the piton), the bones on the other ledge spring together to form three skeletons, two of the three are armed with a mighty (+1) composite longbow. The third uses a regular composite longbow. They attack all intruders immediately. Some of the sticks on the ground by them are clubs thrown (and not recovered) by the Stone Boys, but many of them are arrows. These arrows have been soaking in the caustic mineral deposits in this cave, and are slightly acidic.

APL 2 (EL 2)

☛ **Skeletal Archers (3):** Skeleton Ftr1; CR 1; Medium-size undead; HD 1d12; hp 12; Init +5; Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +2 ranged if (1d8/x3, longbow) or 2 Atks +1 melee (1d4, claw); SA Caustic arrows; SQ Undead, Immunities; AL N; SV Fort +2, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Skills and Feats: Climb +4, Jump +4; Improved Initiative, Point-Blank Shot

Caustic arrows (Ex): the mineral-soaked arrows the skeletons use are poisonous, and require a Fortitude save on an opponent they hit: Injury DC 12, initial damage 1d2 Str, secondary damage 1d2 Str.

APL 4 (EL 4)

☛ **Skeletal Archers (3):** Skeleton Ftr2; CR 2; Medium-size undead; HD 2d12; hp 19; Init +5; Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +3 ranged if (1d8/x3, longbow) or 2 Atks +2 melee (1d4, claw); SA Caustic arrows; SQ Undead, Immunities; AL N; SV Fort +3, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Skills and Feats: Climb +5, Jump +5; Improved Initiative, Point-Blank Shot, Precise Shot

Caustic arrows (Ex): the mineral-soaked arrows the skeletons use are poisonous, and require a Fortitude save on an opponent they hit: Injury DC 12, initial damage 1d2 Str, secondary damage 1d2 Str.

APL 6 (EL 6)

☛ **Skeletal Archers (3):** Skeleton Ftr3; CR 3; Medium-size undead; HD 3d12; hp 26; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +5 ranged if (1d8/x3, composite longbow) or 2 Atks +3 melee (1d4, claw); SA Caustic arrows; SQ Undead, Immunities; AL N; SV Fort +3, Ref +2, Will +3; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Skills and Feats: Climb +6, Jump +6; Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Focus (composite longbow)

Caustic arrows (Ex): the mineral-soaked arrows the skeletons use are poisonous, and require a Fortitude save on an opponent they hit: Injury DC 12, initial damage 1d2 Str, secondary damage 1d2 Str.

The skeletons always attack with their bows if possible, even if it would provoke an attack of opportunity. They only attack with their claws if their bows have been taken from them. Their arrows retain their poison only for a few hours.

The skeletons are near-eternal guardians created long ago. Once destroyed, their bones will lie dormant for 24 hours, though they reform after that time if intruders are again present. Scattering their bones in this area does not prevent this effect, but removing them from this area renders the bones forever inert. Their longbows may be taken; formed of bone and sinew, and they still remain quite serviceable. These three bows are mighty (+1) composite longbows. If the skeletal archers reform and their bows have been taken, they do their best to attack with their claws.

Once the skeletal archers are dealt with, the cave can be examined at length, and the party may discover:

- The chasm does not go straight down, but bends in such a way that the bottom is not visible. It appears at least 30 feet deep (it is in fact 50 feet deep). Anyone falling into

the chasm takes 2d6 damage, as the descent is slowed somewhat by the sloping sides.

- The rope tied to the piton appears serviceable at first glance, but it is slightly slippery due to the wetness of the chasm (Spot DC 15 or Use Rope DC 12 to notice this). The Climb DC to get down this rope is 11. If the PCs use their own rope, the Climb DC is 5. If their rope is knotted, the Climb DC is 0. Climbing the walls without a rope is a Climb DC of 20. Failure results in a fall for 2d6 damage.
- When the other ledge is reached by whatever means (Running Jump DC 17 or Standing Jump DC 28 or various other inventive ways), several clubs are discovered. These clubs all look new (unlike the arrows), and have metal loops on the end, as though they could be hung on a hook. There are 11 of them, but they are valueless.
- The door on the opposite ledge is ancient, but opens with a good shove (Break DC of 12).

If the PCs investigate the room across the ledge, proceed to Encounter 4. If they descend into the bottom of the chasm, proceed to Encounter 5.

Encounter 4: Gamirel's Armory

This room has not been disturbed in many years. Once, it was a peaceful place, with carvings on the walls depicting hunting scenes. A large basin, about 10 feet in diameter, sits in the center of this room. It is empty, and its sides are carved with a repeating arrow motif.

Stacked about this room are suits of rusted armor and piles of rusted weapons, all victim of the corrosive water prevalent in this area.

This is where Gamirel stored extra armor and weapons for his gnoll army; he was not able to distribute it all before the Nyronnd forces descended upon his gnolls, and this equipment has been decaying here ever since.

The armor is predominantly scale mail, although there is some chain mail as well. There are about 30 suits; an exact count is difficult because some of the suits have rusted together. All of it is sized for creatures bigger than humans, and all of it is valueless junk. The weapons are primarily battleaxes, and they too are worthless; there are about fifty weapons.

Until the recent earthquake opened the chasm, this was the only way into the tomb below. The basin holds a secret entrance. If the basin is searched (Search DC 18), one of the arrows on the basin's sides can be moved. If the arrow lever is moved, a hail of arrows shoots out from the hunting scenes at the character; this is a clever arrow trap

hidden in the walls of this room. Remember that since these traps are built into the stonework, dwarves receive a +2 racial bonus to discover them, if they search.

APL 2 (EL 1)

↗**Hail of Arrows Trap:** CR 1; +10 ranged attack on character moving the lever (2d4 damage); Search (DC 20) to find the trap, Disable Device (DC 20) to disarm it.

APL 4 (EL 2)

↗**Hail of Arrows Trap:** CR 2; +10 ranged attack on character moving the lever (3d6 damage); Search (DC 20) to find the trap, Disable Device (DC 20) to disarm it.

APL 6 (EL 3)

↗**Hail of Arrows Trap:** CR 3; +15 ranged attack on character moving the lever (3d8 damage); Search (DC 20) to find the trap, Disable Device (DC 20) to disarm it.

Once the lever is moved, whether the trap is activated or not, the center of the basin descends in a spiral shape, forming a spiral staircase into the rounded alcove in the tomb (see Encounter 5). If anyone is standing under the spiral stairs when it descends, they must make a Reflex save (DC 14) or be crushed (2d6 damage at APL 2, 4d6 damage at APL 4, 6d6 damage at APL 6). Before the earthquake split the tomb open, this was the only way to get into the crypt below.

Encounter 5: Eno Kestrel's Unquiet Rest

You have descended into a crypt. Once-fine wall paintings around this room have faded to nearly nothing, and in one corner appear to have been defaced. This room is nearly square, with a semicircular alcove in one wall and the chasm rending the wall opposite.

A large, sealed sarcophagus dominates this room. It has been smashed in several places, but appears intact. Atop it, added as an afterthought, is a pedestal no more than two feet high and one foot in diameter. The pedestal is clearly meant to hold some object no bigger than a fist, but the pedestal is empty.

Crumpled on the floor here is a very recent corpse, with dark hair and traveling clothes, clearly bludgeoned to death.

The corpse is that of Eno Kestrel, although the PCs may think that it is Cullen Gregor when they first notice it. Eno Kestrel's evil will not rest; he is an undead now, and is waiting for someone to approach so he can spring up and attack. Kestrel attacks the first person to touch or search him, and he almost certainly gains surprise (Spot 24 to notice Kestrel twitch before he strikes). Kestrel fights until he is destroyed, but he is not a mindless undead creature; he is smart enough to avoid flanking situations (by backing up against a wall or into a corner) or move into the alcove, to limit the number of PCs that can gang up on him. He will prefer to launch attacks at

clerics and paladins of good deities, if they are easily identifiable. At APL 6 he hides as a wraith in the shell of his dead body, rising from it to attack PCs by surprise, as he would if he were corporeal.

APL 2 (EL 2)

➤ **Eno Kestrel, Ghoul:** hp 19; see *Monster Manual* page 97.

APL 4 (EL 4)

➤ **Eno Kestrel, Vampire Spawn:** hp 26; see *Monster Manual* page 182.

APL 6 (EL 6)

➤ **Eno Kestrel, Advanced Wraith:** CR 6; Medium-size undead; HD 8d12, hp 50; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 13, flat-footed 12); Atk +7 melee (1d4 and 1d6 permanent Constitution drain, Incorporeal touch); SA Constitution drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +2, Ref +5, Will +8; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 16.

Skills and Feats: Hide +12, Intimidate +11, Intuit Direction +6, Listen +13, Search +11, Sense Motive +9, Spot +13; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

If Eno Kestrel is searched after he is defeated, he carries Player Handout 1 and Player Handout 2. If PCs searching his body make a successful Search or Spot (DC 18), they also notice his silver boot knife, still in his boot.

The wall paintings have suffered much over time, but have also suffered recently: in one corner the phrase “Stone Boys was here” has been carved in crude Dwarven. This graffiti appears very recent (in fact, it’s only one day old).

The sarcophagus is very well sealed and solid stone. It can be forced open given time. The Stone Boys started smashing at it; the sarcophagus has already sustained 15 points of damage. However, realizing they weren’t getting into the sarcophagus anytime soon, the Stone Boys gave up. Should it be breached, the sarcophagus contains only old bones, tattered cloth, and a once-fine wooden bow, now reduced to rot.

➤ **Stone Sarcophagus:** Thickness 4 in.; Hardness 8, hp 60 (-15); Break (DC 28).

The pedestal is made of iron, and about a century old. It was placed here by Gamirel to hold the *Gnollstone*; the *Gnollstone* does not rest upon it now, having been taken by the Stone Boys. The pedestal weighs about fifteen pounds, but is worth only a few commons. Engraved around it in a ring are the words “Come, my soldiers, follow the call of the *Gnollstone*,” in Gnoll.

With the information on the Player Handouts, the PCs should be able to guess what has happened here. If they make their way to Gamirel’s Armory, go to

Encounter 4; if they leave the tomb under the Tooth, proceed to Encounter 6.

Encounter 6: The Horde Marches

You blink in the daylight as you emerge from under the Tooth. As your eyes adjust, you see more rotted forms standing before you, and around you. And on the hills that surround the Tooth. Hundreds of zombies, all gnolls, stand in eerie silence, facing southwest...the direction of the Dog Days Inn. The last few struggle from their unmarked graves and, as one, they begin a slow but determined march, following some call only the dead can hear.

As in Encounter 2, any zombies that are attacked fight back, but the bulk of the zombies continue their march. Even a powerful cleric can recognize the futility of an attack on a horde this size.

Since attacking the entire horde is not an option, the PCs may chose to follow the horde, or race ahead of it. Any character with the Track feat can make a Wilderness Lore check (DC 15) to realize a group of four headed to the southwest, in the direction of the Dog Days Inn. Of course, any attempt to track an area the zombies have passed through is fruitless.

The zombie horde moves at a speed of 20 feet per round. They cannot hustle, but can move at a forced march indefinitely (since undead do not take subdual damage). Thus, the horde arrives at the Dog Days Inn 12 hours after they set out. If the PCs left the Tooth at night, it will be daytime when they arrive at the Dog Days Inn, and vice-versa.

To PCs who follow the horde, it becomes clear that the zombie gnolls are marching to the Dog Days Inn when the horde is still about an hour away; the PCs can hurry to the Dog Days Inn ahead of them, but only have an hour to recover the *Gnollstone*. Proceed to Encounter 7.

To PCs who race ahead of the horde, check their speed (see *Moving On* in Encounter 1) to see how long it takes them to get back to the Dog Days Inn. They may gain several hours on the zombie horde, allowing them to rest for a bit (or confront the Stone Boys right away!) Proceed to Encounter 7.

PCs who do not reach the Dog Days Inn ahead of the horde (either because they were too slow or chose not to anticipate the location of the *Gnollstone*) find that the Inn has been smashed to rubble, as well as all who were inside of it (including the Stone Boys). In the chaos, Cullen Gregor fled the battle, but dropped the *Gnollstone* as he was leaving, destroying it and causing all the zombies to collapse in rotting piles. The threat of the horde has ended, but the Dog Days Inn and all of its inhabitants are no more. Go to the conclusion of the module at this time.

Encounter 7: The Stone Boys

Keep in mind the time of day, or night, when this encounter takes place, and adjust your descriptions accordingly.

With haste, you make your way back to the Dog Days Inn. As you crest the rise, the inn comes into view. Something is clearly amiss.

Sprawled out not twenty feet from the entrance to the inn is a gnome, face down in a pool of blood. Behind the inn, the riding dogs in the covered stable seem restless. Some emit low growls. There is no other movement. All is quiet at the Dog Days Inn, yet something is plainly not right.

A lot has happened since the PCs left the Dog Days Inn. The Stone Boys returned with the *Gnollstone*, and were causing their usual mayhem in the Dog Days Inn. Cullen, curious what these dwarven barbarians were all about, slipped out of his hiding place and into the third floor room where they were staying. This was at the same time the PCs emerged from the Tooth; if it was night then, then Cullen stole the *Gnollstone* while the Stone Boys were sleeping. If it was daytime, then Cullen stole the *Gnollstone* out of their room while they were downstairs drinking and picking fights.

Either way, the Stone Boys soon realized the theft. They didn't know of Cullen's existence (no one in the Dog Days Inn knows he's there), so they assumed that one of the other people in the inn must have stolen it. They gathered up everyone present: the Obermans, the miners, and the gnomish merchants, and put them all up in the second floor common room. One gnomish drover tried to flee, and Kelgore killed him with a swift blow to the back of the head; it is his body in the front yard of the inn.

The Stone Boys quickly and roughly searched everyone, but of course no one had their *Gnollstone*. The Stone Boys figure that after a few hours stewing, someone will admit to the theft, so they're keeping everyone cooped up on the second floor of the inn and going through the inn's stores of ale.

When the PCs arrive on the scene, Arlaine and Kelgore are holding the residents of the Dog Days Inn in the second floor common room, while Jorug and Trupper relax in the lower level bar.

There are as many approaches to this scene as there are groups of players. If the PCs just move up to the inn and throw open the door despite warnings that something may be amiss, move right into the *Frontal Assault* section below. However, there are several avenues open to the PCs here, and many of them are described below.

WAIT AND SEE

If the PCs decide to camp out and see what happens, the Stone Boys probably won't notice them unless the PCs are particularly noisy or obvious. After about five minutes, the PCs see a human miner lean out the eastern second-story window, looking around like he's judging a jump to the ground. Suddenly, from behind, the man is clubbed over the head and yanked back into the inn. The man is wounded, but not killed, by Arlaine. No one tries to escape after that. After about an hour, Trupper and Jorug decide that enough is enough. They head upstairs, club Gurdell Humble to death, and toss him out the western

second-story window. When no one admits the theft to the irate Stone Boys, they start killing people and throwing them out the window, one every ten minutes or so, until they are stopped. In a frontal assault at this point, all four of the Stone Boys are up on the second story.

Sometime during the wait, Cullen Gregor may try to slip out of the kitchen window, if you choose; use Encounter 8 at this time; but when Cullen (or the PCs) sneak back into the kitchen window to go fetch the *Gnollstone* from the cellar, they are discovered by Trupper, who has decided to get a bite out of the kitchen; combat ensues.

USE THE DOGS

The thirty riding dogs are not trained well enough to attack en masse. Successful Animal Empathy (the dogs count as Indifferent toward the party; see page 149 of the *DUNGEON MASTER's Guide*) or Handle Animal checks (DC 10) might allow the dogs to be used as a distraction, in which case Jorug comes out to see what's going on. If any PC uses the *speak with animals* spell, the dogs are well-disposed to the gnomes and will be glad to help them if they can.

BLUFF THEIR WAY IN

The Stone Boys are spoiling for a fight; if anyone walks in the front door, it's pretty likely that Jorug and Trupper attack them out of frustration and rage. Certainly anyone coming in through the back door surprise the Stone Boys, which is not a good thing to do in their current wired state. Particularly fast-talking PCs, however, may be able to use Bluff or Diplomacy to get into the Stone Boys' good graces (trying to use Intimidate is probably the surest way to start a fight). This is particularly true if the PC uncovers information about the missing *Gnollstone*, and agrees to help recover it. In this situation, the PC might notice Cullen peeking out of the kitchen door; apply Encounter 8 when appropriate.

Bear in mind, though, that any misstatement can cause the Stone Boys to erupt in a murderous rage.

SNEAKING IN

If carefully attempted, sneaking in and discovering the Stone Boys has a reasonable chance of success. However, the Stone Boys have most entrances covered.

The only entrances to the Dog Days Inn that aren't being watched are the windows on the third floor and the kitchen window. Climb checks to scale the inn have a DC of 20, and make opposed Hide/Spot and Move Silently/Listen checks as appropriate. For a description of where the Stone Boys are stationed in the inn, see *Frontal Assault*, below.

Any PC sneaking in the kitchen window has a good chance to catch Cullen trying to sneak out; move to Encounter 8 with that PC.

FRONTAL ASSAULT

Nearly any interaction with the Stone Boys in this encounter ends with a fight. The Stone Boys are particularly tough foes; however, the PCs have a number of advantages in dealing with them. First of all, the Stone Boys can be surprised and are likely to be split up all over the Inn. Second, not all of them will fight to the finish. The statistics for the Stone Boys are found in Appendix 3, and some other tactical information about fighting them is discussed below.

A well-planned assault on the inn likely takes the Stone Boys by surprise (granting the PCs a free round of partial actions). Anyone coming in the front door is seen by Jorug and Trupper. Anyone entering the back door is seen by Jorug and Trupper, as well as by Arlaine, who is at the top of the stairs up to the second floor; he can look right down at the back door. Kelgore is at the foot of the stairs up to the third floor, so anyone coming in one of the third floor windows will encounter him first. Kelgore can also see the western second-story window, and Arlaine can also see the eastern second-story window. Bear in mind that an entire round of movement is usually required to move from the first floor to the second, or vice-versa, buying the PCs valuable time in this fight. A party that splits up and makes multiple simultaneous entrances will confuse the Stone Boys, who split up to fight the intruders.

Jorug and Trupper do not back down from a fight. If both Jorug and Trupper go down, Arlaine will probably try to escape, unless victory seems imminent. Kelgore fights unless he knows all three of the others have fallen or fled, and he tries to flee as well.

Encounter 8: Cullen's Gambit

At some point during Encounter 7, either while the PCs watch the Inn, or sneak in the kitchen window, or are otherwise engaged with the Stone Boys, they notice Cullen Gregor. If possible, arrange this meeting so that only one PC sees Cullen sneaking out from his hiding place; describe the man as:

The man has the gentle step of a rogue, but the look in his eyes shows a man hunted. He has a wild shock of dark hair, barely covering the scar where his left ear would be.

Cullen notices the PC (or PCs) that see him, and he wants to make a deal; the *Gnollstone* he took from the Stone Boys is clearly a powerful item, and Cullen guesses that the PCs may want it more than they want him. Cullen approaches the PC who noticed him; if more than one PC, he chooses one to address that isn't a half-elf or half-orc. Read the following fairly quickly:

"Now, I know what you're looking for, so I'll make this as quick as I can. I'll give you the rock you're after—free and clear, no strings attached. But it's my future I'm concerned about, so I'll make you a deal. It's a desperate deal, but I'm in a desperate spot.

"I get one chance, just one chance mind you, to guess how many children your father had. If I guess wrong, I'll go with you

willingly and quietly back to Womtham or anywhere else. If I guess right—and I only get one guess, remember—then you have to agree to let me go. Either way, no matter how my guess goes, you get that ugly rock I took from those nasty dwarves. It's a gentleman's agreement, you see: you have to be honest when I guess how many children your father had, and if I'm right, you have to admit it. Are we agreed? I get one guess for my freedom?"

Instruct the player to write down how many siblings he has, and show it to one or two of the other players, but not to you. This is just for show; it doesn't really matter for Cullen's wager how many siblings the PC has.

It may be that the PC doesn't want to let Cullen guess, they admit they don't know how many siblings they have, or they may be on to his trick. If the PC is wavering, Cullen moves to another PC (if another PC is available). Try to get one of the PCs to agree to let Cullen guess how many children his father had. Once someone agrees to let Cullen guess:

The bookkeeper screws up his face in concentration, looking at you, seeming to judge you. His eyes open wide, as if he just realized something.

"Alright, I'm going to guess that your father had...

"no children. Instead, your beautiful mother had them all, since it's a well-known fact that men can't have children. Now, you have to be honest, gentleman's agreement and all...I'm right about that, aren't I?"

If everything went according to Cullen's plan, the PC (or PCs) are in a tight spot; they've now agreed to let him go. Cullen expects them to keep their word, and he'll ask to be excused to go fetch the *Gnollstone*.

If the PCs won't let him go get it himself, he'll just tell them where it is (behind a pile of spare chairs in the cellar, near the back).

Some PCs may want to argue semantics or complain about being cheated by the bookkeeper, but he reminds them of their agreement. He expects them to let him go.

If the PCs let him go without much convincing (that is, they're "good losers"), he promises the PCs a favor at a later time. Award all the PCs the Honest Dealings with Cullen Gregor certificate; Cullen alters the PC's tax log at some point in the future, exempting him from an audit or any other tax collection.

If Cullen has to wheedle and cajole the PCs into letting him go, he still promises them a favor, but he won't deliver (he won't think too highly of the "sore loser" PCs). In this case, award no PC the Honest Dealings with Cullen Gregor certificate.

It may be that Cullen ends up in the custody of the PCs. Either they didn't take him up on his wager, or they did, but decided to take him into custody anyway. Either way, Cullen is morose but does not protest his captivity. And, when he is returned to Womtham, the PCs receive the 100 noble reward promised for him. In this case, award no PC the Honest Dealings with Cullen Gregor certificate.

CONCLUSION

Once the PCs have the *Gnollstone* in hand, the best course of action is to simply destroy it. It has a hardness of 3 and 8 hit points, or can be shattered by breaking it (DC 17). Alternatively, the PCs may try to return the *Gnollstone* to the tomb under the Tooth.

If the party destroys the *Gnollstone* in the presence of the zombie horde, read:

As the fragile Gnollstone shatters, the zombie gnolls lurch to a sudden stop. You feel a light, cold wind and hear a low sigh. As one, the zombies drop to the ground, their ancient armor and weapons clattering to the ground with them. Their call has been silenced, and these monsters will not rise again.

If the party destroys the *Gnollstone* and is not in the presence of the zombie horde, read:

The fragile Gnollstone shatters, and you feel a light, cold wind and hear a low sigh. The call coming from the Gnollstone, you know, has been silenced, and the dead returned to their graves. The Flinty Hills will again cover the dead gnolls, and this time nothing will rouse them from their slumber.

If the party returns the *Gnollstone* to the pedestal on the sarcophagus, then the zombie horde follows them to the Tooth. This could be a dangerous path, as the skeletal archers may reform at this time. Once the *Gnollstone* is replaced and the PCs leave the Tooth again, read:

*As you step out of the tomb beneath the Tooth yet again, a stink assails you. Legions of the dead stand arrayed around the Tooth, facing it in silence. For a moment, nothing happens; then you feel a rumble deep beneath you. It builds until a shaking seems to come from all around. With a snap, the rent into the Tooth closes; there is a puff of sand to tell you that the chambers within have been crushed. A shadow lurches above you, and you see the Tooth begin to slowly topple away from you. As it hits the ground with a mighty thud, you see the zombie gnolls all hit the ground as well, to never again raise. If the *Gnollstone* does still exist, it is buried under hundreds of tons of rock in a second earthquake. You head back to the southwest, sure that a good meal and friendly faces will be there to greet you at the Dog Days Inn.*

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 2
Defeating the zombie gnolls 50 xp

Encounter 3
Defeating the skeletal archers 100 xp

Encounter 5
Defeating the undead Eno Kestrel 125 xp

Encounter 7
Defeating the Stone Boys 125 xp

Encounter 8
Successfully retrieving the *Gnollstone* from Cullen 50 xp

Total experience for objectives 450 xp
Discretionary role-playing award 0-50 xp

Total possible experience 500 xp

TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the 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.
2. 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.
3. 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. 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 Three

- Two mighty (+1) composite longbows: Bone Bow - this bow is made of interlocking pieces of ancient bone and is strung with some sort of dried sinew. Despite its ancient and macabre appearance, it functions as a mighty composite longbow (+1).

Encounter Five

- Silver Boot Knife - This narrow, silver weapon looks dangerous and sharp. It functions as a silvered dagger in all respects, except that its slim size allows it to be easily hidden in a sleeve or boot, where a Spot or Search check (DC 18) is required to notice its presence.

Encounter Eight

- 100 noble (gp) reward for returning Cullen -or-
- To any and all PCs who agreed, without excessive argument, to let Cullen go free because they'd lost his bet (and he was then freed): Honest Dealings with Cullen Gregor - Although your group had cornered the escaped bookkeeper Cullen Gregor, he bet you for his freedom and won. Rather than turn him in anyway, you held to your agreement and let him go. Cullen will remember your honest dealings in the future. You can turn your Nyrond Tax Logbook over to him, and he will use his extensive accounting knowledge to make your tax record appear accurate and up-to-date. When a Nyrond Triad member approaches you demanding tax payment, you can give up this certificate instead. If you do, the character named above is seen to have paid all of his taxes diligently, promptly, and accurately, whether you actually have or not. The Triad member will then void this certificate.

Appendix 1: The Dog Days Inn

The Dog Days Inn is located in the rolling, hilly area in the north of the Duchy of Womtham, just south of the Flint Hills proper. The inn is a three-story structure of dark wood with heavy beams. It has a solid, welcoming look to it. The Dog Days Inn is mapped out in DM Map 1, and its areas are described here.

There is a wide yard in front of the Dog Days Inn, and a outhouse about fifty yards to the west. To the northeast is a hitching post about fifteen feet long that has served as a stable. To protect mounts from the elements, wooden posts covered with a tarp has been erected over the hitching post. Normally, there aren't many mounts to stable; the Dog Days Inn caters to gnomes and miners from the Flinty Hills. However, throughout this scenario, the crude stable is filled to capacity with about thirty riding dogs owned by the gnomish merchants staying at the Dog Days Inn. North of the inn is a reliable well.

The Inn has a main entrance in front, next to the large fireplace, and a smaller entrance in the back.

There is one window on the ground floor, and that leads into the kitchen. Other than the kitchen, the ground floor is one large room; this is the bar, with several solid, round tables.

The second floor is one large room as well; this is the common room, with a fireplace, a window on the east and west, and large staircases leading down to the bar (on the west) and up to the third floor (on the west).

The third floor is divided into a hall and three rooms. The easternmost room (with the fireplace) is used by the Obermans, and the other two fine rooms are for rent at 2 gp per night. Throughout this scenario, the two fine rooms are occupied (in Encounter 1, four of the gnomes are staying there; in Encounter 7, the Stone Boys have kicked the gnomes out and are staying in them).

Under the Dog Days Inn is a long, low cellar packed with spare furniture and foodstuffs. A trapdoor in the kitchen is the only access to the cellar, and it is in this cellar, far to the west end, where Cullen is hiding throughout the scenario.

Appendix 2: Cullen Gregor

A bookkeeper and scribe in the service of Prince Sewardnt for almost a decade, Cullen Gregor never much liked his job. At first, the pay was too good to leave and, when Cullen began to understand the extent of Sewardnt's dealings, he was too scared to quit. Although Cullen was privy to many of the Prince's financial records, he never knew the Prince well nor cared to. When Sewardnt fled into exile, Cullen was rounded up and imprisoned. He knew next to nothing of the Prince's plans and nothing of the Prince's whereabouts, but he was kept in the jails of Womtham just the same. A few weeks ago, he resolved to break free, and wonders where in Oerth he might go. At the beginning of the adventure, he is hiding out underneath the Dog Days Inn, and the PCs will decide

whether to return him to Womtham or let him go free again.

Cullen is a fairly friendly fellow, and quite talkative. Although not religious, he has a tendency to cry out "Great purse of Zilchus!" when surprised. He does his best to be honest in his dealings, and expects the same of others.

Moderately handsome, Cullen bears pitch-dark, unkempt hair and an ugly scar where his left ear should be. Prince Sewardnt had Cullen's ear removed years ago as punishment when a clerical error of Cullen's lost the Prince a great deal of money.

Cullen is wily and clever, but not really a bad man; he admits to having had bad former associations, and longs to forget his past. Given the chance, Cullen wants to settle down as a respectable scribe somewhere; preferably, somewhere far away from Nyronnd.

Cullen does his best to convince PCs who intend to return him to the authorities that he has been unfairly jailed, is no threat to anyone, and is only guilty of having a notorious employer.

☛ Cullen Gregor: Male human Exp3/Rog2; Medium-size humanoid (human); HD 5d6; hp 22; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 melee (1d4-1/19-20, dagger); SA Sneak attack; SQ Evasion; AL LN; SV Fort +1, Ref +6, Will +5; Str 8, Dex 14, Con 10, Int 17, Wis 14, Cha 12.

Skills and Feats: Appraise +9, Bluff +9, Diplomacy +5, Escape Artist +10, Forgery +11, Gather Information +6, Hide +10, Listen +8, Move Silently +10, Open Locks +8, Profession (scribe) +8, Search +8, Sense Motive +6, Spot +8; Alertness, Dodge, Mobility.

Possessions: thieves' tools (improvised), dagger.

Appendix 3: The Stone Boys

The Stone Boys are a group of ne'er-do-wells from some far-off wild land. They are mostly dwarves, mostly barbarians, and entirely unscrupulous in their dealings. The Stone Boys feel that whatever they can get, they deserve to have, and have no compunctions about doing evil. They believe that might makes right. If they are offended, insulted, or resisted, they initiate combat and strike to kill. The Stone Boys have caused trouble everywhere they have roamed together for the last few years. Unfortunately for Nyronnd, they have recently wandered into the Flint Hills region.

Jorug Gnauf (pronounced NAWF) and his brother Trupper form the core of the group; they are dwarven barbarians. They are accompanied by their cousin Kelgore Gnauf, a dwarven monk as mean as his cousins, though more disciplined in his villainy. Along for the loot and mayhem is a half-elf barbarian named Arlaine.

The Stone Boys universally agree that the best weapon in the world is the club; it can be easily improvised, easily thrown, and makes a satisfying noise across the head of an opponent. Kelgore Gnauf, of course, prefers his fists.

APL 2 (EL 4)

➤ **Jorug Gnauf:** Male dwarf Bbn1; CR 1; Medium-size humanoid (dwarf); HD 1d12+3; hp 15; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +5 melee (1d10+3, greatclub) or +3 ranged (1d6+3, club); SQ Rage, fast movement, darkvision 60 ft., stonecunning, +2 to saves against poison, +2 to saves against spells and spell-like effects, +1 racial bonus to attack orcs and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Appraise +2, Climb +7, Craft (stone or metal) +2, Jump +7, Intimidate +3, Listen +4, Wilderness Lore +4; Weapon Focus (greatclub).

Possessions: studded leather armor, greatclub, half-dozen clubs hanging from a wide leather belt, 15 gp.

➤ **Trupper Gnauf:** Male dwarf Bbn1; CR 1; Medium-size humanoid (dwarf); HD 1d12+7; hp 19; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Atks +3 melee (1d10+2, greatclub) or +1 ranged (1d6+2, club); SQ Rage, fast movement, darkvision 60 ft., stonecunning, +2 to saves against poison, +2 to saves against spells and spell-like effects, +1 racial bonus to attack orcs and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +6, Ref +0, Will +0; Str 14, Dex 11, Con 18, Int 10, Wis 11, Cha 10.

Skills and Feats: Appraise +2, Climb +7, Craft (stone or metal) +2, Jump +7, Intimidate +3, Listen +4, Wilderness Lore +4; Toughness.

Possessions: studded leather armor, ten clubs hanging from a wide leather belt, 15 gp.

➤ **Kelgore Gnauf:** Male dwarf Mnk1; CR 1; Medium-size humanoid (dwarf); HD 1d8+3; hp 11; Init +6; Spd 20 ft.; AC 14 (touch 14, flat-footed 10); Atks +2 melee (1d6+2, unarmed strike) or +0/+0 melee (1d6+2, flurry of blows) or +2 ranged (1d6+2, club); SA Unarmed attack, stunning attack; SQ Evasion, darkvision 60' ft., stonecunning, +2 to saves against poison, +2 to saves against spells and spell-like effects, +1 racial bonus to attack orcs and goblinoids, +4 dodge bonus against giants; AL LE; SV Fort +5, Ref +4, Will +4; Str 14, Dex 14, Con 16, Int 11, Wis 14, Cha 7

Skills and Feats: Appraise +2, Climb +5, Craft (stone or metal) +2, Hide +5, Knowledge (arcana) +4, Move Silently +5, Tumble +5; Improved Initiative.

Possessions: 3 clubs (for throwing), hanging from a simple belt. 30 gp.

➤ **Arlaine:** Male half-elf Bbn1; CR 1; Medium-size humanoid (elf); HD 1d12+3; hp 15; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Atks +4 melee (1d6+3, club) or +3 ranged (1d6+3, club); SQ Rage, fast movement, low-light vision, immune to sleep, +2 to saves against Enchantment effects; AL NE; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +5, Intimidate +2, Listen +3, Search +0, Spot +1, Wilderness Lore +4; Track.

Possessions: leather armor, large wooden shield, 50 feet of hemp rope, four clubs hanging from a leather belt, 1 gp.

APL 4 (EL 6)

➤ **Jorug Gnauf:** Male dwarf Bbn2; CR 2; Medium-size humanoid (dwarf); HD 2d12+6; hp 25; Init +1 (Dex); Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +6 melee (1d10+3, greatclub) or +4 ranged (1d6+3, club); SQ Rage, fast movement, uncanny dodge (dex bonus to AC), darkvision 60 ft., stonecunning, +2 to saves against poison, +2 to saves against spells and spell-like effects, +1 racial bonus to attack orcs and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +6, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Appraise +2, Climb +8, Craft (stone or metal) +2, Jump +8, Intimidate +4, Listen +5, Wilderness Lore +5; Weapon Focus (greatclub).

Possessions: studded leather armor, greatclub, half-dozen clubs hanging from a wide leather belt, 15 gp.

➤ **Trupper Gnauf:** Male dwarf Bbn2; CR 2; Medium-size humanoid (dwarf); HD 2d12+11; hp 30; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Atks +4 melee (1d10+2, greatclub) or +2 ranged (1d6+2, club); SQ Rage, fast movement, uncanny dodge (dex bonus to AC), darkvision 60 ft., stonecunning, +2 to saves against poison, +2 to saves against spells and spell-like effects, +1 racial bonus to attack orcs and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +7, Ref +0, Will +0; Str 14, Dex 11, Con 18, Int 10, Wis 11, Cha 10.

Skills and Feats: Appraise +2, Climb +8, Craft (stone or metal) +2, Jump +8, Intimidate +3, Listen +4, Wilderness Lore +6; Toughness.

Possessions: studded leather armor, ten clubs hanging from a wide leather belt, 15 gp.

➤ **Kelgore Gnauf:** Male dwarf Mnk2; CR 2; Medium-size humanoid (dwarf); HD 2d8+6; hp 19; Init +6; Spd 20 ft.; AC 14 (touch 14, flat-footed 10); Atks +3 melee (1d6+2, unarmed strike) or +1/+1 melee (1d6+2, flurry of blows) or +3 ranged (1d6+2, club); SA Unarmed attack, stunning attack; SQ Evasion, deflect arrows, darkvision 60 ft., stonecunning, +2 to saves against poison, +2 to saves against spells and spell-like effects, +1 racial bonus to attack orcs and goblinoids, +4 dodge bonus against giants; AL LE; SV Fort +6, Ref +5, Will +5; Str 14, Dex 14, Con 16, Int 11, Wis 14, Cha 7

Skills and Feats: Appraise +2, Climb +6, Craft (stone or metal) +2, Hide +6, Knowledge (arcana) +4, Move Silently +6, Tumble +6; Improved Initiative.

Possessions: 3 clubs (for throwing), hanging from a simple belt. 30 gp.

➤ **Arlaine:** Male half-elf Bbn2; CR 2; Medium-size humanoid (elf); HD 2d12+6; hp 25; Init +2 (Dex); Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Atks +5 melee (1d6+3, club) or +4 ranged (1d6+3, club); SQ Rage, fast movement, uncanny dodge (dex bonus to AC), low-light vision, immune to *sleep*, +2 to saves against Enchantment effects; AL NE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +6, Intimidate +2, Listen +4, Search +0, Spot +1, Wilderness Lore +5; Track.

Possessions: leather armor, large wooden shield, 50 feet of hemp rope, four clubs hanging from a leather belt, 1 gp.

APL 6 (EL 8)

➤ **Jorug Gnauf:** Male dwarf Bbn4; CR 4; Medium-size humanoid (dwarf); HD 4d12+12; hp 45; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +8 melee (1d10+3, greatclub) or +6 ranged (1d6+3, club); SQ Rage, fast movement, uncanny dodge (dex bonus to AC), darkvision 60' ft., stonecunning, +2 to saves against poison, +2 to saves against spells and spell-like effects, +1 racial bonus to attack orcs and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +7, Ref +2, Will +1; Str 16, Dex 12, Con 16, Int 12, Wis 10, Cha 9.

Skills and Feats: Appraise +2, Climb +10, Craft (stone or metal) +2, Jump +10, Intimidate +6, Listen +7, Wilderness Lore +7; Combat Reflexes, Weapon Focus (greatclub).

Possessions: studded leather armor, greatclub, half-dozen clubs hanging from a wide leather belt, 15 gp.

➤ **Trupper Gnauf:** Male dwarf Bbn4; CR 4; Medium-size humanoid (dwarf); HD 4d12+19; hp 52; Init +1 (Dex); Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +6

melee (1d10+2, greatclub) or +5 ranged (1d6+2, club); SQ Rage, fast movement, uncanny dodge (dex bonus to AC), darkvision 60' ft., stonecunning, +2 to saves against poison, +2 to saves against spells and spell-like effects, +1 racial bonus to attack orcs and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +8, Ref +2, Will +1; Str 14, Dex 12, Con 18, Int 10, Wis 11, Cha 10.

Skills and Feats: Appraise +2, Climb +10, Craft (stone or metal) +2, Jump +10, Intimidate +5, Listen +6, Wilderness Lore +6; Toughness.

Possessions: studded leather armor, ten clubs hanging from a wide leather belt, 15 gp.

➤ **Kelgore Gnauf:** Male dwarf Mnk4; CR 4; Medium-size humanoid (dwarf); HD 4d8+12; hp 35; Init +6 (Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atks +6 melee (1d6+2, unarmed strike) or +4/+4 melee (1d6+2, flurry of blows) or +5 ranged (1d6+2, club); SA Unarmed attack, stunning attack; SQ Evasion, deflect arrows, still mind, slow fall (20 ft.), darkvision 60' ft., stonecunning, +2 to saves against poison, +2 to saves against spells and spell-like effects, +1 racial bonus to attack orcs and goblinoids, +4 dodge bonus against giants; AL LE; SV Fort +7, Ref +6, Will +6; Str 14, Dex 14, Con 16, Int 12, Wis 14, Cha 7

Skills and Feats: Appraise +2, Climb +8, Craft (stone or metal) +2, Hide +8, Knowledge (arcana) +6, Move Silently +8, Tumble +8; Improved Initiative, Weapon Focus (unarmed strike).

Possessions: 3 clubs (for throwing), hanging from a simple belt. 30 gp.

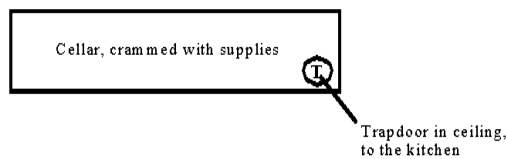
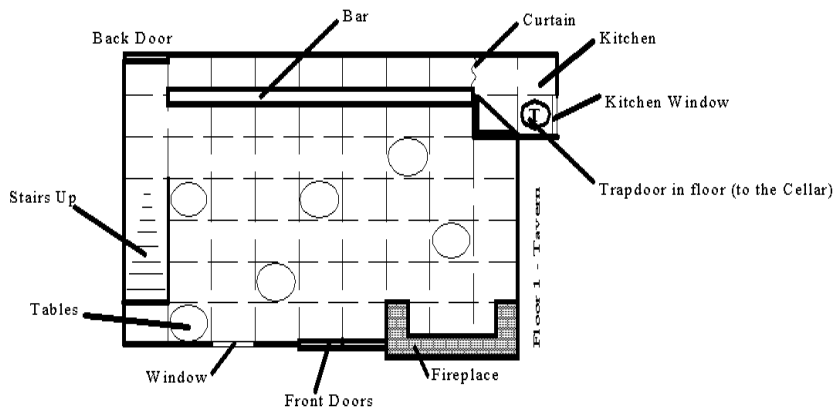
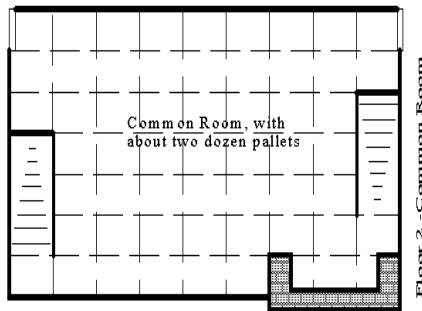
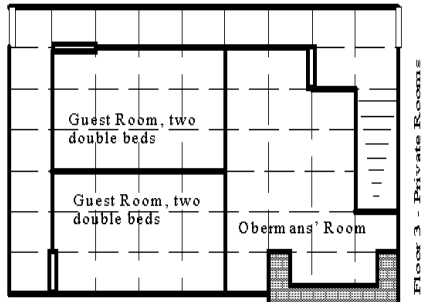
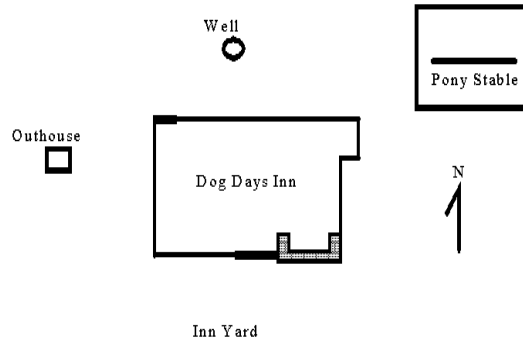
➤ **Arlaine:** Male half-elf Bbn4; CR 4; Medium-size humanoid (elf); HD 4d12+12; hp 45; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Atks +7 melee (1d6+3, club) or +6 ranged (1d6+3, club); SQ Rage, fast movement, uncanny dodge (dex bonus to AC), low-light vision, immune to *sleep*, +2 to saves against Enchantment effects; AL NE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 16, Int 9, Wis 10, Cha 8.

Skills and Feats: Climb +8, Intimidate +2, Listen +6, Search +0, Spot +1, Wilderness Lore +7; Track.

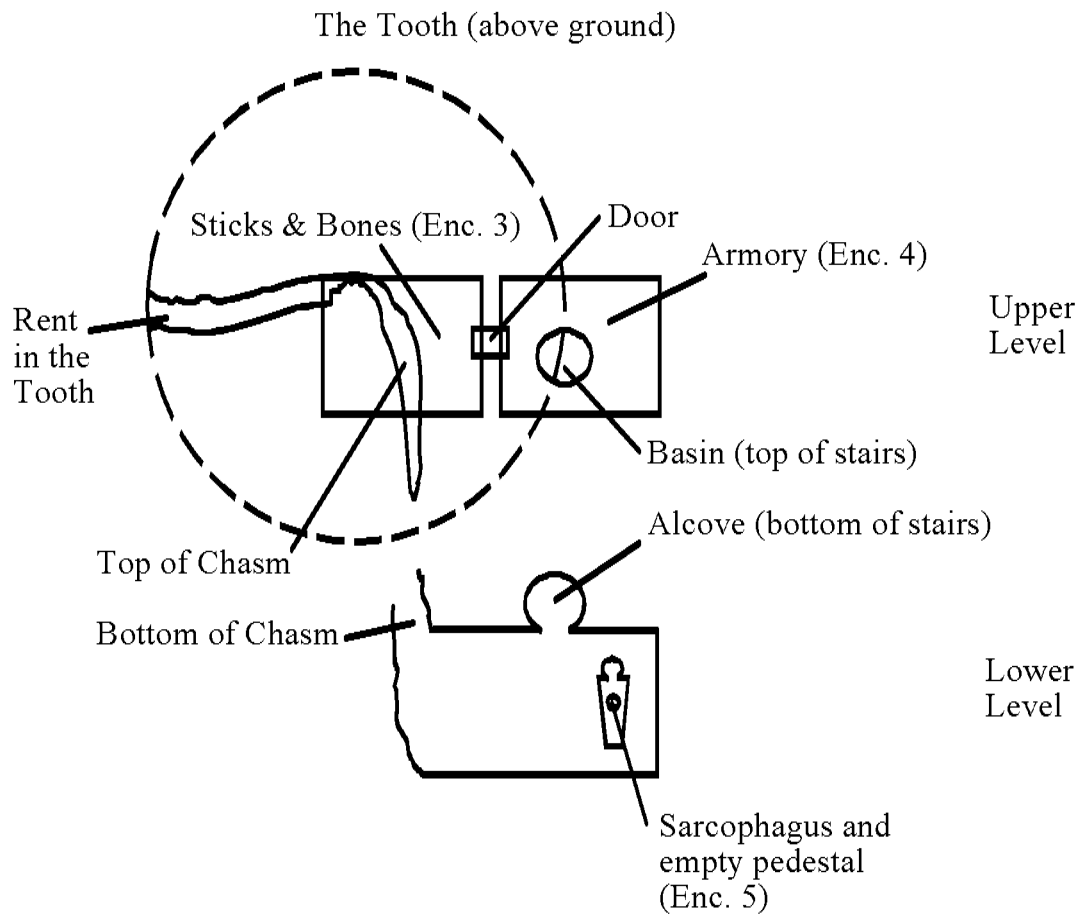
Possessions: leather armor, large wooden shield, 50 feet hemp rope, four clubs hanging from a leather belt, 1 gp.

The Dog Days Inn

Inn and Environs:



The Tomb Beneath the Tooth



PLAYER HANDOUT 1

The following is written on a page torn out of a book. The page is yellowing slightly, but does not appear to be very old. The opposite side is an illustration that appears to be some sort of potato.

is why it is celebrated in Flocktime every year.

Gnollstone

see also, *Gamirel the Enchanter*

see also, *Flinty Hills*, ref. *Landmarks*, ref. *The Tooth*

A magical device crafted by Gamirel the Enchanter in 501 or 502 CY. The *Gnollstone* is a fragile lump of sandstone shaped like a dog's head. Gamirel imbued it with the power to compel gnolls to follow it, even over several miles. He brought it to the Tooth, in the Flinty Hills, under which he had discovered an archer's ancient tomb.

Over several days in Coldeven of 502, hundreds of gnolls assembled around the Tooth. Gamirel provisioned those who had not brought their own equipment from a secret armory. Hearing of this assembly of humanoids, Nyronnd troops assaulted the region and slew most of the gnolls and Gamirel himself. The *Gnollstone* lay undiscovered in the tomb under the Tooth, where it may lay still; however, gnolls of the region feel no call to the Tooth. If the *Gnollstone* still exists, its power has ceased entirely. More likely, the fragile sandstone of the *Gnollstone* was broken, destroying the magic of the device.

Sources: diary of Lorin Stream-runner, Gamirel's brother-in-law; testimony from Urken Mattedhair, a gnoll adept that escaped the massacre at the Tooth; Nyronnd military records, 499-505 CY.

Gnoll Tuber

see also, *Farming*, ref. *Hill Farming*

A particularly ill-smelling tuber that grows wild in hilly places throughout the Flanaess. The gnoll tuber, or "rat potato" (its Furyondian name) is only barely edible

PLAYER HANDOUT 2

The following are the last excerpts of a small journal. Bound in black leather with a small skull embossed on the front, this journal belongs to one "Eno Kestrel, devotee of the Reaper."

Two weeks ago:

All that coin spent on divinations, finally worth while! Yes, the *Gnollstone* still exists. It is fragile, but has withstood the generations intact. No, it now holds no power over gnolls. But, as I thought, it does hold power still...power to draw Gamirel's forces back from the dead. An army of zombie gnolls, traveling where I lead! Many necromancers labor years to command such power...and it shall be mine once I pluck the *Gnollstone* from its resting place beneath the Tooth!

Eight days ago:

Legends of the Tooth tell it is very difficult to enter, and the tomb beneath it has guards and traps. I shall have to commission a group of adventurers to accompany me. Legends say nothing of wealth buried there...with what shall I pay a band of cutthroats for this journey?

Five days ago:

Time grows short; I must recover the *Gnollstone* before others guess of its existence and its fell power. I have found a group of adventurers, the Stone Boys. Mostly dwarves, and mostly barbarians, this arrogant batch of villains are just what I need: crude, violent, and easy to manipulate. They wander as fortune seekers, and have robbed, assaulted, and murdered their way across Nyronnd for some time.

Four days ago:

The Stone Boys have proven reluctant. Only by promising vast wealth in the tomb (wealth I doubt exists) did I convince them to accompany me to the Tooth. They hastily agreed.

Yesterday, early:

By the Reaper, I am lucky! The Foe of All Good must smile upon my endeavors...the Tooth has been opened for us already! Some recent earthquake has opened a rent into the tomb! The Stone Boys are giddy with the thought of the uncounted wealth which I promised them....

Yesterday, later:

I scribble this quick note while the Stone Boys prepare for our descent. They are cruder and more violent than I had suspected...their leader, Jorug, has even dared to threaten me! He said if the treasure doesn't "meet his expectations," then he and the Stone Boys are likely to get "mad. Real mad. Don't know what we'd do, if we found out we was cheated by a wizard..." Honestly! I may have shaken and stammered at the time (they are all well-muscled, and deadly fighters), but I wasn't really intimidated, oh, no. Let them dare to assault Eno Kestrel, and see how they fare! Yes, let them try!

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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