

URC2-08



ONCE AN EAGLE

A One-Round D&D[®] LIVING GREYHAWK[®]
County of Urnst Regional Adventure

Version 1

by Dean Nyquist

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Citizens of Bampton are dying in bloody ways and you've been framed. An adventure for characters levels 1 – 10.

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the characters name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each characters animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

| CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, 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.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the County of Urnst. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

The town of Bampton has been experiencing a string of violent murders. The bodies have been found slashed apart leaving blood all over the area of the attacks. Up to now they haven't been able to put any clues together about who is responsible or why it is happening. The citizens of Bampton are afraid of the evening in general since that is when the murders have been taking place.

The murders are particularly hard on Baron Rainier. He takes his responsibilities to the citizens of Bampton seriously, and he knows he is to be replaced if he can't bring the murders to an end. His responsibility to the Field Baron is to keep his main port for wine safe as well as the road from Radigast City. The Field Baron is looking for any reason to replace him with a more easily influenced individual, which may be good for the Baron, but not for Bampton.

Once an Eagle begins with the characters arousing from an unconscious or drugged state to a bloody site, and being arrested for murder. The murder weapons have been placed in the hands of the characters.

After interrogation, Baron Rainier is sure the characters didn't commit the murders, but the evidence is against them. He also doesn't trust everyone the Eagle Guard at this point because of the reports of an impersonator wearing armor like the Eagle Guard. So he suspects that at least one may be involved but doesn't know whom. He sends Relak with a letter and arranges for them to investigate the crimes.

The characters move from location to location to find clues to eventually lead them to the caves on the Cliff. They do not need to go to all of the locations to find out all of the information necessary.

At the docks, they find out nothing but a tale of a hairless rat or about old pirates.

The boy at the Lost Lover Beach tells about the murders there and informs them that the man wore a purple cloak and ate the people.

The Rooster on the Bull reveals random rumors and the note that a Purple-Cloaked man came in the night of the murders at the Lost Lover Beach.

At Market Park, the characters talk to a drunkard who speaks of a large flying vulture that swept down and attacked the people. Afterwards it flew south.

The blacksmith at the forge can tell the characters that the "P" stamped in the swords are from his journeyman days 20 or so years ago.

No useful information is gathered at the temples of St. Cuthbert or Xerbo, or the North Lighthouse, and all are red herrings.

If the characters go to the Eagle Guard house they find out the simple facts about the murders.

The South Lighthouse can be climbed to the top and the characters spot the caves on the cliff.

The Headless Hydra is a place where the characters hear a tale of two dead lovers from 20 years ago.

The characters encounter Vilhelm when they leave the Headless Hydra. He is finishing his next victim. He runs away toward the lighthouse. The characters either follow him or need to use the clues given to go to the lighthouse area.

In the first cave the characters find a coffin. As they begin to deal with the zombie in the coffin, the lights go out and they have to face some dark mantles.

Finally the character enters a cavern with lots of giant mushrooms. They must go through the mushrooms to get to the final encounter. The mushrooms include violet fungus and a Shrieker. Once the gungus is dealt with, the characters find the doppelgangers, which are impersonating Relak and Vilhelm. Vilhelm sneaks up behind the characters and the final battle ensues.

Important Note on Time: The DM needs to keep things moving along if the characters are to finish on time. They don't need to go to all of the locations described, and should not be encouraged to do so. The final three encounters require about 1 1/2 hours to play, so be prepared to move the characters along.

INTRODUCTION

Before play begins, find out why characters may have been traveling together to Bampton.

Each of you awake...slowly...not really aware of your surroundings. As your senses start to orient you feel something in your hand. Your bodies appear covered in blood and a blood-covered sword is in your hand. Other people around you are shaking unsteadily and a bit unsure of what is going on, but holding swords and covered in blood the same as you. Everything's a blur. You hear muffled voices around you and then the clanking of metal.

Now you're in a dark room. A tall man with an eagle on his breastplate is questioning you, but you just stare, trying to clear your eyes.

"Why are you in Bampton?"

"Why did you kill those people?"

"Where were you the last 4 days?"

"Did you know the penalty for murder is death?"

You try to answer but all that comes out are mumbles. Your head gets heavy and pounds from the light reflecting off the man's breastplate. Then you hear the cell door slam closed.

Obviously you were drugged, but by whom and how long has it been since you were at the tavern, and why you are here remains a mystery.

The cell is large; the walls made of stone and iron barred door seem very solidly built. As well, the lock is complex. Some straw is scattered on the floor to soak up moisture, but rats have stolen it mostly for bedding. A torch in the hallway shines through giving you enough illumination to see that the other members of your group are here with you. Voices in the hallway indicate the presence of guards.

The party is in a jail cell in Bampton keep. The characters' food and drink were drugged by doppelgangers when they arrived in town 4 days ago and they were framed for

murder later that night. They are being brought up on charges for the murder of three people outside the Headless Hydra. They were found out front with swords in their hands and blood on the swords. Personal possessions appeared to have been taken from the victims and planted on the characters. There were no witnesses.

The DM needs to choose ONE character that the doppelgangers imitated and let the other characters know that he or she was acting suspiciously during the meal.

All of the characters have been stripped of all weapons, armor, and equipment and have been dressed in plain brown sack-clothes. They are each chained to the wall, by both hands and feet by impressive metal shackles. Getting loose would require a successful Strength check (DC 40), or an Escape Artist check (DC 30). Spells that require material or somatic components are impossible.

If the characters peer outside the barred hole in the door, they see guards with Eagles emblazoned on their breastplates.

Allow the players to introduce their characters.

Encounter 1: Interrogation

Guards with Eagles on their breastplates open the door to the cell. Four gentlemen enter through the door. Two are dressed in simple guard outfits but have some sort of officer marking on their sleeves. Of the other two men, one wears a crumpled hat and a ruby imbedded platinum broach. He has an average build, but a fatherly look. The other man is more powerfully built with an unmistakable air of authority, and he addresses you directly.

"I am Gwydion Rainier, Baron of this town; and this is Father Culwadden. You've already met Constable Dolvan and Deputy Constable Relak during your first interrogation. I want to get to the bottom of these murders, and I mean to do it now!"

Constable Dolvan Lok asks the following questions again:

- "Why are you in Bampton?"
- "Why did you kill those people?"
- Where were you the last 4 days?
- Explain why these murders started right after you got here?
- Did you know the penalty for murder is death?

After the first line of questioning, Culwadden begins to cast a *zone of truth* spell that requires a successful Will save (DC 16) to resist. A successful Spellcraft check (DC 12) reveals what the spell is. Then, Rainier questions the characters again with exactly the same answers. When he is done, all four men leave and do not answer any questions the characters ask.

Extend the questioning as is appropriate based on answers or reactions to those questions. For instance, an answer to why did you kill those people may be "I didn't kill them. I woke up covered in blood holding a strange weapon and the guards were all over me." A possible next question might be "How did you get there?" or "Where did you get the weapons?" They do not answer questions, but

instead formulate implicating questions from the characters questions.

Make the characters feel like they are being grilled verbally (not physically).

Over the last 3 nights there have been nine very bloody murders at three locations: Market Park (4 people 3 nights ago), Lost Lover Beach (2 people 2 nights ago), and the Rooster on the Bull Inn (3 people last night including one Eagle Guard), and the characters are directly implicated.

Encounter 2: Deputy Relak

You have been in your cell now for some time. The guards seem to be coming by with less frequency. Deputy Constable Relak shows up at the door to your cell presenting a letter to you. He looks nervous, constantly checking the area in all directions.

Have the characters make a Spot check (DC 15). If they make it, they notice even the guards at the ends of the hallway are now missing.

Give them *Player's Handout 1: Rainier's Letter*.

Relak has been directed by Rainier to take the characters out to get cleaned up and return all of the items taken prior to putting them in the cell. He directs them to start their search at the places scribbled on *Player's Handout 2*. He tries to answer any questions they may have and apologizes, but stresses the urgency that they need to prove their own innocence, as the Lord of the province is coming to visit tomorrow and wants to have this matter settled one way or another.

He also gives them one of the short swords found on them earlier. The sword is stamped at the bottom with the letter "P."

If the characters chose to flee the town, the adventure is over. Otherwise continue the adventure at the listed encounter locales below.

ENCOUNTER 3: THE DOCKS

The docks are a bustle and frenzied place during the day. In the evening, drunken and unruly workers lurk on the boardwalks.

The players find little information here. The local workers are too drunk to start any fights, but may throw slurred insults at the characters as they pass by.

If a worker is cornered and asked about the murders, he babbles about a giant-red-eyed-flying-hairless rat that came from the sky and tore the people apart. He then laughs hysterically and passes out. Other workers give similar answers and are also uncooperative, possibly rambling about stories about the Pirate Jester Jac-O'-Six and his spousal heroine and their exploits from 500 years ago (see Bampton Town Details in the DM's Appendix).

ENCOUNTER 4: LOST LOVER BEACH

A young boy plays on some boulders littering the beach.

The beach usually has a few occupants, but due to the recent murders, most people shun it. The characters spot a young boy of 12, playing on the beach. He looks at the characters warily, as if he's deciding whether or not to run.

If the characters are friendly and encouraging, Jacque waits for the characters to approach. If the characters are threatening, intimidating, or gruff, Jacque attempts to flee.

If the characters convince the boy to talk, he starts sobbing, and can reveal the following:

- The man wore a shiny shirt (breastplate) and had dark hair. He had a purple cloak.
- I saw the blood spurting out after he ate them, and then he sliced them up. I wanted to run away, but I just couldn't. I was frozen.
- I followed him for a short distance. He was heading south by the Docks, and I thought he was going out to the Haunted Lighthouse south of town. I finally lost him when he went into the Rooster on the Bull Inn. I thought he might have seen me so I ran home.

ENCOUNTER 5: ROOSTER ON THE BULL INN

Entering the Inn reveals an interior that needs attention. The tables have gouges in them, and are need of cleaning. The benches are barely holding together, in fact it is questionable whether they will hold a large person. Surprisingly there are a number of people here anyway. A waitress yells from across the room that you should take a seat and she will be with you when she can.

This inn is where the less savory clientele of Bampton hangs out. Nobody in here has any information concerning Vilhelm or the murders. However there are plenty of rumors floating around that may give the characters some direction or maybe just news in the County. Everyone is willing to talk about anything that comes to mind for the right price (1 gp or more). The patrons have the following information available:

- A renegade wizard of Iuz, Lucius Grakon is being held in the demon prison in Ventnor. It won't be long before he escapes. Word has it that he's got his eye on ruling the County with some amulet.
- The Lord of the East is ready to take control of the County from the Countess. Word has it that he has an army of Tenhite refugees that are well equipped and well trained.
- There is a ghost in the south lighthouse.
- There's supposed to be a huge magical rock here somewhere in Bampton that can tell the future and records all of the events of the past.

- Field Baron Zeli Torguann is coming to remove Lord Rainier from his position. Good riddance. He needs to leave us poor folk alone.
- Some kind of toad-men haunts the swamps in the Fennelmore. They have such big mouths that they can eat men whole!
- The Eagle Guard is murdering the people here and Bampton and blaming it on some strangers to town. In fact, 3 nights ago, one came in here with dark hair. He just came in and looked at people and walked out the back. He wore a purple cloak, which the Eagle Guard hasn't worn for 15 or more years.

ENCOUNTER 6: MARKET PARK

Market Park is a large park with several large open spaces complimented by areas of thick tree and shrub growth. Some shops are set up and people stroll down the walkways or bargains at the shops.

Barreling down the main shopway is a drunkard. "GGGet odda here! Dat bbbigg buhrd will kill ya... GGGo on gggedd away afor he ccomes back!"

When they get closer they see a man wearing torn clothing, an unkempt beard hanging down to his chest, and a unruly long brown hair matted and in knots coming out of the trees stumbling and slurring his speech. As he gets closer his odor is barely tolerable.

Dekab, is on a drinking binge. If he is calmed down with a successful Diplomacy check (DC 8), he can be questioned. He also preaches to the characters about their evil ways.

☞ **Dekab (Professional Wine-Taster):** Male human Com4.

- A big black featherless vulture swooped out of the trees and attacked those people, eating them and leaving blood all over the place. That was three nights ago. Dekab describes it in varying forms as anything from as small as a cat to as big as a dragon.
- "It flew away afterwards heading toward the north." He points to the south. South is the correct direction.

ENCOUNTER 7: BLOODY HOT FORGE

The sound of clinking iron comes from within the building.

Characters may question Pjorfe the blacksmith about the markings on the swords. There is a "P" stamped into the pommels of the swords, meaning they were made here. Pjorfe indicates that these swords were made about 15-20 years ago, when he was just a journeyman blacksmith, so it would be hard to tell who owned them.

☞ **Pjorfe the Blacksmith**: Male human Exp5.

ENCOUNTER 8: ST. CUTHBERT'S TEMPLE

A small temple of St. Cuthbert of the Cudgel is here. The open doors of the front show a man praying in front of a statue with a wide-brimmed hat.

Father Culwadden is here praying. If questioned, he first asks the intentions of the characters in these matters and if there is something beyond the murders that they are seeking. He tends to stare deeply into people's eyes, as if reading their mind, while he speaks.

If the characters are considerate and answer his questions, he reveals that the murders leave him cold and he knows nothing about them.

☞ **Father Culwadden**: Male human Clr11 (St. Cuthbert).

ENCOUNTER 9: XERBO'S TEMPLE

A small building by the Docks is chain-locked shut with a lock engraved with a Dragon Turtle. There is a sign posted to the door.

The sign on the door reads, "Nokya Geeherths is in Ardrinn to cover the flock of Patriarch Aguto. Back in 1 month."

The lock is difficult to open (DC 35). There are no windows and the building is made of stone. If entry is gained, nothing of value is found inside except a letter inviting the cleric to Ardrinn.

ENCOUNTER 10: NORTH LIGHTHOUSE

The north lighthouse stands tall and appears to have been recently repaired.

The DM should describe a normal lighthouse. The lighthouse keeper, Sansen, lives downstairs and doesn't even know about the murders in town. He has heard that there was a great war (Greyhawk Wars) and asks if they are over yet. If the characters climb to the top, beyond the protest of Sansen, they may see the city, as well as the cliffs. They may spot caves on the cliff with a successful Spot check as follows

- (APL 2) Spot DC 17
- (APL 4) Spot DC 20
- (APL 6) Spot DC 25

- (APL 8) Spot DC 30
- (APL 10) Spot DC 32

☞ **Sansen (Lighthouseman)**: Male human Com3.

ENCOUNTER 11: EAGLE GUARDHOUSE

This building is round. There is the crest of an Eagle over the doorway.

If the characters visit the Eagle Guardhouse and ask about descriptions, then Sergeant Rezury answers questions about the murders in plain fact terms only if presented with Rainier's letter. Otherwise he puts them in a cell and calls for Deputy Constable Relak.

- There were 4 murdered at the Park 3 nights ago; 2 people were murdered at Lover's Beach 2 nights ago; 3 were murdered at the Rooster on Bull Inn last night.
- If asked about the man described by the boy at the Beach, he'll indicate that the Eagle Guard hasn't worn the purple cloak in 15 years.
- There are approximately 40 Eagle Guard in Bampton. They comprise an elite force for the Baron's military, as well as the town guard.
- All of those murdered were new to town and had no known family here.

☞ **Sergeant Rezury**: Male human Ftr8/Rng6.

ENCOUNTER 12: SOUTH LIGHTHOUSE

This lighthouse is decrepit and looks unsafe. Large holes have been blasted through its walls from unknown elements. The mirror still appears to be present at the top level.

The DM should describe this as a dangerous wreck. If the characters decide to attempt to climb the ancient ladder 60 feet to the upper levels, it gives way every 10 feet, causing 1d6 damage per 10 feet fallen unless a successful Climb check (DC 15) is made to catch ones-self. If the characters climb to the top, beyond the protest of Sansen, they may see the city, as well as the cliff caves. There is nothing else of interest in the structure except the old metal mirror (worthless). They may spot the cave on the cliff and the trails with a successful Spot check as follows.

- (APL 2) Spot DC 7
- (APL 4) Spot DC 10
- (APL 6) Spot DC 15
- (APL 8) Spot DC 20

- (APL 10) Spot DC 22

The characters need to progress to the cliff and caves, so if they are having bad checks, have one of the townsfolk give them a hint.

ENCOUNTER 13: HEADLESS HYDRA

Just outside the Headless Hydra is the familiar site of the most recent murder where you were initially arrested. The door to the tavern is much more inviting than when last you were here.

The tavern's main room is a comfortably furnished room, with enough tables to hold about 80 people. The tables and chairs are made from a rich looking dark stained wood you can't quite identify, but you are sure doesn't come from this area. There is a large mirror behind the bar and the Deputy Constable, Relak, is at on one end of the bar talking jovially with the barkeep.

Scattered among the tables are perhaps 25 customers currently listening to a harp being pleasantly played or talking quietly, but all of them enjoying themselves. The man talking with the barkeep takes notice of you when you come in and comes over to you "Hello and welcome to the Headless Hydra. I'm Haree Kormeer allow me to escort you to a table."

"We have a tradition here for first time customers, and occasionally other times as well. The policy is a tale for ale. I make my tavern a great place for stories and the more I have the better it is for everyone... so I trade stories with new comers. If you would kindly give me a story that my customers have not heard then the ales are free this time."

The Headless Hydra is the most popular tavern in town. The owner, Haree is very friendly and is obviously a well-traveled individual. He goes out of his way to be friendly to the characters. He asks for the their drink orders, and once he gets them he returns and pulls up a chair to the table, asking to join them.

If any of the characters tell a story with any flair at all, requiring a successful Perform or Bluff check (DC 10) Haree tells a story of his own. Haree gets really enthusiastic with each character's story, and enthusiastically tells his own.

Nobody here really saw or heard anything about the murders behind the tavern...of course that's probably a good thing since the murders here were the ones where the characters were found originally, but Haree's story should further lead the characters toward the area of the south light house.

Haree gets a far off look on his face as he begins to tell the story he has chosen for the evening. As he begins, the room becomes quiet and everyone seems to sit up just a little as their attention becomes completely focused on Haree. Give them *Player's Handout 3* and read the following.

Haree's Story

A hundred years ago a young couple right here in our very town courted each other and reveled in each other's company. Every

day Shandara Flaxen and Gillion Trent would be seen in places about the town walking hand in hand, or perhaps displaying just a little too much public affection for the taste of most decent folk, but the citizens of Bampton didn't really mind, in fact it brought back warm memories of times past for most folks.

The couple went through all the growing pains of young love including the arguments. One fateful night the couple walked up to the lighthouse. On a windy and storm filled evening after a particularly bad argument they were observed going up the road. The storm raged on and nobody saw the couple the rest of the evening.

The next morning Shandara's mother searched for her daughter. She checked all over town, but nobody knew anything of her. Finally she followed the road to the lighthouse, and by this time had a few folks with her to help search for her daughter. When they got to the lighthouse they found many signs of a fierce struggle... and Shandara's body at the base of the cliff mangled, broken on the rocks below. Gillion was no place to be found, but he had obviously been there. The strange thing was they didn't find any sign of Gillion leaving the area. The town constable of course went to Gillion's house to question him, but still there was no answer, so he entered the residence intending to see if there were any clues as to where the young man may have gone. Unfortunately, the constable found Gillion. He was lying dead upon his bed. His face was contorted in a look of utter horror, but no other cause of death was found.

Since that day many have died in the area of the old lighthouse and now there are tales of a black, featherless ghost-vulture haunting the highest peak of the lighthouse.

The characters may go to speak with Relak. If they do, he tries to keep his attention on the woman at the bar (his wife, Flor).

Have the characters make a Spot check. Anyone who rolls a successful Spot check (DC 30+) notices that Relak is not with them. He left quietly during Haree's story. If a character inquires about Relak, then the Spot check is not necessary.

When the characters leave the Headless Hydra, read or paraphrase the following.

As you exit the Headless Hydra, you hear a quick, loud, and high-pitched scream around the corner down the alley next to the Headless Hydra.

If the characters investigate read or paraphrase the following.

When you get to the corner, you see a man coming out of a crouch over a blonde woman. They are too far away to get clear detail, but the man is wearing a cape and some kind of armor, probably a breastplate. The woman goes limp and he glances up in your direction.

The party begins 70 feet away from Vilhelm and his victim. Once Vilhelm turns to gaseous form, the characters are not able to find him.

APL 2 (EL 4)

➤ Vilhelm (Vampire Spawn): hp 26; see *Monster Manual*.

APL 4 (EL 6)

➤ **Vilhelm:** Male human vampire Ftr4; hp 33; see Appendix 1: NPCs.

APL 6 (EL 8)

➤ **Vilhelm:** Male human vampire Ftr6; hp 47; see Appendix 1: NPCs.

APL 8 (EL 10)

➤ **Vilhelm:** Male human vampire Ftr8; hp 61; see Appendix 1: NPCs.

APL 10 (EL 12)

➤ **Vilhelm:** Male human vampire Ftr10; hp 75; see Appendix 1: NPCs.

Tactics: He drops the dying woman and turns to gaseous form. He passes between and through buildings and loses the characters immediately. If the party splits up and he can isolate a character, he may attempt to use his *charm (domination)* ability to kill them, but at this time he's more interested in getting away and does not take any chances against an organized and well-armed party.

ENCOUNTER 14: THE CLIFFS

The characters eventually need to make their way to this encounter. If they are having difficulty, have a town peasant give them a hint that there are caves near the cliffs south of town.

Near the South Lighthouse, a faint trail leads to the edge of the cliff. A very narrow ledge winds down to a cave about fifty feet below.

The DM should refer to "The Cliffs" Map. The cave opening is roughly man-size, and it opens up in a tunnel about 10 feet wide and 10 feet high. The tunnel has a downgrade and continues on for about 500 feet where it opens into a wider cave. Read or paraphrase the following once the characters can see the cave.

The cave widens out to about 40 feet, 30 feet high, and is roughly oval shaped. There is an exit from this area about 60 feet away on the opposite side. There are stalactites hanging from the ceiling, and rocks sticking up from the floor all over. In the middle of the room is a closed wooden box shaped like a coffin.

As soon as the characters enter the cave, proceed with the following.

The coffin begins to open. An arm extends itself and a feral looking human sits up.

There is a zombie in the coffin and darkmantles on the ceiling.

Tactics: The zombie is there to scare off any accidental intruders into the cave. He fights until destroyed. The Darkmantles preferred tactic is to darken an area and attack.

APL 2 (EL 2)

➤ **Darkmantles (2):** hp 6, 6; see *Monster Manual*.

➤ **Medium-size Zombie:** hp 16; see *Monster Manual*.

APL 4 (EL 4)

➤ **Darkmantles (4):** hp 6, 6, 6, 6; see *Monster Manual*.

➤ **Medium-size Zombie:** hp 16; see *Monster Manual*.

APL 6 (EL 6)

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

➤ **Medium-size Zombie:** hp 16; see *Monster Manual*.

APL 8 (EL 8)

➤ **Darkmantles (8):** hp 6, 6, 6, 6, 6, 6, 6, 6; see *Monster Manual*.

➤ **Cloaker:** hp 45; see *Monster Manual*.

➤ **Medium-size Zombie:** hp 16; see *Monster Manual*.

APL 10 (EL 10)

➤ **Darkmantles (10):** hp 6, 6, 6, 6, 6, 6, 6, 6, 6, 6; see *Monster Manual*.

➤ **Cloakers (3):** hp 45, 45, 45; see *Monster Manual*.

➤ **Medium-size Zombie:** hp 16; see *Monster Manual*.

A successful search of the coffin reveals four masterwork short swords each stamped with a "P" and a journal (*Player's Handout 3*) from Vilhelm, detailing how he is fighting to help his "Masters" gain power in the County.

ENCOUNTER 15: FUNGUS

The trail leads 300 feet on a downward slope. The atmosphere becomes damper the further down it is traveled. Loose dirt and small rocks litter the passage making walking more difficult.

The cave is about 60 feet wide and 50 feet high. The other side can't be seen because there are many man-size mushrooms of differing colors growing throughout the area. No clear path presents itself. You can hear weeping from ahead in the cave.

The weeping is a doppelganger mimicking the voice of a human female toward the center of the room.

The violet fungus attacks as soon as the characters get somewhere in the middle of the mushrooms. The tunnel is 15 feet wide for approximately 40 feet and the fungus is 20 feet from the entrance.

APL 2 (EL 3)

➤ **Violet Fungus**: hp 15; *Monster Manual*.

APL 4 (EL 5)

➤ **Violet Fungi (2)**: hp 15, 15; *Monster Manual*.

APL 6 (EL 7)

➤ **Violet Fungi (4)**: hp 15, 15, 15, 15; *Monster Manual*.

APL 8 (EL 9)

➤ **Violet Fungi (8)**: hp 15, 15, 15, 15, 15, 15, 15, 15; *Monster Manual*.

➤ **Shrieker**: hp 11; *Monster Manual*.

APL 10 (EL 11)

➤ **Violet Fungi, Advanced (8)**: hp 42, 42, 42, 42, 42, 42, 42, 42; see Appendix 1: NPCs.

➤ **Shrieker**: hp 11; *Monster Manual*.

Tactics: At APL's 8 and 10 the shrieker begins to scream as soon as the characters enter the area, and Encounter 16 is brought here. All the monsters in the final encounter except Vilhelm the vampire are here in 2 rounds and follow the tactics of that encounter.

ENCOUNTER 16: END GAME

If the monsters for this encounter are still alive, read or paraphrase the following.

The cavern expands and a continuing forest of large mushrooms greets you. A narrow path winds between the mushrooms.

The mushroom forest is composed of mushrooms up to 8 feet tall. There is room to negotiate the 5-ft. wide maze of paths. The mushrooms have 8 hp each and a hardness of 5 if the characters try to chop one down.

The coffins in the back won't be seen until the characters emerge from the forest.

Combat occurs when the DM feels the characters are in their most vulnerable organization.

APL 2 (EL 5)

➤ **Vilhelm (Vampire Spawn)**: hp 26; see *Monster Manual*.

➤ **Doppelganger**: hp 22; see *Monster Manual*.

APL 4 (EL 7)

➤ **Vilhelm**: Male human vampire Ftr4; hp 33; see Appendix 1: NPCs.

➤ **Doppelgangers (2)**: hp 22, 22; see *Monster Manual*.

APL 6 (EL 9)

➤ **Vilhelm**: Male human vampire Ftr6; hp 47; see Appendix 1: NPCs.

➤ **Doppelgangers (2)**: hp 30, 30; see *Monster Manual*.

➤ **Vampire Spawn**: hp 26; see *Monster Manual*.

APL 8 (EL 11)

➤ **Vilhelm**: Male human vampire Ftr8; hp 61; see Appendix 1: NPCs.

➤ **Doppelgangers (2)**: hp 30, 30; see *Monster Manual*.

➤ **Vampire Spawn (2)**: hp 26, 26; see *Monster Manual*.

APL 10 (EL 13)

➤ **Vilhelm**: Male human vampire Ftr10; hp 75; see Appendix 1: NPCs.

➤ **Doppelgangers (2)**: hp 30, 30; see *Monster Manual*.

➤ **Vampire Spawn (7)**: hp 26, 26, 26, 26, 26, 26, 26; see *Monster Manual*.

Tactics: At APL 2 one of the doppelgangers flees immediately. The doppelgangers, Vilhelm and the vampire spawn (APL's 4-10) use the mushroom forest in a strategic fashion. The mushrooms prevent charges and make excellent hiding places, give cover, and height advantage for all. The doppelgangers imitate characters whenever possible and attack the weakest characters.

When they finally emerge, one doppelganger appears as Relak and the other shapechanges to look like Vilhelm. Both attempt to stay out of reach while Vilhelm moves behind the party to attack weaker characters. He turns to gas at fewer than 5 hp and escapes through the cracks in the rock, attempting to harass the characters as he heals.

The real Relak is nearby and the DM should adjudicate whether or not area effect spells are going to affect them.

At APLs 8 and 10, Vilhelm calls for rats or bats to attack spellcasters.

Treasure: A letter from Rainier's father *Player's Handout 4*. Bag of gold pieces (Amount varies per APL; See *Treasure Summary*).

The back of the room is made up of one of the buried, immense Monoliths. It has undecipherable writing on it that seems to glow a little. Characters who've been through "Servant of the Prophet" recognize the monolith as being very similar to the one that appeared in that adventure. This one doesn't appear to open however.

Relak is tied up and looking very dazed. He was poisoned and drugged by one of the doppelgangers.

CONCLUSION

Upon returning, Rainier is happy to officially release them from responsibility of the murders. He makes a small show of presenting the characters to Baron Torquann in the morning, not wanting to make his Eagle Guard look bad compared to the characters.

Rainier privately reads the letter from his father and asks Father Culwadden to investigate the monolith found in the cave. His report is sent to officials of the County and the Underley Network.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 14: The Cliffs

Defeat the darkmantles and zombie (and cloaklers).

| | |
|--------|--------|
| APL 2 | 60 XP |
| APL 4 | 120 XP |
| APL 6 | 180 XP |
| APL 8 | 240 XP |
| APL 10 | 300 XP |

Encounter 15: Fungus

Defeat the violet fungi (and shrieker).

| | |
|--------|--------|
| APL 2 | 60 XP |
| APL 4 | 150 XP |
| APL 6 | 210 XP |
| APL 8 | 270 XP |
| APL 10 | 330 XP |

Encounter 16: End Game

Defeat Vilhelm and the doppelgangers (and the vampire spawn).

| | |
|--------|--------|
| APL 2 | 150 XP |
| APL 4 | 210 XP |
| APL 6 | 270 XP |
| APL 8 | 330 XP |
| APL 10 | 390 XP |

Discretionary Roleplaying Award

Good roleplaying and investigation.

| | |
|--------|--------|
| APL 2 | 30 XP |
| APL 4 | 60 XP |
| APL 6 | 90 XP |
| APL 8 | 120 XP |
| APL 10 | 150 XP |

Total Possible Experience

| | |
|-------|--------|
| APL 2 | 300 XP |
|-------|--------|

| | |
|--------|---------|
| APL 4 | 540 XP |
| APL 6 | 750 XP |
| APL 8 | 960 XP |
| APL 10 | 1270 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 (that is, not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

TREASURE KEY:

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

Encounter 14: The Cliffs

Defeat the darkmantles and zombie (and cloaklers). Find the masterwork short swords and sell them.

| | |
|--------|--------------------------|
| APL 2: | L: 124 gp; C: 0 gp; M: 0 |
| APL 4: | L: 124 gp; C: 0 gp; M: 0 |
| APL 6: | L: 124 gp; C: 0 gp; M: 0 |
| APL 8: | L: 124 gp; C: 0 gp; M: 0 |

APL 10: L: 124 gp; C: 0 gp; M: 0

Encounter 16: End Game

Defeat Vilhelm and the doppelgangers (and the vampire spawn). Take the greatsword and the gold.

APL 2: L: 0 gp; C: 100 gp; M: 0

APL 4: L: 35 gp; C: 200 gp; M: 0

APL 6: L: 0 gp; C: 300 gp; M: +1 *greatsword* (Value 353 gp per character).

APL 8: L: 0 gp; C: 400 gp; M: +1 *greatsword* (Value 353 gp per character).

APL 10: L: 0 gp; C: 500 gp; M: +1 *greatsword* (Value 353 gp per character).

Total Possible Treasure

APL 2: 224 gp

APL 4: 359 gp

APL 6: 777 gp

APL 8: 877 gp

APL 10: 977 gp

APPENDIX I: NPCS

ENCOUNTER 15: FUNGUS

APL 10 (EL 11)

☛ **Violet Fungi, Advanced (8):** CR 5; Medium-size plant; HD 6d8+18; hp 42; Init -1; Spd 10 ft.; AC 13 (touch 9, flat-footed 13); Atk +6 melee (1d6+2 and poison, 4 tentacles); Face/Reach 5 ft. by 5 ft./10 ft.; SQ Plant; AL N SV Fort +8, Ref +1, Will +2; Str 14, Dex 8, Con 16, Int 2, Wis 11, Cha 9.

Poison (Ex): Tentacle, Fortitude save (DC 14); initial and secondary damage 1d4 temporary Strength and 1d4 temporary Constitution.

ENCOUNTER 16: ENDGAME

APL 4 (EL 6)

☛ **Vilhelm:** Male human vampire Ftr4; CR 6; Medium-size undead; HD 4d12; hp 33; Init +6; Spd 20 ft.; AC 23 (touch 12, flat-footed 21); Atk +12 melee (2d6+11/19-20, greatsword) or +10 melee (1d6+6 and energy drain, slam); SA Domination, energy drain, blood drain, children of the night, creat spawn; SQ Undead, DR 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +4, Ref +5, Will +2; Str 23, Dex 14, Con -, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Climb +9, Hide +6, Jump +9, Listen +11, Move Silently +6, Ride +9, Search +9, Sense Motive +9, Spot +11, Swim +4; Alertness, Cleave, Combat Reflexes, Dodge, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork greatsword, breastplate armor (Eagle Guard)

APL 6 (EL 8)

☛ **Vilhelm:** Male human vampire Ftr6; CR 8; Medium-size undead; HD 6d12; hp 47; Init +6; Spd 20 ft.; AC 23 (touch 12, flat-footed 21); Atk +14/+9 melee (2d6+11/19-20, greatsword) or +12/+7 melee (1d6+6 and energy drain, slam); SA Domination, energy drain, blood drain, children of the night, creat spawn; SQ Undead, DR 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +5, Ref +6, Will +3; Str 23, Dex 14, Con -, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Climb +11, Hide +6, Jump +11, Listen +11, Move Silently +6, Ride +11, Search +9, Sense Motive +9, Spot +11, Swim +6; Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Sping Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork greatsword, breastplate armor (Eagle Guard)

APL 8 (EL 10)

☛ **Vilhelm:** Male human vampire Ftr8; CR 10; Medium-size undead; HD 8d12; hp 61; Init +6; Spd 20 ft.; AC 23 (touch 12, flat-footed 21); Atk +16/+11 melee (2d6+12/19-20, greatsword) or +14/+9 melee (1d6+6 and energy drain, slam); SA Domination, energy drain, blood drain, children of the night, creat spawn; SQ Undead, DR 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +6, Ref +6, Will +3; Str 24, Dex 14, Con -, Int 13, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Climb +13, Hide +6, Jump +13, Listen +11, Move Silently +6, Ride +13, Search +9, Sense Motive +9, Spot +11, Swim +8; Alertness, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Sping Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 greatsword, breastplate armor (Eagle Guard)

APL 10 (EL 12)

☛ **Vilhelm:** Male human vampire Ftr10; CR 12; Medium-size undead; HD 10d12; hp 75; Init +6; Spd 20 ft.; AC 23 (touch 12, flat-footed 21); Atk +18/+13 melee (2d6+12/19-20, greatsword) or +16/+11 melee (1d6+6 and energy drain, slam); SA Domination, energy drain, blood drain, children of the night, creat spawn; SQ Undead, DR 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +7, Ref +7, Will +6; Str 24, Dex 14, Con -, Int 13, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Climb +15, Hide +6, Jump +15, Listen +11, Move Silently +6, Ride +15, Search +9, Sense Motive +9, Spot +11, Swim +10; Alertness, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sping Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword), Whirlwind Attack.

Possessions: +1 greatsword, breastplate armor (Eagle Guard)

TOWN SUMMARY: BAMPTON

👑Bampton: Small Town (Port); Power Structure Type:Baron Gwydion Reineer, Lord of Bampton. (also see archbarony listing from government section) ; AL:NG; GP Limit 800 gp; Assets 792,000gp; Population 1980; Demographic category (Human 75, Halfling 8, elf/half-elf, 7, dwarf 3, gnome 3, other 4).

Regional Breakdown: Bampton is part of the *Archbarony of Vinewind*, which is further broken down into the *Field Barony of Bampton*. The Field Baron is Baron Zeli Torquann, Bampton and Holbrook. *Gwydon Rainier* is a baron of the Town and oversees activities for the Field Baron.



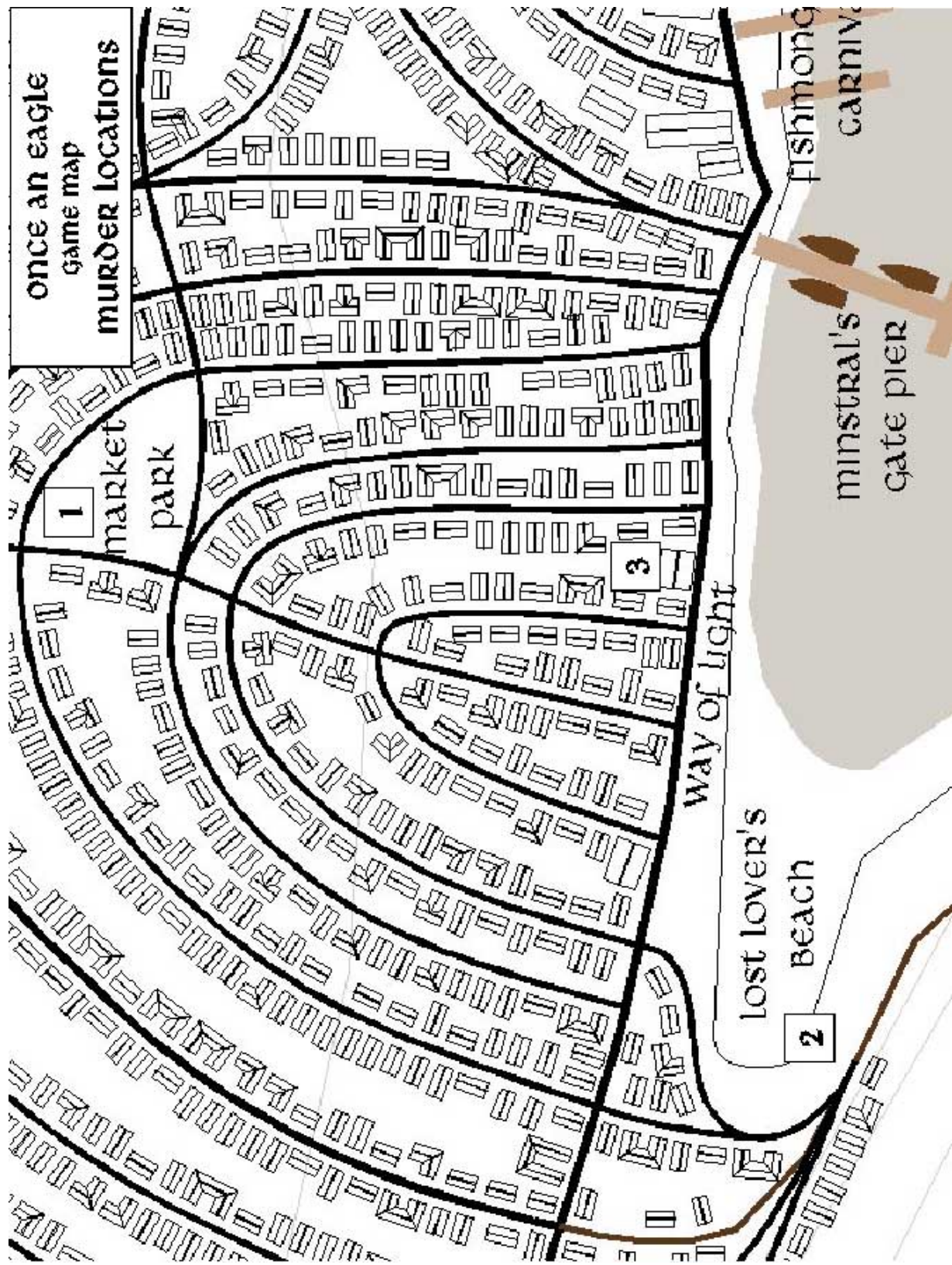
Heraldry: Device Description: A Field Sable, four Eagles twinned facing, Vert, on a Pile Argent, one Eagle Displayed Or.

Authority Figures: Baron Gwydion Reineer (Baron of this town), Field Baron Zeli Torquann (Baron of these lands), Town Constable Dolvan Lok, Deputy Town Constable Relak, Father Culwadden (Cleric of St. Cuthbert), Nokya Geeherts (Cleric of Xerbo).

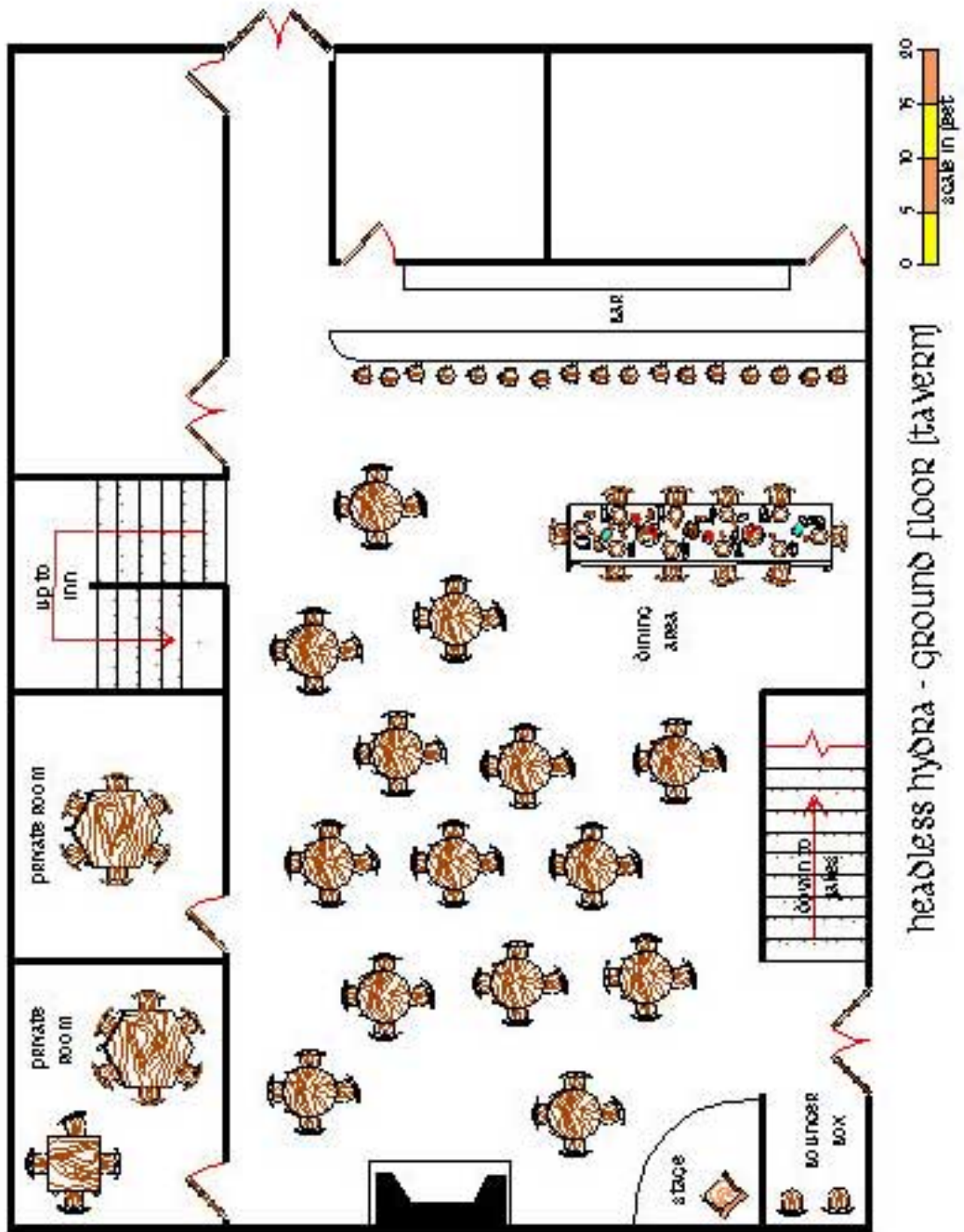
Other NPC's: Haree Kormeer (Torak): Proprietor of Headless Hydra Inn and Tavern, Pjorfe, Blacksmith/Armorsmith/Weaponsmith/Carpenter; Proprietor of the Bloody Hot Forge

History: Bampton was founded by a pirate band led by the infamous pirate, Jester Jac-O'-Six and his long-time common-law wife and fellow Buccaneer, Agayle Desponde. They originally sought gold from old Flannish ruins here on the shores. After a 'skirmish' with some troops of the Aerdí Kingdoms, they vowed to mend their ways and become 'model' citizens by paying off the Aerdí with gold stolen from the ruins. They managed to hide much of it though by collapsing part of the cliffsides over the ruins Bampton has been overshadowed by the huge port at Radigast, but it has maintained itself as an established port on the Nyr Dyv.

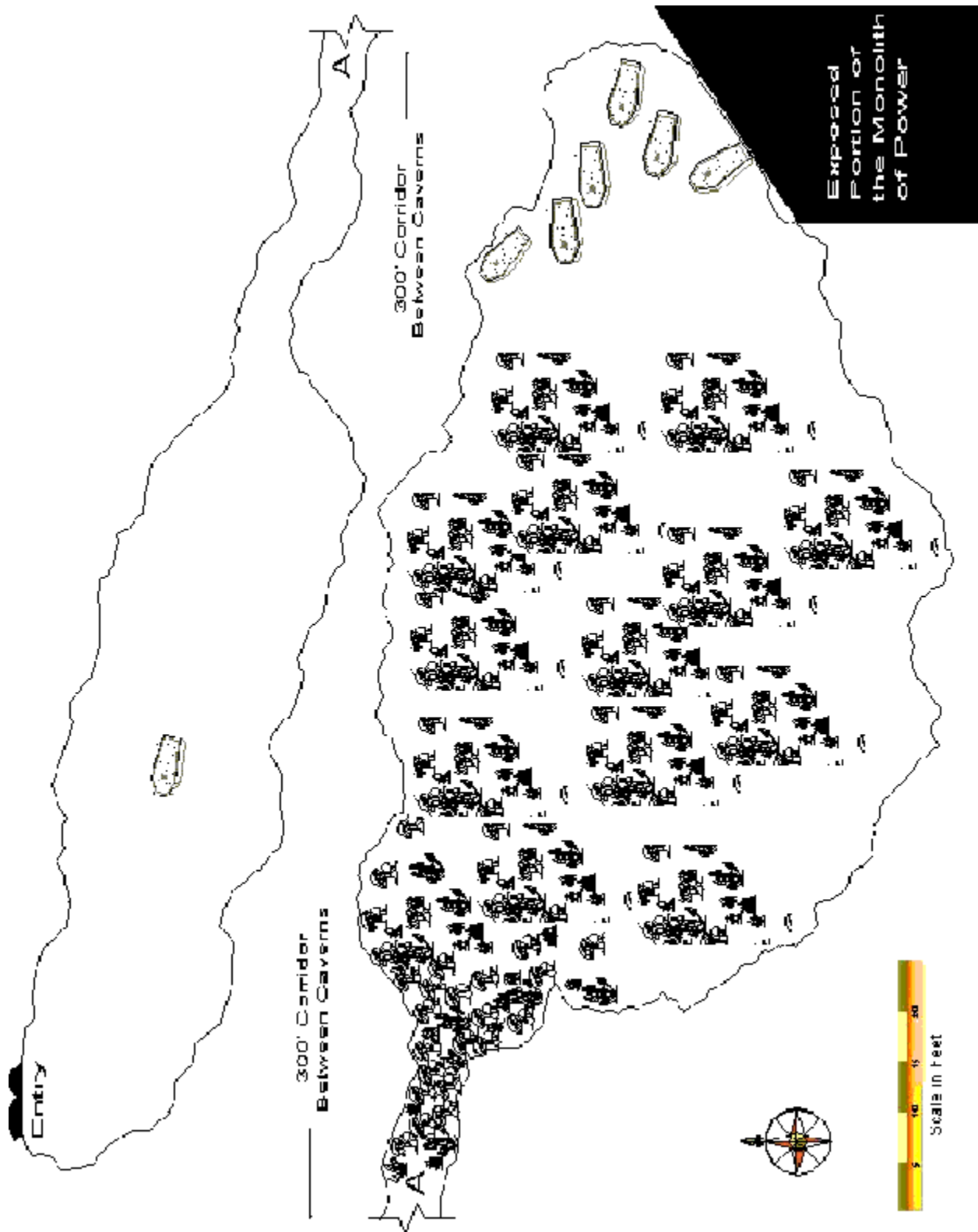
Maps: Maps of Bampton may be found below.



MAP: HEADLESS HYDRA



MAP: DM'S "THE CLIFFS" MAP



PLAYER'S HANDOUT 1: RAINIER'S LETTER

I am convinced that the murders are not your responsibility. Unfortunately all the evidence we have points to you:

1. You were found at the scene of the most recent murder bloodied.
2. The swords you had in your hands at that scene were the murder weapons and had the local markings of the Blacksmith at the Bloody Forge.
3. You can't explain where you were at the time of the murders.

You obviously had the means and the opportunity, but one thing that bothers me is that you have no motive.

It doesn't matter though because our lord Baron Zeli Torquann will be here tomorrow at high noon and he has received word already that you did it. He will have the judge try you, find you guilty, and execute you.

It disturbs me that you describe someone that could be part of my Eagle Guard as part of this problem. Since I am afraid that someone in the Eagle Guard may be involved, I ask that you go with Relak and work toward finding the real killer before the Baron arrives tomorrow. If you choose to flee, the County of Urnst will hunt you down.

You don't have much time, so please hurry.

Baron Gwydion Rainier

PLAYER'S HANDOUT 2

We think that these places might offer you some ideas...

| | |
|----------------------------------|--|
| Rooster on the Bull Inn | |
| Bloody Hot Forge | (The swords bear the mark of a blacksmith) |
| St. Cuthbert's or Xerbo's Temple | |
| Market Park | (Murder site from 3 nights ago; four people were killed) |
| Lost Lover's Beach | (Two people murdered two nights ago) |
| Headless Hydra | (3 people murdered. You all are implicated.) |
| North Lighthouse | (Currently in service) |
| South Lighthouse | (Legendary Bampton landmark...also haunted) |
| The Docks | |

4 murders at the Park 3 nights ago

2 murdered at Lover's Beach 2 nights ago

3 murders at the Rooster on Bull Inn last night

PLAYER'S HANDOUT 3

Haree's Story

A hundred years ago a young couple right here in our very town courted each other and reveled in each other's company. Every day Shandara Flaxen and Gillion Trent would be seen in places about the town walking hand in hand, or perhaps displaying just a little too much public affection for the taste of most decent folk, but the citizens of Bampton didn't really mind, in fact it brought back warm memories of times past for most folks.

The couple went through all the growing pains of young love including the arguments. One fateful night the couple walked up to the lighthouse. On a windy and storm filled evening after a particularly bad argument they were observed going up the road. The storm raged on and nobody saw the couple the rest of the evening.

The next morning Shandara's mother searched for her daughter. She checked all over town, but nobody knew anything of her. Finally she followed the road to the lighthouse, and by this time had a few folks with her to help search for her daughter. When they got to the lighthouse they found many signs of a fierce struggle... and Shandara's body at the base of the cliff mangled, broken on the rocks below. Gillion was no place to be found, but he had obviously been there. The strange thing was they didn't find any sign of Gillion leaving the area. The town constable of course went to Gillion's house to question him, but still there was no answer, so he entered the residence intending to see if there were any clues as to where the young man may have gone. Unfortunately, the constable found Gillion. He was lying dead upon his bed. His face was contorted in a look of utter horror, but no other cause of death was found.

Since that day many have died in the area of the old lighthouse and now there are tales of a black, featherless ghost-vulture haunting the highest peak of the lighthouse.

PLAYER'S HANDOUT 4

Vilhelm's Journal

Readying 12, 575 C.Y. My maker is awaiting news of Ralthus death.

Readying 9, 575 C.Y. I wonder what Ralthus did to the Master to deserve his wrath.

Planting 1, 575 C.Y. The sickness has done its work all of the Rainiers in Bampton but Ralthus and Gwydion have died from it.

Planting 5, 575 C.Y. Ralthus will die soon and he knows it. He gave me a letter for Gwydion the only surviving member of the Rainier family.

Planting 15, 575 C.Y. The Master rejoices in Ralthus death. I had Gwydion attacked on the Bampton Highway. We managed to kill his wife. I will get Gwydion later.

Planting 21, 575 C.Y. The Masters' plans will have to wait. Too much attention right now.

Ready'reat 15, 592 C.Y.

The energy in the monoliths stirs me to wake. At last the Masters will begin their new reign!

The shapechangers have returned from the swamp stone and serve me now. They bring much knowledge of the old ways. Now the terror begins and the old souls will start their march on these lands under the new Master when he is finally freed from his prison at Ventnor.

Sunsebb 25, 592 C.Y (4 days ago) I found several fools to be blamed

Sunsebb 26, 592 C.Y (3 days ago) The citizens of Bampton are growing fear my might!

Sunsebb 27, 592 C.Y (1 day ago) Tonight I left the adventurers in a position to be blamed for the murders.

Sunsebb 28, 592 C.Y (Today) The shapechangers probe the mind of Relak and Rainier's hold on Bampton is getting weaker. Master Lucius will be pleased.

PLAYER'S HANDOUT 5

Letter to Gwydion Rainier from his father.

Planting 15, 575 C.Y.

Dear Gwydion,

I had hoped to make it until you got back to Bampton, but I fear that death will overtake me before your return. I am entrusting this letter to Vilhelm to make sure you get it. I must let you know that an evil has started to come into the County. It is a result of enemies I have made over the years. A wizard in the service of Iuz, Lucius Grakon has his clutches in the area around Bampton and is responsible for conspiring the deaths of everyone but you in our family. Be on guard, I don't know what form the evil will take, but I am sure that it will not end with my death. I am sure that creatures of the night will play a prominent role and I pray that all I have taught you will serve you well. Do all you can to keep what is left of the Rainier family alive, and don't let the people of the County, especially Bampton come to evil.

Your Loving Father,

Ralthus

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.