

HIGC-04

A Fistful of Grain

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

Version 1.0

by Chris Tulach and Toni Winslow

The farming village of Weeping Willow is visited by the grim spectre of death once more. The Town Speaker is out, and the community turns to you to solve the grisly mystery. A depraved evil surely walks again - but who, and for what purpose? Stout-hearted and strong-willed heroes recommended. An introductory Highfolk adventure for characters of first level only.

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

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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

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	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

Several months ago, an orc war party composed entirely of the Dread Axe tribe began a campaign of wanton destruction and chaos against several small villages and hamlets throughout the Highvale. After weeks of pillaging, burning, and violating the folk of the Fairdells, a contingent of the Knights of the High Forest, led by the enigmatic warrior Cyrinith, attacked the warband. Cyrinith and his elves are known throughout the region for their tenacious pursuit of evil; once found, the elven warband gives no quarter. None of the savage orcs survived, save one: the shaman of the Dread Axes, Terzarn.

Terzarn hid away in the Highvale, using spells and guile to mask his presence from the good folk that dwell in the area. Vowing revenge upon all elves, but most especially the Cyrinith and the Knights of the High Forest, he was approached one dark night by a strange Baklunish man, who gave him a weapon to use in his quest for vengeance. A terrible item of unholy power, the *skin mask* was a means to help Terzarn walk amongst the folk of the Highvale unnoticed.

The orc shaman found a place to plan, and build a force capable of hunting down Cyrinith and his band. In Weeping Willow, a small community in the Highvale, he murdered a local farmer, and started using his farm as a base of operations. After spending a while in the hamlet, Terzarn discovered a hidden complex just to the north of Weeping Willow. There, he waylays travelers passing through the community to fuel the ritual required to maintain the mask, and create undead servants for himself.

Things were going well for Terzarn until recently. Two days ago, he came upon a small merchant caravan and attacked it with his ogre ally, Ulgum. The caravan was about a half a mile north of Weeping Willow, but one of the residents of the town, one Polgin, a cleric that tends the local shrine of Phytan, was present at the time of the attack. Polgin, afraid for his life, rode back to Weeping Willow, and decided to send for help to Stoutstump, the nearest sizable community. However Terzarn, disguised as the farmer whose identity he had stolen, heard of Polgin's plan, and murdered both the cleric and the rider in the Harvesthope Shrine. Worried that the villagers would discover him, Terzarn left the community in a hurry, leaving the bodies of the two to be found by others.

ADVENTURE SUMMARY

The heroes find themselves heading to Highfolk, and are attacked on the road by some skeletal creatures near the

community of Weeping Willow. After defeating the undead, they can continue on into the settlement.

Once there, they locate the Shady Leaf, the only inn present at the village. They can rest for the night and recount their tale. The next morning at the inn, some of the folk inform the PCs that there's been trouble yet again – the community's cleric has just been found dead, along with another villager. The folk of Weeping Willow ask the heroes for assistance in solving the mystery of the murder of their only cleric, since the Town Speaker (the leader of the community) is out.

Heading to the shrine, the heroes find a grisly scene consisting of the bodies of the cleric and the rider. There, they can discover some clues as to the nature of the assailant.

After looking over the scene of the murder, the PCs can explore the village, and ask several villagers questions. From there, they should be able to determine that one of the farmers has been acting overly strange. Soon after, one of the locals comes up to the heroes and asks them to help find his missing son. Hopefully, they'll be able to put things together, and head to the farmhouse outside of town.

At the farmhouse, they find the area abandoned, but evidence exists that whomever is behind the killings can be found in or around the village well.

Once the PCs get to the well, they discover a secret entrance at the bottom. Entering, they find a small underground complex, and can continue to the chamber where the evil shaman and his minions are found. When the heroes reach the chamber, Terzarn and Ulgum are in the middle of an argument over the welfare of the farmer's missing child. If the heroes wait for the outcome of the dispute, the orc kills the ogre with his death touch ability. At that point, the heroes may gather up the child and any other effects left over from the battle. They then can head back into town, and inform the townsfolk of their victory in laying to rest the final member of the Dread Axe tribe.

D&D MINIATURES

When running this event, the following Dungeons & Dragons Miniatures might be helpful:

Harbinger Set

Ogre – to represent Ulgum the ogre

Wolf Skeleton – to represent the wolf skeleton

Archfiends Set

2 Warrior Skeletons – to represent the warrior skeletons

Giants of Legend Set

3 Dire Rats – to represent the dire rat skeletons

Aberrations Set

Choker – to represent the darkmantle

Angelfire Set

Orc Wolf Shaman – to represent Terzarn

INTRODUCTION

The bright midday sun drags wearily overhead, its luminous rays boring into sensitive eyes and causing all who traverse in its merciless beams to squint narrowly. Gritty dust and dirt is kicked up into the bone-dry air to prick uncomfortably at uncovered faces, grind between teeth, and insidiously work its way between clothing only to rasp disturbingly against the undefended skin. Trudging from Verbeeg Hill to the dreary town of Weeping Willow for a bit of rest before continuing on your journey to Highfolk Town, your only respite is that you are not alone and that the other travelers look almost as scorched in the unseasonable heat as you do.

The PCs are approximately one hour from Weeping Willow. Allow the PCs to take a bit of time to introduce their characters to one another before they continue on their journey. It's up to the players to decide exactly why they're heading from Verbeeg Hill to Highfolk Town. Some examples are: coming back from caravan duty, booked passage on a vessel and got dropped off at Verbeeg Hill, visiting family, or even gambling at the Smiling Halls of Good Fortune (temple to Norebo).

When the players are ready to proceed go to Encounter 1.

ENCOUNTER 1: NATURE'S CORRUPTION

At this point have the PCs roll Spot checks to see if they notice the undead animals hiding in the sparse brush. If the PCs succeed in a DC 14 Spot check, then they may take actions during the surprise round. If they fail, then they are surprised.

Have the players roll for initiative and read the following text:

Though the blazing sun above seems to sneer down upon you and drain your concentration, you start at the sound of the odd snarling off to the right. Looking up, you manage to see several bony forms dart out of the wilted, brown bush. The most predominate of them lurches forward into full view. Sickly, yellowed eyes rot within a bleached white

lupine skull. Muck and filth cling to a wasted body of protruding bones and foul magics. The skeletal wolf again snarls before it charges, its dripping, bitter eyes full of an insatiable hunger.

Wolf skeleton: hp 13. See the *Monster Manual* for statistics.

Dire rat skeletons (3): hp 5, 6, 7. See Appendix A for statistics.

Tactics: These are mindless undead and as such do not possess any advanced tactics. They are under the control of Terzarn and their only use is to waylay travelers on the Quagflow Road.

Once the PCs defeat the undead creatures, proceed to Encounter 2.

ENCOUNTER 2: A FISTFUL OF GRAIN

Sweat runs freely down your back, sticking your clothing to damp skin when you finally get to Weeping Willow. Asking about reveals that there is only one inn in the small community, the Shady Leaf Inn. Hastening to get out of the heat, you acquire directions and quickly work your way through the sparse villagers who meander about on their daily business until you finally find yourself at the Inn.

A large painted sign hangs on the well-worn two-story wooden structure that reads "Shady Leaf Inn" while underneath rests a smaller sign that states, "Welcome." Further inspection exposes a tiny stable carefully constructed to see to the guest's mounts should they wish it.

Upon entering the inn, you are instantly awash in the sounds of many people. Heroic stories, angry curses, back pounding, secretive whispering, and brackish laughter roar around you. A swift glance shows that most of the inn's patrons are the community farmers, relaxing after a long day in the fields, their faces dirty and tired. Behind the bar counter stands a red-haired halfling, small freckles generously dotting his long nose.

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

their early to late twenties. Corbeen's wife, Fillinda, is the cook, and makes sumptuous meals.

Corbeen is more than happy to talk to any PCs that enter his establishment. He loves to hear tales of adventure, and recounts other tales he's heard from other travelers. His daughters and wife roll their eyes whenever he begins telling another's tale, as he's sure to forget important details, or the outcome of the story.

The innkeeper charges five small lunars (sp) a night for staying at the Shady Leaf. He also suggests that for an additional three lunars, meals can be provided. There are 10 rooms available upstairs.

If the PCs wish to speak to Corbeen see subheading "Talking with the Folk" in Encounter 3. Corbeen is far more amicable and willing to speak with the PCs than the farmers who relax in his establishment. The farmers aren't exactly distrustful but are more closed-mouthed and leery of strangers.

At this point it's getting fairly late and the town closes at dusk. The PCs should feel willing to sit and chat for a short time with various people but most of the farmers begin heading home shortly before the sun goes down.

Once things calm down, one of Corbeen's daughters approach the PCs, inviting them to stay the evening and to enjoy a home cooked breakfast in the morning.

The Very Next Morning...

The morning sun bathes the quaint inn in its warm rays. The intolerable heat seems to have lessened somewhat, though it seems to promise a vengeful return later in the day. The inn itself is quiet and calm, devoid of the farmers who filled it with the boisterous din of the evening before. Carefully set out upon one of the worn tables are thick, crisp slices of bacon, brown split bread, chunks of a white cheese, and tall carafes of goat's milk. The savory aromas assault your nose causing even the pickiest eater's mouth to water in anticipation.

From a back room comes the same cheery red-haired barkeep of the evening before. Waving to you silently he invites you to take a seat and partake of the provisions. He smiles, his lined face wrinkling in mirth but before he has the opportunity to speak the sturdy oaken door is flung open. A young human boy in loose white robes stands disheveled, his mouse brown hair flying about wildly.

"Please!" he gasps, "Please, come quick! Polgin is dead in the sacred walls of the Harvesthope Shrine."

Nevik (male human Com1; hp 4) is an acolyte of Polgin, newly brought into the temple. The PCs will not get

much information out of him as he is in near hysterics having never been exposed to such treachery before. He begs them time and time again to help him, even going so far as to offer a monetary reward (a few gold pieces) for their assistance from the shrine's limited coffers.

Nevik takes the PCs across the village to the Harvesthope Shrine to investigate the murder of Polgin and Saine, a farmhand who occasionally does odd jobs for the shrine.

The Harvesthope Shrine is a lengthy, wooden structure predominantly bearing the holy symbol of Phyton - that of a scimitar lying across a tree. To either side of the main path lie small gardens, vibrant even in the sweltering summer heat and a delicately carved wooden awning shades the walkway up to the entrance of the shrine.

Inside, the shrine is meticulously neat and tidy, the scent of fresh grain so strong one can nearly taste it. Ripe fruits, juicy vegetables, and plump grains are piled high in various corners, wherever there is space.

In the very center of the room against the north wall is the ashwood altar of Phyton. It is there that the bodies lie; one stretched dramatically across the altar itself, the other lying in a pathetic heap on the clean-swept floor.

Once the PCs move closer to investigate they see that Polgin's face has been ripped from his bleeding face. Loose pieces of skin hang shredded from his double chin.

In his fist is clutched a fistful of wheat. The PCs can make a DC 15 Knowledge (religion) check to discover that Polgin was in the process of conducting a blessing of some sort. If the PC is a worshipper of Phyton they gain a +4 circumstance bonus to the roll. If the PCs wish to try to discern how Polgin died, they need to make a DC 20 Spellcraft check to discover that the body was the subject of some sort of necromantic attack. (If the character is a necromancer, they receive a +2 circumstance bonus to their roll).

In investigating the other corpse, Nevik speaks up informing the PCs that it is the body of Saine and explains how he occasionally does odd jobs for the shrine. A closer inspection shows that Saine was obviously killed by having been stabbed repeatedly. Further inspection turns up a folded piece of paper in the left pocket of his vest. Give the players Handout 1.

If the PCs decide to search the area of the shrine they can find the following:

- Various blood stains are splattered around and in one corner are some human-sized boot prints leading outside. (DC 10 Search.)

- An eyelash encased in a small portion of gum is found near the doorway. This is the material component for the *invisibility* spell. (DC 25 Search to find; DC 17 Spellcraft to identify spell.)

- Outside the shrine the PCs with the Track feat can make a DC 15 Survival check to follow the trail west, directly to the well (see Encounter 3).

This is what has transpired: Polgin was meeting with grain merchants right outside of town when they were set upon by Terzarn's undead minions and Ulgum the ogre. All of the merchants were slain, though Polgin managed to escape. Hurrying back to the shrine he immediately sent for Saine. Saine was to deliver a message to the nearest settlement, a halfling community known as Stoutstump. However, Terzarn followed Polgin under cover of *invisibility* back to the shrine and before Saine could leave to deliver the message, the orc slew them. While Polgin was still alive, Terzarn tore off his face to power the skin mask and finished him off by using his death touch ability. Saine he simply had one of his minions finish off. As he was completing the grisly murders, Terzarn heard Nevik coming and quickly fled to the secret chambers in the well.

ENCOUNTER 3: WEEPING WILLOW

After the heroes have had a chance to investigate the murder scene at the shrine, they may want to go around the community and talk to the folk.

Layout of Weeping Willow

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

The Quagflow Road runs north through the village and crosses Chirping Creek just at the edge of town. The farmlands stretch out to either side of the hamlet, and the tall blades of wheat in the field signify the coming of late summer. Special features of Weeping Willow are noted below; the corresponding number appears on Map 1.

1. Shady Leaf Inn

This area is described under Encounter 2, above.

2. Myrindil's Home

A well appointed home sits on the left side of the road, across from a large hall. Vines and carefully

tended shrubs cloak the house in green. A white door sports a red harp upon a tree-filled field.

This is the home of Myrindil and Suria Riverstone, the Town Speaker and his wife, married a few years ago. Myrindil is also a very minor noble of Clan Krysalyn, House Riverstone. Heroes that succeed at a DC 10 Knowledge (nobility) skill check or a DC 15 Knowledge (local - Highfolk or Vesve Forest) skill check recognize the symbol on the door as belonging to the Krysalyn Clan (elves get a +2 bonus to the roll). They are well known as hunters and trackers, and also have talent with silversmithing and leatherworking.

The door is locked at all times (DC 20 Open Locks check to pick). Heroes attempting to enter without Myrindil's permission may be seen by passing villagers. Inside, there are fine woodcrafts and knickknacks all about the rooms. A fine longsword (masterwork quality) hangs over the mantle. The Town Speaker and his wife are not home. Stealing anything here is definitely a chaotic act, and heroes doing so should be warned as such, as the DM may shift a PC's alignment as a result of their actions.

3. Meeting Hall

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

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

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

4. Religuth's Goods

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

As you enter the well-stocked store, he says, "Fine adventurers, hail. What can I do for you this hot Goodmonth day?"

Religuth (male half-elf Com2; hp 8; Appraise +3, Spot +6) keeps his store in good shape, and caters to travelers as

well as villagers. He makes enough money so his wife (a human named Ritta) does not need to work.

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

Chance Meeting with Terzarn

The first time the heroes enter the store an older farmer walks in, and deposits one of Religuth's sons, a boy named Ewin, on the counter. The boy is about 8 years old, and the farmer, named Beming, is bringing him home after finding him out and about in his fields. Beming remarks that Religuth should keep a better eye on him, as he's worried about the community's safety, especially after dark. Secretly roll a DC 20 Sense Motive check for each hero; any character that succeeds should be informed that something seems a bit off about Beming.

After Beming leaves, Religuth tells the heroes that he's been acting rather odd of late - he usually just yells at the children when he sees them on his property. Apparently, Beming isn't fond at all of children, and to go out of his way to return their errant child is unusually kind of him.

Beming is Terzarn in disguise. He has been using the *skin mask* to cast *alter self* on his person, so that he appears to be the farmer. Terzarn is indisputably evil, but he has one flaw - he loves children. Occasionally, he comes into town to gather supplies and such. He found the child wandering around down by Beming's farmhouse, and in order to keep him from discovering anything of importance, Terzarn brought him home.

5. Old Graveyard

This large spot of earth is full of flowers of all sorts of colors, shapes, and sizes. It seems very well tended.

This area used to be the community's graveyard, until the earth uprooted itself years ago. Now, the villagers just plant their flowers for the dead here, and bury them in the new graveyard.

6. New Graveyard

Here are the wooden markers of those who have perished since the hamlet's founding. There are well over two dozen here, and it is obvious that some of the wooden markers here have been split, worn, and cracked.

The grave markers were taken from the old site when the bodies were moved. If, for some strange reason, the PCs decide to dig up the twenty-nine coffins in the graveyard, they find that several of the bodies are missing - eight elves of various genders, and two humans (one male, one female). The discovery makes the villagers nervous and starts all kinds of speculation, but in the end, it is not important to this adventure.

7. Weeping Willow's Well

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

There is nothing overly special about the well itself. It goes down into the ground about 40 feet, of which the last 15 feet is water.

There is a secret entrance to the underground complex that Terzarn is currently using at the bottom of the well. In order to get to it, a hero has to climb down the well. Tossing a rope down the well and climbing down requires no skill check. If a hero wishes to climb down unaided by a rope, it is a DC 10 Climb check.

Once the hero gets to the water level, swimming is the only way to find the secret entrance, as it is just under the surface of the water. The Swim check is DC 5, as all that is required is to tread water while searching just underneath the surface. The Search DC to locate the 5-foot-by-5-foot stone secret door in the well's wall is 20. It can easily be pushed open, which drains the entire bottom of the well, and deposits the hero into Area A (see Encounter 4 for details).

8. Harvesthope Shrine

This area is detailed under Encounter 2, above.

9. Old Beming's Farm

A ramshackle old farmhouse sits amidst lonely fields of wheat, a small barn snugly fit against its eastern side. Even from this distance, you notice the flapping of the front door in the breeze.

Beming's farm is abandoned. Terzarn killed him and his wife a few weeks ago, and left no traces of a struggle. However, Ulgum the ogre has been frequenting this area as a place of respite from his master's abrasive ways. If the heroes are here at least one hour after dark, there is a 50% chance that Ulgum is there as well. He commonly can be found out back behind the barn, practicing his fighting skills on scarecrows (he's demolished all but three). If

he's present, have the characters make Spot checks as they get within 100 feet of the farmhouse and barn, accounting for light and vision. However, it's easy for them to hear a wooden cracking sound at this distance (DC 5 Listen check), and indeed, that sound can be heard much further away (check at 200 feet first, DC 15 Listen).

If the characters don't start yelling or intentionally making loud noises when Ulgum is around, he's too preoccupied by his scarecrow-destroying fun to really even pay attention to their presence. After a few minutes of murderous fun, he stops to wander around out front, looking for another scarecrow in the field. Characters with Knowledge (nature) may make a DC 14 skill check to identify this creature as an ogre. Read the following when and if that occurs:

As you take in the view of the farm, a sudden form unfurls itself from behind the barn, no doubt the source of the whacking, crunching sounds. An immense humanoid, taller than any you've ever seen, plods about, looking out in the fields away from your position. The creature has a primal look to him, and wears nothing more than ragged furs and a belt of bones. A wart-covered, combat-scarred body and a matted, greasy tangle of long hair only further enhance his brutish appearance. In his hands is little more than a crude, club-shaped tree trunk.

Ulgum stops, looks around for a bit, and then looks up at the sky. The moon has risen, and by its position, Ulgum knows that he needs to get back to Terzarn's secret lair to report in. As long as the PCs just observe (and probably hide) from the ogre, Ulgum heads back to the Area 10 (using the farm fields and small wooded areas along the way as cover). The PCs can certainly follow him easily enough, as long as they don't intentionally reveal their presence. If the heroes follow, see Encounter 4.

Characters might wish to fight Ulgum, which may not be the best idea. However, if they want to take him on, they'll get what they deserve.

Ulgum, dumb loyal ogre: hp 26; Power Attack feat instead of Toughness. See the *Monster Manual* for statistics. Ulgum does not have his javelin while out at the farm.

Tactics: Ulgum loves to fight, and if given the opportunity, he'll wade in to combat utilizing his Power Attack feat every time, if possible. He flees if he's reduced to less than 10 hit points, running at full speed for the well.

Development: If for some reason, the characters capture Ulgum, they may attempt to interrogate him. His attitude

starts at hostile, and the PCs need to get him to indifferent before he'll talk. Remember, he is a dumb ogre, and while loyal to Terzarn, he only uses the simplest means to illustrate what he knows (see the Adventure Background for more information).

If the characters don't find Ulgum (they either journey to the farm during the day, or he just isn't there at night), they can find large footprints right around the barn and farmhouse with a DC 10 Search check. Following the prints back to Area 10 requires a character with the Track feat to make a DC 14 Survival check every mile (2 total checks required, as the well is about 2.5 miles from the farm).

Searching the home reveals nothing. Everything is in its place, except for the residents. Terzarn had ample time to clean up and ensure that nothing looked amiss. However, a careful search (DC 18 Search check) reveals a few muddy, wet boot prints about the size of a male human (Terzarn missed a few spots; this should be another clue that the heroes should search the well). The outer door in the farmhouse occasionally would fly open in a strong wind, which is why the PCs find it currently flapping in the breeze.

10. Hidden Temple Entrance/Exit

Here, among the brush, is a hidden entrance leading into the temple complex below. Terzarn usually uses the well, but Ulgum uses this entrance (it's wide enough to suit him). If the heroes are searching in the right area (a patch of bushes about 100 yards to the east of the Quagflow Road), a DC 16 Search check reveals a stone disc covered in dirt. Removing the disc requires a DC 23 Strength check (up to 2 characters can attempt to lift it at the same time).

Once the disc is removed, a stone shaft leads down into the darkness. Fortunately, a sturdy wooden ladder eases the climb down (no check required). The shaft is wide enough to easily support Medium- and Small-size characters; Large characters can fit, but they have to squeeze. The terminus of the 50-foot shaft is the Entry Area (see Encounter 4).

11. Trashed Caravan

If the PCs head up the road from Chirping Creek about a half-mile, they discover the remains of the caravan. Two wagons are completely shattered, grain bags are split wide, and birds are everywhere, feasting on the bounty. A DC 13 Search check around the wagons reveals patches of dried blood on the ground and along some of the broken wooden boards of the wagon. However, no sign of the victims can be found (Terzarn eventually made his

way back here to take the bodies back to the hidden temple).

A careful sifting through the remains of each of the wagons' contents (DC 20 Search) turns up two vials of liquid (one in each pile of wagon-rubble). They are *potions of cure light wounds*, once belonging to the caravan guards.

Tracks from here (a human-sized boot, and a much bigger foot) can be followed back to Area 10 (the bigger foot) and the well (Area 7) with one DC 14 Survival check (character must have the Track feat).

Talking to the Folk

The heroes can talk with the various villagers and learn some interesting bits of information. In particular, Corbeen and Religuth are more than willing to talk to the heroes about various subjects.

- Weeping Willow was founded about ten years ago, and has grown considerably since it was founded. There are now about 130 inhabitants in the village and surrounding farms.
- For the most part, Weeping Willow subsists on farming, and the hamlet is a well-used rest stop on the Quagflow Road up to Verbeeg Hill and down to Highfolk. The Shady Leaf Inn is known as an excellent establishment, rivaled only in the Highvale by the Wanderer's Way (an inn and temple to Fharlanghn that had to be rebuilt after a fire burned it to the ground last year).
- Myrindil, the Town Speaker (which is similar to a mayor) was the first appointed leader, and has led the community well ever since. He was a veteran of the Greyhawk Wars, and is a distinguished member of Clan Krysalyn. Recently, he married an elven adventuress also from Clan Krysalyn, one Suria Starshine. Since then, he has been gone from time to time, helping his wife defeat evil in the lands nearby. He is currently on one such excursion.
- Polgin is (or was, depending on when the heroes talk to the villagers) the village's cleric. He works out of the Harvesthope Shrine, devoted to Phyton, the Suel god of agriculture, natural beauty, and man's dominion over nature. Polgin is considered an obnoxious, abusive fellow, who has lost all but one of his acolytes over the past few years. It is said that the Golden Harvest Temple, the largest temple of Phyton, found in the northern Highvale, is seeking a replacement for the boorish man. The rest of the folk of the community look forward to that day.
- The only real interesting incident of note happened about four years ago. A Baklunish man came to town, and in his wake, he corrupted one of

the acolytes from the shrine, a boy named Farrick. Farrick became a vampire, and preyed upon the residents, using some sort of illusionary magic to walk among the villagers and disguise the bodies. The attacks almost caused the villagers to abandon the community, but a group of adventurers managed to track down Farrick and slay him before any more could be harmed.

- If asked if anything has been odd of late, the villagers remark that Beming has been acting a bit strange lately. He's had a bad cold of some sort, and he won't see Polgin to get himself healed (although some residents also refuse to see the incompetent cleric). Also, he's been much more friendly to the children recently, but has lost his temper on numerous occasions with his friends. He lives on a farm with his wife to the southeast of the meeting hall.

ENCOUNTER 4: TERZARN'S LAST STAND

This underground hidden temple is a mystery. None can say who built it, to what gods it was originally dedicated, nor to why it was built here in Weeping Willow. However, it was certainly abandoned until recently, when the shaman of the Dread Axe tribe, Terzarn, stumbled across its existence.

Terzarn has been spending the last few hours in his hideaway, deep beneath the earth. His frustration grows with every passing moment at Ulgum, and he now realizes that with adventurers in town, he's more of a liability than a boon.

Entry Area

The characters enter this area by way of the hidden entrance outside of town. Read the following after the characters have descended to the bottom:

A damp, rank odor fills your nostrils. You can hear the plip-plopping of dripping water, and the stone floor is a bit slick. Ahead, a well-constructed tunnel continues off into the darkness.

While the map shows the Entry Area and Area A close together, in reality, it is a very long distance (over 300 yards) to that area. This corridor is constructed of flagstone, and is in remarkably good shape. A dwarf or a character with ranks in Knowledge (architecture and engineering) or a similar skill can easily vouch for the craftsmanship.

Eventually, the heroes come upon Area A (or were deposited there from the secret passage in the well).

Area A

For PCs entering here from the well, read the description for the Entry Area, above. Note that the characters see a passageway heading ahead and behind them.

A darkmantle lurks here, kept well fed by Terzarn. In return, it acts as a sort of guard, and knows not to attack its feeder (and won't attack a creature larger than Medium-sized, like Ulgum). Terzarn is careful to clean up after it when it finishes its meals.

The secret door leading to the well can be found with a DC 20 Search check; if it is opened (simply by pressing on a nearby stone), water floods into the room. Anyone caught in the room at that moment must make a DC 13 Balance check or fall prone. If the PCs used the well entrance to get here, the first character entering this room from the well itself is also prone when they arrive.

Darkmantle: hp 6. See the *Monster Manual* for statistics.

Tactics: The darkmantle lurks above on the ceiling (about 20 feet up), and is hiding against the surface of the rock (roll its Hide vs. the PCs' Spot checks). Most likely, it surprises the characters. Normally, it uses its *darkness* ability right away, and then proceeds to attack the smallest characters in the party first, hoping to drive the rest away. However, if a character was deposited here from the well, they are prone, and the darkmantle spends a surprise action to use *darkness*, and then combat proceeds against the lone PC (who hopefully has backup coming right in soon).

Area B

Eventually the corridor comes to a bend. In this area, a number of traps have remained dormant for untold years. They are labeled on the map as Trap 1, Trap 2, and Trap 3. None of them are currently active, although if the party is searching for traps, they each may be detected and disarmed in the usual manner.

Trap 1 is a fusillade of darts that, when triggered, fires darts at any character standing in the two 5-foot squares next to the trap on the map. Trap 2 is a scything blade trap that swoops down and through the area touching four 5-foot squares; each character standing on one of those squares has a 50% of being in the wrong place at the wrong time (and thus, subject to the blade's attack). Trap 3 is a deeper pit trap in the 10' by 10' area right next to the levers.

Trap 1 – Fusillade of Darts: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart);

multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

Trap 2 – Scything Blade: CR 1; mechanical; location trigger; automatic reset (1 round); Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.

Trap 3 – Deeper Pit: CR 1; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (all targets in each of four adjacent 5-ft. squares); Search DC 20; Disable Device DC 23.

When the characters approach, the traps are dormant, and do not go off. In fact, the characters literally need to trigger the traps themselves to be in danger!

On the wall just past the pit trap are two stone levers, at about a male human's chest height. A groove in the wall extends for about two feet. They are both set in a down position. Each lever has a word inscribed in the slot on the top in Common – "off". **This turns off the bypass.** If **both** levers are set from their current position to "off", any characters standing in any of the trap areas suffer the immediate effects of the trap. Be certain to note the exact positions of the PCs if a character springs the traps on them! Of course, the traps may be disarmed along the way as normal, in which case, the PCs might be spared some or all of the nasty effects.

If all the characters happen to be all on the "non-trap" side of the corridor when the levers are set to "off", nothing happens (as far as they can tell). However, the traps are now armed, and on their way back out, they might get a nasty surprise. Keep in mind this also applies if no character is actually standing in a location where a particular trap would go off.

In addition, note that the scything blade trap (Trap 2) has an automatic reset of one round. If the characters activate the trap, and then leave it armed, it still can activate on subsequent rounds (or when the heroes leave the temple).

Area C

When the characters arrive here, read the following:

Ahead, a solid stone door blocks your passage. There appears to be a massive iron lock of some type on the door, although it doesn't look impressively well constructed.

This stone door has a large iron lock built right onto the door, with an arcane sigil that can be identified as representing necromancy by a character rolling a DC 11 Knowledge (arcana) check.

The lock can be opened in one of three ways – it can be picked (DC 18 Open Locks), a character can cast a necromancy spell at the lock, or a character can use a turn undead or rebuke undead attempt to open the door. Doing any one of these immediately opens the door. The iron lock is set into the door, so it can't be removed. If the characters have no other options, they can simply destroy the stone door, which makes a lot of racket (alerting Terzarn to the PCs presence). The door has a hardness of 8, and 60 hit points.

Area D

After passing by the stone door, the characters quickly come upon an archway. Read the following:

An archway hangs in a semi-circle ahead of you. Upon the center of the archway is a cracked and yellowed humanoid skull upon a crescent blade completely covered in dark stains of blood.

Characters with Knowledge (religion) may make a DC 20 check to identify that symbol as belonging to Shargass, the orc deity of darkness, thieves, and undead. The holy symbol was nailed up there by Ulgum, upon orders given by Terzarn.

At this point, if the characters were relatively quiet, and Ulgum is here (which, unless the PCs waylaid him near the farm, he should be), loud talking can be heard in Giant. One voice (Ulgum's) bellows like a bull, and the other (Terzarn's) is rough and whispery. A DC 15 Listen check allows a hero to make out much of the conversation.

Ulgum is arguing with Terzarn over the lack of any good food around here. The ogre makes the comment that perhaps he should steal a child or two from the town for a snack, and he could then give the picked-over bones to Terzarn to become an undead servitor. Terzarn grows very angry at the idea, telling Ulgum how stupid he is for thinking that up, and how he's become more of a liability than a boon of late. Some more curses are uttered between the two, and then sounds of fighting can be heard. First there is a loud crackling sound, and the smell of burnt flesh wafts in (Terzarn casted *lightning bolt* from a scroll). After another few moments (next round), a loud "thud" can be heard emanating from the room (Terzarn has used his death touch domain ability to finish off Ulgum once and for all).

The characters benefit if they do not rush in to engage, but rather wait it out to fight after Ulgum has been killed.

If the heroes are bashing down the stone door in Area C, Terzarn has his fight with Ulgum during that time, kills the ogre, and readies himself for combat. Once

the characters reach this area, they hear nothing coming from beyond, except perhaps groans of pain as a result of a bluff by the orc shaman (see Area E).

Area E

Once the characters enter here, read the following room description:

This corridor terminates into an open stone room. Against the far wall, a crude altar has displayed upon it various bits of flesh, bone, and what appear to be dark lumps of matter. Another skull-and-crescent symbol sits upright atop the gruesome and bloody array.

The floor of the room is covered in a thin, membranous layer, which you realize with revulsion is flayed skin, carefully torn in long, continuous strips. To the right, one set of manacles is bolted into the stone wall. A closed wooden door can be seen beyond it, near the altar.

This is Terzarn's lair, where he experiments with his victims, cruelly flaying their skin and torturing them before finally granting them a release. One day, he hopes to become powerful enough in the eyes of Shargass to begin the search for a new tribe, but for now, he studies and learns the ways of darkness and suffering.

Terzarn, orc shaman Wizi/Clr3 (Shargass): hp 29. See Appendix A for statistics.

Nirshal, viper familiar: Tiny Magical Beast; hp 14. See the *Monster Manual* statistics for tiny viper.

If the heroes proceeded with caution, the remains of Ulgum the ogre should lie motionless in the room. If, for some reason, the PCs rushed in, you need to determine if Ulgum was injured by the *scroll of lightning bolt*, or if the too-eager heroes didn't even wait for that part of the combat to ensue. If the ogre was hit, he's at 5 hit points, and Terzarn still has his death touch. If he wasn't hit, then it's probably time to flee. Regardless Terzarn **does not** have a *scroll of lightning bolt* to use against the PCs. Terzarn can be found cutting apart some of the organs (the dark masses) at the altar if the characters sneak up on him.

If the characters made a lot of racket bashing down the door, Terzarn will have taken precautions to lure the heroes in to his lair. He disguises himself as Beming, puts his wrists in the manacles (without locking them), slides his *wand of burning hands* up his wrist sleeve (leaving the tip exposed in his hand), and begins to moan in pain and suffering, telling the heroes "I'm over here! Thank

the gods you've come! Please, free me" (or something of that sort). Once a few characters have gathered around to take a look at "Beming", Terzarn surprises them by sliding his wand out of his sleeve, and releasing a *burning hands* spell on as many characters as possible.

In any event, as soon as combat is joined, the door to Area F opens up, and two human warrior skeletons march out to help their master beat back the interlopers.

Human warrior skeletons (2): hp 6, 7. See the *Monster Manual* for statistics.

Tactics: Once the skeletons arrive, Terzarn attempts to retreat behind them, using them as shields. He then stays back to cast spells for as long as possible. He sends his viper familiar Nirshal to attack an obvious wizardly-type. Terzarn knows he is the last of his tribe, and he fights viciously to the death.

If Ulgum is present, he takes on the biggest brute possible, using his Power Attack feat for the big hit.

Development: When Terzarn is defeated, a gray flap of skin sloughs off of his face, and hits the floor. Consult Appendix B for information on the *skin mask*.

Area F

This is normally the living area of Ulgum. It is full of rotted furs and moldy bits of bread and other food remains. The two warrior skeletons were recently put into this room when Terzarn made the decision that Ulgum wouldn't be needing it anymore. Nothing of value can be found here.

Area G

Terzarn's room is crudely furnished, with a old wooden desk, a stool, and a straw mat bed. Many small trinkets, which appear to be crude personal jewelry, can be found here (much of it was given to him as offerings by his tribe, for fear that Terzarn's power would be visited upon them if they did not placate him with finery). Some of these items have small bits of valuable metals and semiprecious stones in them, and in total, they could be sold for 10 gp. In addition, several pieces of torn and soiled clothing can be found here. If brought back to Weeping Willow, the clothing can be identified as belonging to Beming and his wife.

Of more interest is the small cloak clasp that can be found on his straw mat (DC 13 Search check to find). It is in the shape of a crest, with a pair of gold antlers on a field of green. Characters can attempt a DC 10 Knowledge (local) check to identify the symbol as belonging to the Knights of the High Forest, an

important group of elves that work for the forces of good in the region.

CONCLUSION

Once the characters have rid Weeping Willow of Terzarn, read the following, adjusting for the characters success:

Braving the terrors of that strange underground temple, you report back to the people of Weeping Willow. It appears that whatever danger this orc and his minions posed, it has now passed. Corbeen lauds you as the new heroes of the town, as you enjoy the hospitality of his inn, free of charge.

If the characters found the clasp, read the following to the PC possessing it:

When you wake up the next morning, the clasp with the golden antler symbol is gone. At first, you think you've misplaced it, or it fell out somewhere, but after searching through your belongings, you find a simple note. It says:

"Thank you for recovering what I had lost, and bringing peace back to these people. I see much potential in you and your friends. One day, I hope to return to give you a more deserving reward.

-K"

Each PC earns the Recognition of the Knights of the High Forest. Simply write the information on the AR.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the skeletal animals. **90 XP**

Encounter 2

Find information on Polgin's death. **30 XP**

Encounter 2 or 3

Finding information leading to the well. **30 XP**

Encounter 4

Defeat the darkmantle. **30 XP**
Defeat the trap placed in the complex. **120 XP**
Defeat Terzarn and his minions. **120 XP**

Discretionary roleplaying award

Give out this award however you see fit - roleplaying, accomplishing goals, performing heroic actions, etc.
30 XP

Total possible experience: 450 XP

TREASURE SUMMARY

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

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

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

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

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

GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 3

L: 0 gp; C: 0 gp; M: 8 gp - 2 *potions of cure light wounds* (4 gp per character per potion).

Encounter 4

APL A: L: 686 gp; C: 10 gp; M: 101 gp - *potion of spider climb* (25 gp per character), *wand of burning hands (2nd level, 25 charges)* (62 gp per character), *scroll of cure moderate wounds* (12 gp per character), *scroll of grease* (2 gp per character).

Total Possible Treasure

APL A: L: 686 gp; C: 10 gp; M: 109 gp - Total: 805 gp (maximum 450 gp).

Handout 1 – Polgin’s Letter

Friends in Stoutstump,

Weeping Willow has been beset upon by evil. An orc wielding spells and his ogre brute have waylaid the caravan I accompanied, just outside of the village. I fear they may still be in the area. Please, send a few of your better combatants here to help me drive back this menace. I would call for our great leader, but as usual, he and his wife are nowhere to be found.

Please hurry!

Polgin, Master of the Harvesthope Shrine

Blessed of Phytton

Appendix A – NPC and Monster Statistics

Encounter 1

Skeleton dire rats (3): CR 1/3; Small Undead; HD 1d12; hp 5, 6, 7; Init +8 (Dex, Improved Initiative); Spd 40 ft., climb 20 ft.; AC 16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12; Atks +1 melee (1d4, bite); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immune to cold, undead traits; AL NE; SV Fort +0, Ref +4, Will +2.

Str 10, Dex 19, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Nirshal, viper familiar: Tiny Magical Beast; hp 14. See the *Monster Manual* statistics for tiny viper.

Encounter 4

Darkmantle: hp 6. See the *Monster Manual* for statistics.

Ulgum, dumb loyal ogre: hp 26; Power Attack feat instead of Toughness. See the *Monster Manual* for statistics.

Human warrior skeletons (2): hp 6, 7. See the *Monster Manual* for statistics.

Terzarn, orc shaman Wiz1/Clr3 (Shargass): CR 4; Medium-size Humanoid (orc); HD 1d4+2 + 3d8+6; hp 29; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather armor), touch 11, flat-footed 13; Atks +3 melee (1d6, masterwork short sword), or +2 melee (1d4, dagger), or +3 ranged (1d8 [crit 19-20], light crossbow); SA Rebuke undead, spells; SQ Spells; AL NE; SV Fort +5, Ref +4, Will +7.

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

Skills and Feats: Concentration +9, Hide +7, Move Silently +3, Speak Common, Speak Giant, Speak Orc, Spellcraft +9; Lightning Reflexes, Martial Weapon Proficiency (short sword), Scribe Scroll.

Possessions: *Skin mask*, studded leather armor, light crossbow, masterwork short sword, dagger, *potion of spider climb*, *wand of burning hands* (2nd-level caster, 25 charges), *scroll of cure moderate wounds*, *scroll of grease*, and a spellbook (contains all cantrips, *grease*, *magic missile*, *ray of enfeeblement*, *unseen servant*).

Spells (1st-level wizard; 3/2; base DC = 12 + spell level, 15% arcane spell failure): 0—*daze*, *ray of frost* (x2); 1st—*magic missile*, *ray of enfeeblement*.

Spells (3rd-level cleric; 4/3+1/2+1; base DC = 12 + spell level): 0—*guidance*, *resistance*, *virtue*; 1st—*cause fear**, *endure elements*, *entropic shield*, *shield of faith*; 2nd—*bull's strength**, *invisibility**, *sound burst*.

* Domain spell. Domains: Death (death touch 3d6 1/day) and Trickery (Bluff, Disguise and Hide are class skills).

Appendix B – The *Skin Mask*

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

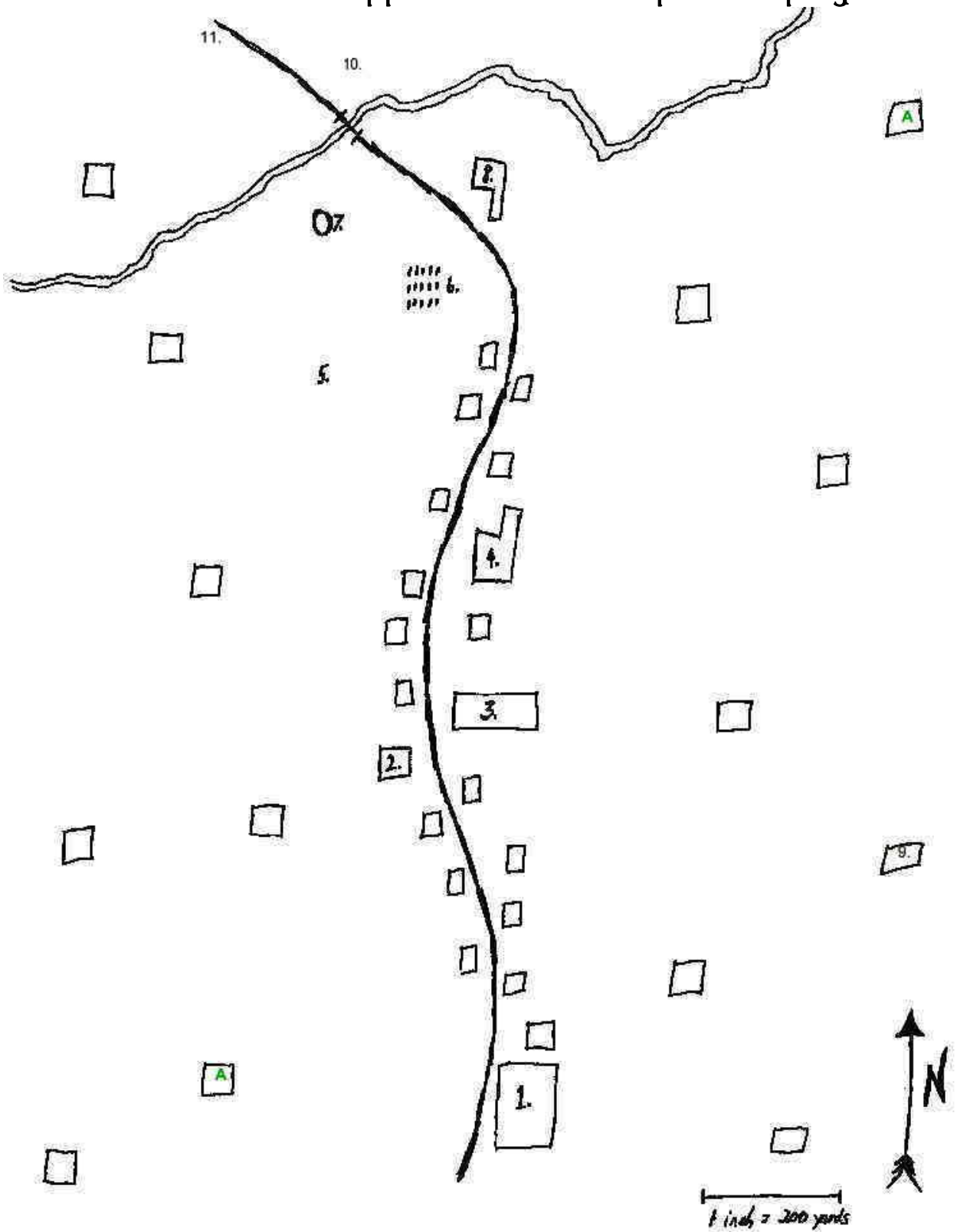
The *mask* appears to be a large flap of facial skin, rotting and grey. The inside appears to be pink and fleshy. The *skin mask* feels warm to the touch, and will detect as evil if an appropriate spell or ability is used upon it. When active and placed over the user's face, it allows the user to *alter self* once per day, as a 5th-level wizard, for one hour's time. If the user of the *skin mask*, in altered form, makes any sort of physical attack (not spellcasting), the *mask* sloughs off, and the true form of the wearer is revealed. In addition, once a week, the *skin mask* allows the wearer to cast *animate dead* as a 5th-level cleric.

In order to attune the *skin mask* to a new wearer, and to keep it functioning for more than one week, a horrible ritual must be enacted to fuel the *mask's* power. The wearer must tear off the facial flesh of a living humanoid, and while the creature is still living, devour it. The *mask* then retains its power for another week. Any creature not of evil alignment that enacts the ritual becomes corrupted, and immediately changes alignment to evil. If one week passes without the ritual taking place, the *skin mask* dissolves into a pool of blood.

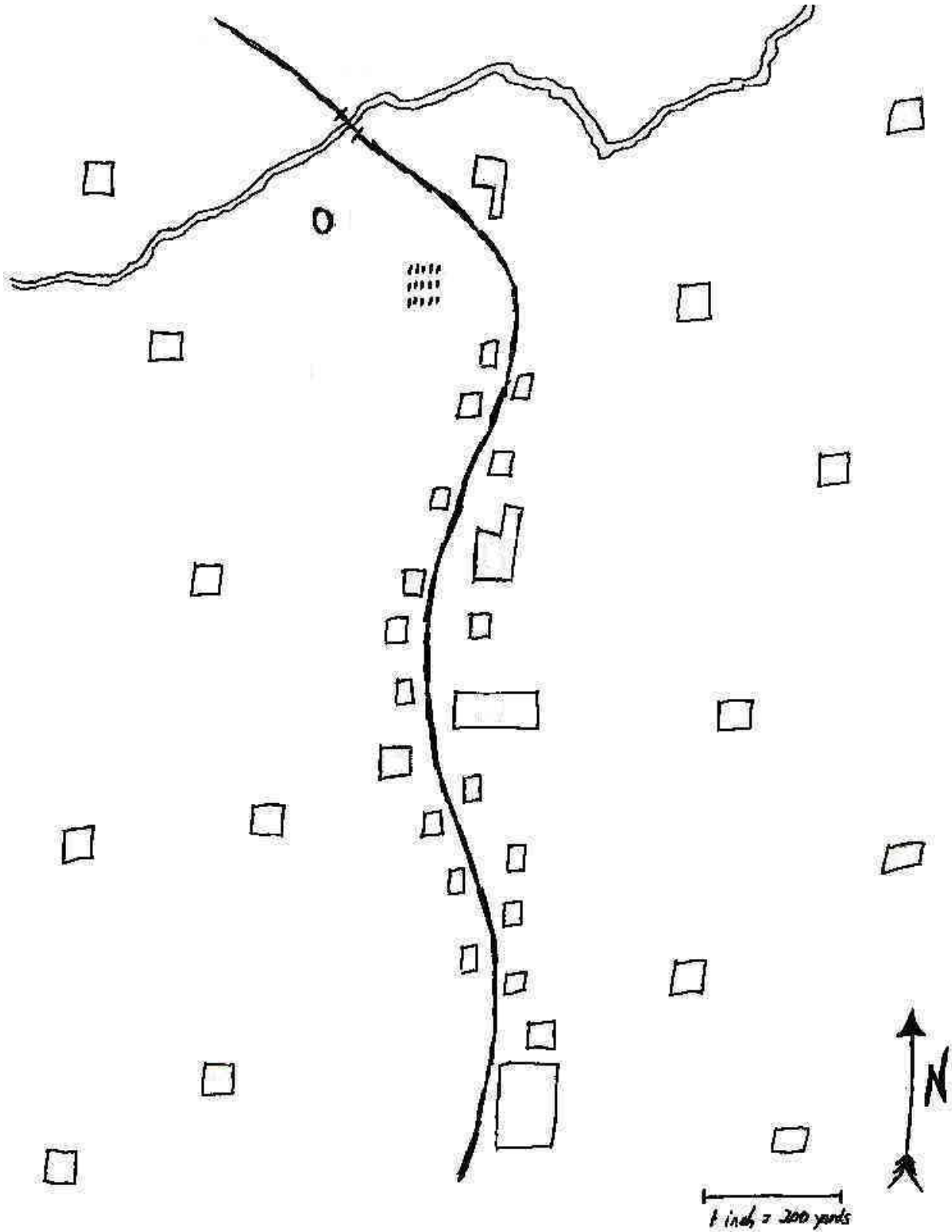
There are several ways to determine the powers and nature of the *skin mask*. Some of the more common means are listed below.

- *Detect evil*—The *skin mask* detects as a strong evil presence.
- *Detect magic*—The *mask* detects as a moderate strength magic. A Spellcraft skill check (DC 17) reveals the school of magic as necromancy (despite *alter self* being a transmutation effect).
- *Identify*—The function of the item is revealed (it allows the wearer to *alter self* once per day, and *animate dead* once per week), and the unholy ritual to empower the *mask* is also known. No details are given on the origin or creation of the mask.
- *Analyze dweomer*—The same information is gleaned as gained with *identify*, since the mask only has one power.
- Bardic knowledge—If a bard examines the *mask*, they may roll a bardic knowledge check (DC 25). If the check succeeds, they know that this *skin mask* is one of many, and that all of them are unholy relics of Nerull. It is apparently activated through the use of some gruesome ritual, but the bard is not able to determine the exact nature of the ritual (that is revealed through *identify*).

Appendix – DM's Map of Weeping Willow



Appendix – Player's Map of Weeping Willow



Appendix – Map of Hidden Temple

