

E2

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Mini-dungeon Module E2

Night of the Stirges

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 2-4



A traveler bursts through the door to the inn and falls to the floor dead. It seems to have been a case of death by stirge, and the party soon finds themselves fighting more of the creatures than they ever have before...

Night of the Stirges is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



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Dazegoneby

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Night of the Stirges

A traveler bursts through the door to the inn and falls to the floor dead. It seems to have been a case of death by stirge, and the party soon finds themselves fighting more of the creatures than they ever have before. But something isn't quite right here. It's as if the stirges were being drawn to the inn by some unknown force. The players will have to work quick to solve this mystery, for the guests are being picked off one by one...

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Night of the Stirges is designed for 4-6 adventurers of level 2-4. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand-new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

You can find more of our RPG products on RPGNow. Please feel free to visit us at www.creationsedggames.com or like us on Facebook. Thank you for your support!

Gamemaster's Eyes Only:

The Dragons of Vengeance were a short-lived adventuring group with a formidable sounding name, the name, however, is where their formidability ended. During their second outing, the group entered a cavern serving as a kobold warren. Their thief, Hagel, wound up impaled on a spear trap. Then one of their fighters, Dugal, stumbled during combat, was set upon by nearly a dozen kobolds, and slain. The remaining Dragons, Tevan the ranger, Michelee the Cleric, Kellis the fighter, and Danigal the Magic User, managed to flee through a side passage into a large subterranean chamber. The kobolds had seemed reluctant to follow them, and they soon found out why. The chamber was home to a huge colony of stirges. The group somehow managed to find a way out, but not before Kellis was slain. The last thing the survivors remember seeing was the fighter, barely visible beneath a swarm of the vermin, screaming to them for help as they fled the cavern in terror.

The Dragons had had enough. The three that remained decided to retire from the adventuring life. Tevan and Michelee, pooled what little they made from their adventures and bought an old rundown inn, which they spent the last several years restoring. Danigal wandered off, in search of a distraction that would take that final fatal image of Kellis out of his head, eventually becoming an apprentice to an alchemist. The three did their best to forget about their days as the Dragons of Vengeance, unfortunately their past was about to come back to haunt them.

Unbeknownst to the rest of the party, the fighter Kellis had contracted lycanthropy from a wererat bite. He was at a crucial point in the disease's progression when he was attacked by the stirges.

Now Kellis has miraculously returned and he's looking to get even with the surviving Dragons for abandoning him in those caves and leaving him for dead...

Set Up

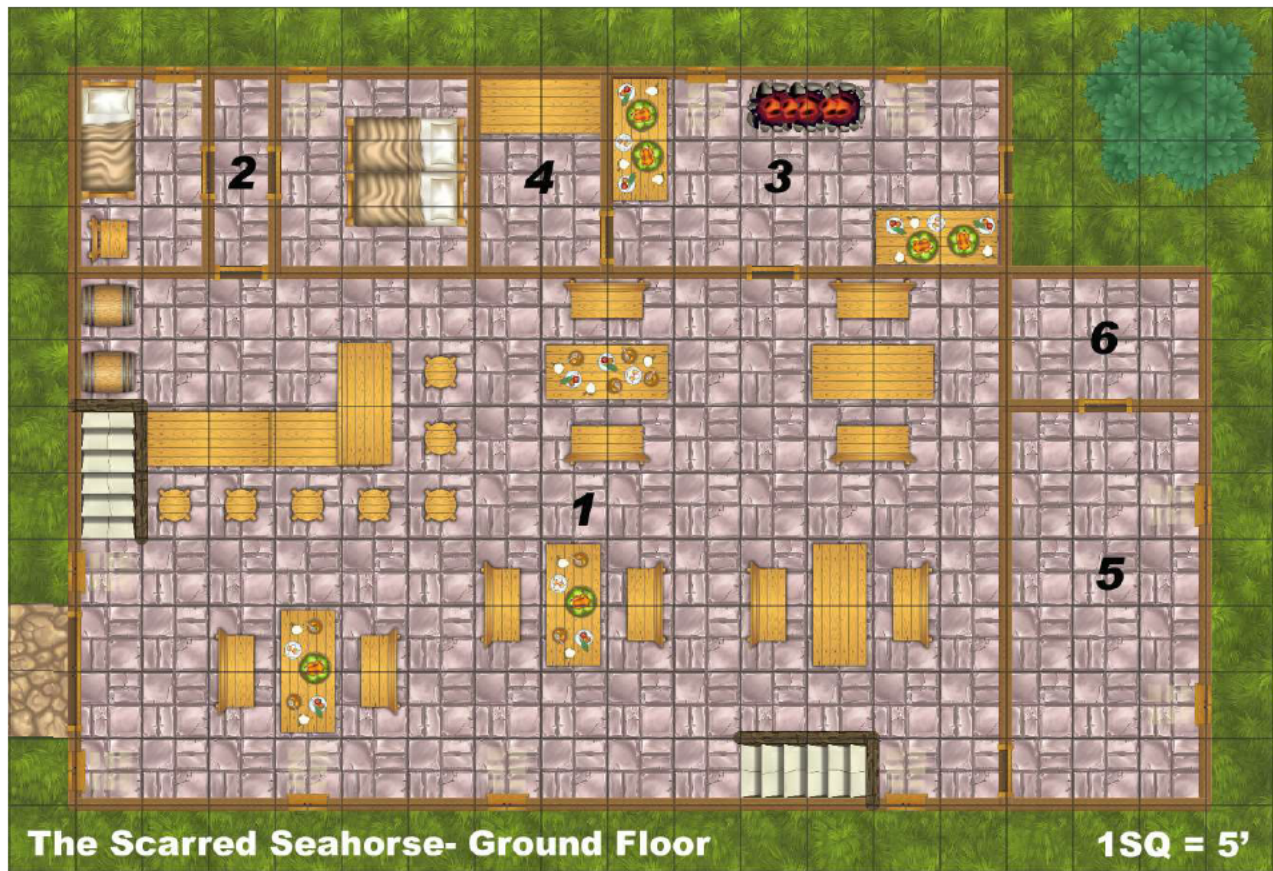
The party stops at a small roadside inn with the unlikely name of The Scarred Seahorse, for what they hope will be a good night's rest. Unfortunately, what they get instead is stirges. Lots and lots of stirges...

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Perhaps the party is contacted by the owners of the inn and asked to investigate the fact that stirge have been reported as being sighted by numerous guests in the vicinity of the inn.





Key to the Scarred Seahorse

The Scarred Seahorse is run by Tevan Greenroot and Michele Summers, two retired members of an adventuring party known as the Dragons of Vengeance. While they're reluctant to discuss their adventurous past they're more than happy to explain how the inn got its odd name. "We had a devil of a time trying to decide on a name for the place," Tevan, an elven ranger, will confide with a weak smile, "Michelee likes seahorses so we just went with that. She wanted 'Prancing' but I convinced her to go with 'Scarred'. Something a little more 'rugged', you know?" He'll then add "And it's not like we don't have any scars!" Tevan will then laugh like a maniac for an uncomfortable length of time before regaining a tenuous composure.

If questioned about the 'scars' they have he'll quickly change the subject by running down the list of rooms, going over the menu, or talking about anything other than his ill-fated adventuring days...

Cost per night for rooms and stabling are listed below.

SCARRED SEAHORSE ROOMS	
ITEM	COST
Common Room	2 sp
Cot Rental	1 sp
Lone Traveler Room	2 gp
Travelers Room	4 gp
Caravan Room	8 gp
Care and stabling for horse	10 sp

The inn has a light staff. Tevan leaves early in the morning to go hunting in the nearby woods, usually returning around noon, sooner if he bags something early.

Michelee, a human cleric, is usually found in the kitchen, assisted by a half-elf waif named Rosalee, who's often mistaken as being their daughter. A young man named Ostin works the stable, tending to the guest's horses. It's easy for the four of them to get overwhelmed when the place starts to fill up.

1. Tavern

The tavern is usually empty in the afternoon, seeing most its guests during breakfast, and dinner on to late evening. Michelee and Rosalee take turns working the kitchen and serving guests during breakfast. In the evening Tevan tends bar while Rosalee serves the guests and Michelee works the kitchen.

The inn's offerings are sparse, just a few dishes that can be prepared quickly.

SCARRED SEAHORSE MENU	
ITEM	COST
Breakfast	4 sp
Lunch	2 sp
Dinner	8 sp
'Tevan's Surprise'	1 sp
Ale or Mead	1 sp
Wine, Griffin Rock white/red	5 sp
Dragon's Breath	1 gp

Breakfast features ham and eggs acquired from a farm about a half mile away. Alternatively, Michelee will mix whatever meat's left over from the previous night's dinner up with some eggs, or serve 'griddle cakes' instead. Milk, mead, and (occasionally) juice are available to wash it down. Lunch is usually soup or stew, with a chunk of bread. Dinner is usually pork (also from the farm) or whatever Tevan's returned with over the last few days, usually venison, rabbit, various small game and fowl. That

day's lunch offering is usually included with it as well.

In the past, Tevan's accidentally bagged some odd game, like owl, wolf, even giant spider. Not wanting it to go to waste Michelee will offer it up as 'Tevan's Surprise'. The ingredients of the day's surprise are usually never revealed.

Two barrels of ale sit behind the bar along with small casks of mead (neither are particularly good) There are also a few bottles of Griffin Rock wine which Tevan serves frugally (he's visited by a merchant selling the wine twice a year so he makes what he has last. A couple bottles of Dragon's Breath are also stocked, which is a strong dwarven ale with cinnamon and other spices added, usually served hot. All prices are per glass.

2. Living Quarters

The doors off this short hallway lead to rooms for Rosalee and Michelee and Tevan (the two married shortly after the end of their adventuring days and just before buying the inn.)

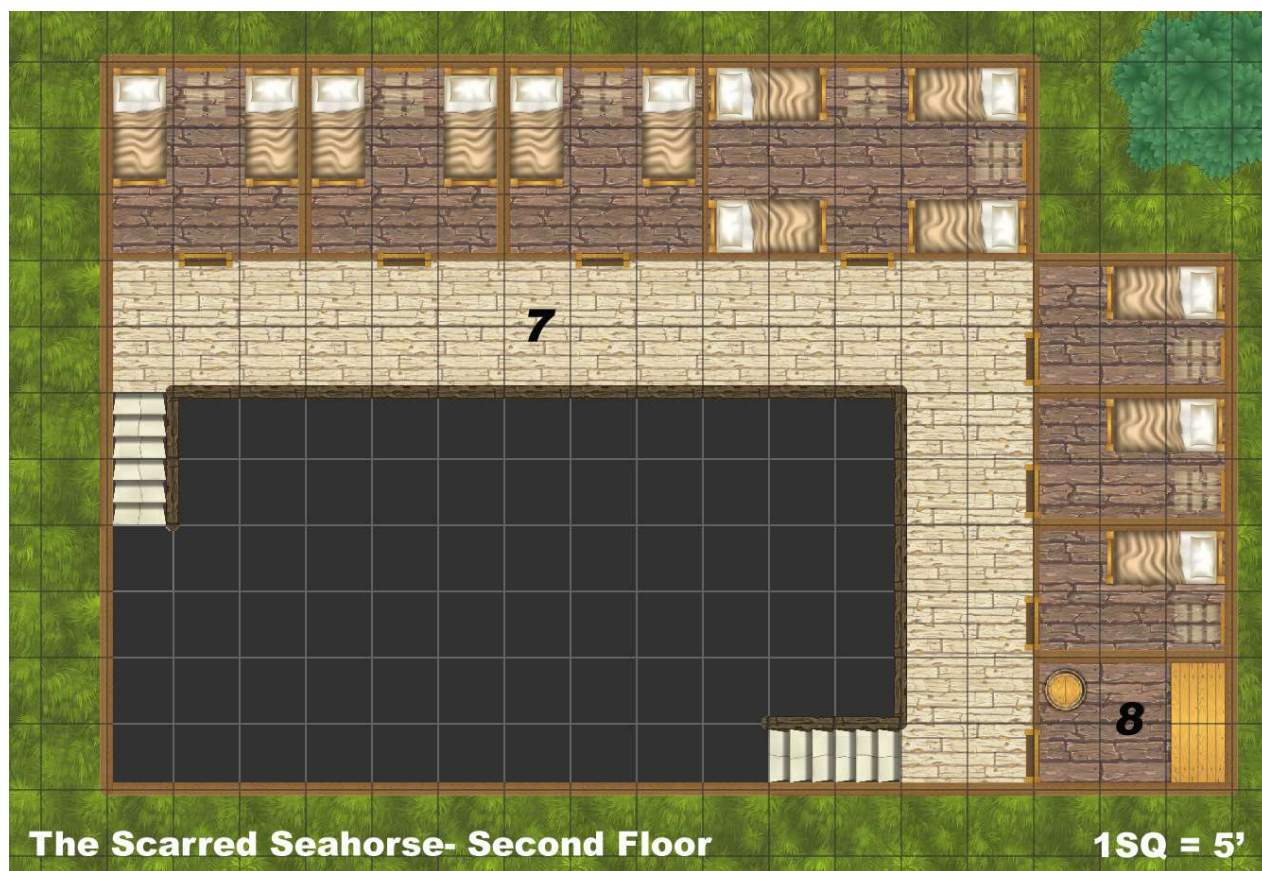
3. Kitchen

Rosalee, Michelee, Tevan, and even Ostin (when he's not tending to the horses) can all be found at times working in the kitchen.

There are two prep tables here and a wide hearth in the north wall.

4. Pantry

Shelves against the north wall hold fruits, vegetables, breads, and cheeses. There are also a number of parchment wrapped parcels of salted meats. An extra



cask of mead and a couple bottles of Dragon's Breath can sometimes be found here as well.

5. Common Room

Guests are welcomed to stay in the common room. They can either roll out their bedrolls on the stone floor or, for a small fee, rent a cot. Michelee has been known to wave the fee, letting less fortunate travelers stay here for free. As a result, there's usually at least one wayward soul here (not always in the sanest of mental states.)

6. Common Room Storage

Eight cots for use in the common room are folded up and stored in a stack against

the wall. There's also a chest here containing a dozen heavy blankets.

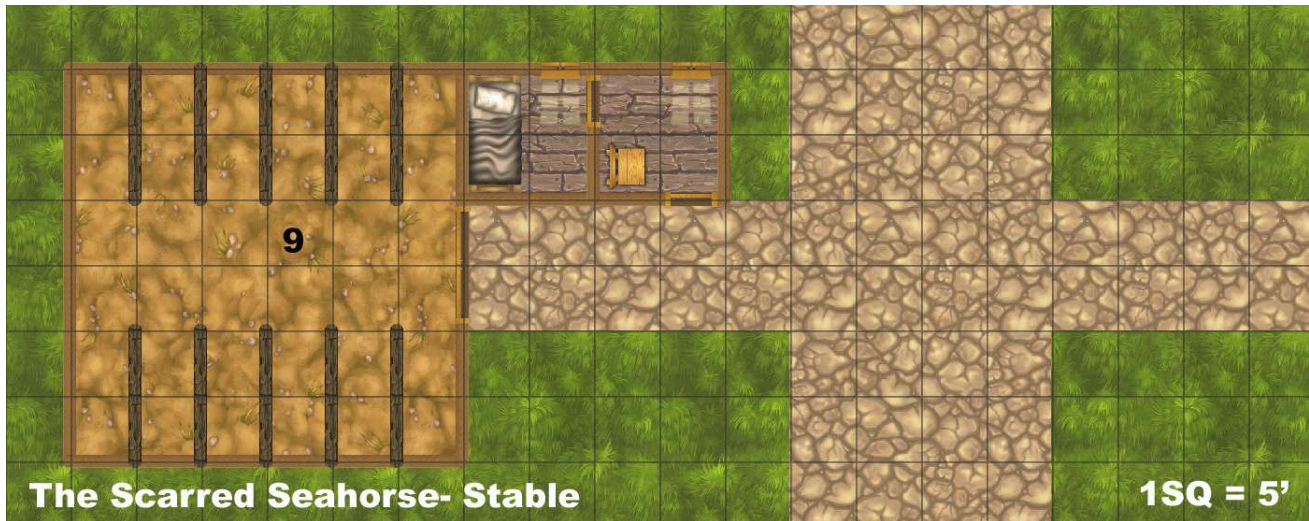
7. Upstairs

The inn's second story features an open balcony that looks down on the floor 12' bellow. A 3' high wooden rail runs around it.

There are three 'lone traveler' rooms with a single bed, three 'travelers' rooms with two beds, and the 'caravan' room with four beds located on this level. Each room has at least one window.

8. Upstairs Storage

A barrel holds lanterns and flasks of oil stored in straw. Shelves against the back



wall hold extra linens and pillows for the beds. There's also three dozen candles tied up in bundles of twelve, flint and steel, and a section of burnt wick that's been used to light them in the past.

A pair of folded cots stand against the wall.

9. Stable

A large barn-like stable sits on the other side of the road, about 60' from the inn. A small two-room shack sitting in front of it serves as quarters for Ostin the stable boy.

Cast of Characters

Tevan Greenroot- Co-owner of The Scarred Seahorse. Retired elven ranger. Former member of the Dragons of Vengeance. Tevan had some harrowing experiences as an adventurer and doesn't like sharing any memories of the time. He gets visibly nervous discussing anything to do with adventuring. He'd much rather talk about his latest hunting trip into the local woods, which he'll talk up as though they were a series of heroic exploits (usually ending anti-climatically.)



Tevan: HD 1+1; HP 7; AC 5[14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 17; CL/XP 1/15; Special: Ranger skills.

Michelee Summers- Co-owner of The Scarred Seahorse. Retired human cleric. Former member of the Dragons of Vengeance. Like Tevan, Michelee won't discuss her time spent as an adventuring cleric. She will however discuss the virtues of worshipping Edreena, an elven goddess of home and hearth, and give thanks to her for blessing her with the inn. She suggests that any compliments the players may have to offer on The Scarred Seahorse be addressed to Edreena.



Michelee: HD 1; HP 6; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: Cleric spells

Rosalee- Works at the inn in numerous rolls. She's a half-elf who ran away from her domineering father, an elven silk merchant who made a living trading between elven and human settlements. She doesn't give her last name because she doesn't want anyone to know who he

father is. **This is a lie.** Rosalee is actually a thief named Ukee Sparrow. She's posing as a runaway, taking advantage of Michalee's kindness. Ostin, her boyfriend showed up a week later, pretending not to know her. The two of them engage in petty theft, stealing items from the guest's belongings they think won't be missed and 'skimming from the till' whenever possible.



Rosalee (Ukee): HD 1; HP 5; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: Thief skills

Ostin Wexler- A human wanderer who was on his way to Ambertown, a city along the Hollow Coast, where he planned to get a job on a merchant ship. He took a fancy to Rosalee and now works as the inn's stable boy so he can stay near her. **This is a lie.** Ostin is a thief working a scam with Rosalee (AKA Ukee Sparrow.) When the time is right they plan to steal what they can from the inn and head off to Dreadport to fence their stolen items.



Ostin: HD 1; HP 5; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: Thief skills

Marcus Grest- A human fighter who's returning home from a job as a caravan guard, protecting a shipment of dwarven spices. **This is a lie.** Marcus is actually Keliss Drav, a former member of the Dragons of Vengeance, in disguise. His experience has turned him into a werestirge (see New Monsters.)



Marcus (Keliss): HD 1; HP 8; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: Fighter skills.

Bavish Bozzlo- A halfling merchant who's stopped here for the night. Bavish has some choice arrows among his stock which he's looking to sell to Tevan.

Danigal Thennik- Retired dwarf magic user. Former member of the Dragons of Vengeance. Danigal's apprenticeship as an alchemist didn't work out too well. The dwarf recently lost his job, as well as his arm, in an explosion he caused. He's here to demand money from his former party members he unjustly feels he deserves.



Danigal: HD 1; HP 4; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: Magic user spells

Hoffeg Nu'Barr- An elderly cleric who's taken a vow of poverty. Hoffeg claims he's on a quest to retrieve the *Golden Scales of Andromidex*, a holy relic of his order. **This is a lie.** Hoffeg's just an old human that's gone a bit crazy. Michalee suspects this to be the case but also *wants* to believe his story about the quest. She's allowing him to stay on a cot in the common room for now. A party member that talks to the old man for any length of time should start to question his sanity. For instance, so far in his 'quest' for the relic he's crossed over 'Crystal Shard Mountain' barefoot, fought a giant chicken and swam across a sea of cheese. The relic itself is claimed to be a golden balance held in the teeth of a camel-god who endlessly wanders the land.

Effick Tabb- A human bounty hunter on the trail of Ostin and Rosalee. He's attacked by stirges while on his way to the inn.



Effick: HD 1; HP 8; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: Fighter skills.

Night of the Stirges

This adventure is a bit different than our other offerings in that the encounters don't occur as the players move from room to room; rather the encounters occur at various times during the party's stay at the inn.

We're also going to add a new symbol: The Red Herring.



This symbol indicates the presence of something designed to mislead the players.

The following events occur at the Scarred Seahorse during the night of the party's stay. While most of these events can occur in any order, **A Night at the Inn** should be the first event and **The Villain Revealed** should be the last.

A Night at the Inn

Entering the inn, you're greeted by an elf standing behind a counter to the left of the door which looks as though it also serves as the tavern's bar. The elf seems to be trying to clean a spot off his tunic. He glances up with a look of surprise, "W-welcome to the Scarred S-seahorse!" he stammers nervously.

The elf is Tevan. He's busy cleaning a spot of blood off his tunic he acquired while hunting today. He'll introduce himself and go over the room rates with the party. If the group takes a seat at one

of the tables he'll summon Rosalee from the kitchen to take their orders.

Marcus and Hoffeg are sitting here at two separate tables.



As the night's events unfold, the players may become suspicious of the bloodstain on Tevan's tunic as well as his nervousness. The blood was acquired while he was hunting rabbits in the woods that morning. And Tevan is normally anxious, a souvenir from his adventuring days.

Danigal, the Blue Armed Dwarf

While relaxing in the tavern you see an odd sight, a dwarf sporting a glass-like blue arm. The dwarf approaches Tevan standing behind the bar. The elf doesn't seem happy to see him...

The dwarf is Danigal Thennik. Tevan and Danigal get into a heated, but whispered, argument. The dwarf will appear shocked by something Tevan says, then silently walk away, lost in thought, retiring to his room upstairs (one of the three 'lone traveler' rooms.)



If questioned, both Tevan and Danigal will be reluctant to discuss their argument. If pressed either could eventually reveal that Danigal was part of Tevan's former adventuring group who was currently having a bit of bad luck. The dwarf felt that Tevan and Michelee owed him something since they seemed to be doing alright with the inn and he had apparently saved their lives during an adventure. Danigal lost his arm when a potion he was brewing in

his new role as an apprentice to an alchemist, exploded. He managed to concoct a brew which, at least in part, restored his limb. The reason the fight ended abruptly was that Tevan suggested the dwarf sell the 'limb restoring' potion as a solution to his money problems, a thought which hadn't occurred to him.

Suspicious Package

A well dressed halfling emerges from one of the upstairs rooms, clutching a cloth bundle close to his chest. He cautiously makes his way down the stairs to talk with Tevan.

The halfling (Bavish Bozzlo) will unwrap the package, a foot-long cloth bundle, tied with string, and display its contents to Tevan. The elf shakes his head 'no', prompting the halfling to re-wrap the bundle and walk away, sulking, back up the stairs to his room (one of the three 'lone traveler' rooms.)



Bozzlo specializes in unique magic items, in this case a dozen *stirge arrows* (see New Magic.) The arrows have a bit of a reputation as being employed by those of an evil nature, hence the reason for Bazzlo's discretion. He thought Tevan would be interested in them, possessing some skill with a bow, however the elf wants nothing to do with them. When the stirges attack the party may wrongly believe that they're after Bazzlo in some sort of bid for revenge.

The Sudden Guest

The doors to the inn suddenly burst open and a young man enters, looking as though a pack of demons were after him. He collapses to the floor, face first.

Tevan lets out a shrill scream as the man bursts through the door, bringing Michelee from the kitchen, along with Rosalee, if she isn't already in the tavern. Investigating the body, it's discovered that the man's dead, his back bearing the marks of dozens of stab wounds.

Michelee will roll the man over and attempt to cast cure light wounds on him, which will have no effect. Turning the man face-up will cause Rosalee to gasp and flee into the kitchen.

If the players have had any experience in the past with stirge they may be able to identify the 'stab wounds' as being inflicted by the creatures. This revelation horrifies Tevan, Michelee and Danigal, since their last experience with stirges left them all a bit traumatized.



Rosalee gasped because she recognized the man as being Effick Tabb, a bounty hunter who's been tracking her and Ostin. If asked why she fled the room she'll sob that she never saw a dead body before and feign being distraught. If Effick is searched however he'll be found to be in possession of two sketches, one that looks a lot like Rosalee and another that looks a lot like Ostin. Rosalee will state that he must have been sent after her by her father but will claim to have no idea why the man has a picture of Ostin. In secret, she

suspects that Ostin may have been responsible for the man's death. If its revealed the stirges were the cause she may seem a bit relieved by that fact.

Stirge Attack!



After the events in The Sudden Guest have occurred, from this point on, anyone who ventures outside the inn will be attacked by stirges. The attacks will occur in waves, the first comprised of 2d6 of the creatures. Then 1d4 rounds later 3d6 of the creatures will attack. Then after 1d4 rounds 4d6 creatures will attack, and so on. It would be wise for anyone outside to get to shelter immediately lest they be overwhelmed by the creatures. Heading indoors and waiting for the creatures to leave will result in the encountered amount being reset to 2d6 the next time anyone ventures outside, building again every 1d4 rounds.



Stirge: HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

The Unstable Stable

The panicked neighing of horses can be heard coming from the stable.

If anyone's ventured outside prior to this they'll know they're facing a huge and seemingly endless amount of stirge. Tevan will nervously blurt "They're after the horses!" which will cause Rosalee to become concerned about Ostin.

If the stirges haven't been discovered yet it could be assumed that whoever killed Effick is hiding in the stable. A fact that will cause Rosalee to become concerned that either A) investigating this will reveal that Ostin is the killer or B) there is someone else responsible for killing Effick and Ostin could be in danger.

If the group investigates they'll trigger the waves of stirge attacks. If they make it to the stable they'll find Ostin armed with a pitchfork fighting a group of the creatures, attempting to keep them away from the horses. He was on his way to check on the horses when he was attacked by the stirges and fled to the stable. Unfortunately, he let a few (8) of the creatures in before he could close the doors.

Marcus (Keliss) and Hoffeg will offer to help although both will be useless. Marcus will intentionally miss with his attacks, which is okay since the stirges won't seem to be able to hit him either. Hoffeg will attempt to cast cleric spells, which of course will fail since he's not really a

cleric. He'll almost certainly be killed during the first attack.

Danigal, Tevan, and Michelee seem strige-phobic. They'll do their best to support the group from the inn, firing arrows or spells from the windows and healing them if necessary.

If the players try to return to the inn once the stirges in the stable have been dealt with, they'll find that, oddly enough, the 'coast is clear'. The stirges seem to have left, for now...



This was an attempt by Marcus (Keliss) to lure the three members of the Dragons of Vengeance out of the inn so they could be slain by his stirges minions. He realizes now that he'll have to try something else, so he had the stirges retreat for the time being. If the players linger in the stable, he'll take a peak outside and state that the stirges are gone and that they should head back to the inn. If the party attempts to move the people from the inn to the stable, thinking it safer, the stirges attacks will start up again.



Stirges (8): HD 1+1; HP 6,6,5,5, 5,4,3,3; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Unwelcomed Guests

This encounter is triggered once the players return to the inn.

You suddenly hear the sound of breaking glass, coming from upstairs.

If Bavish Bozzlo and Danigal Thennik aren't alerted or summoned from their rooms by The Sudden Guest or the events which follow it, the noise of breaking glass will be followed by their screams. Stirges have shattered their glass windows and gained access to their rooms. This event occurs even if they're not in their rooms at the time. 1d6+1 stirges will be in each room. Opening the door to a room will cause the creatures to fly out. They'll focus their attacks on Danigal, Tevan, and Michelee.



Stirge: HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Batten Down the Hatches

Tevan, trying his best to hold it together, suggests that everyone starts barricading the inn's windows.

If the players haven't already thought of it, Tevan will make this suggestion and start pulling the nearest table in the tavern towards the closest window. Cots, benches, and beds can be used as additional barricades.



Marcus (Keliss) absent during this time. The players could assume he's off barricading some other area but he's actually waiting to make his final move...

The Villain Revealed

Marcus (Keliss) will sneak away during Batten Down the Hatches, waiting for a convenient time to extinguish the fire in the hearth in the kitchen, or unblock it if it's already been barricaded.

There's a sudden flurry of activity coming from the kitchen.

Marcus (Keliss) will break through the kitchen door into the tavern, splintering it into bits. Several stirges will fly through the door along with him. He'll announce that he'll finally have his revenge against Tevan, Michelee, and Danigal for leaving him to die in those stirges caves. This will cause Tevan to gasp "Keliss?!?" at which point Keliss will change into his were-form and attack.



2d6 stirges will attack along with Keliss, gaining entry to the inn through the chimney. After 1d4 rounds another 1d6 will enter. This will continue until the hearth is relit, re-blocked, or Keliss is slain.



Stirge: HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Keliss (werestirge): HD 3; HP 18; AC 6[13]; Atk 1 proboscis (1d6), 2 claws (1d4); Move 8 (Fly 18); Save 14; CL/XP 3/60; Special: blood drain (1d4), +1 to hit bonus, control stirges.

Wrapping Up

There's a lot to wrap up here...

Tevan Greenroot- Exhausted and bordering on shock, Tevan will offer everyone a drink on the house. He'll also give each of the party members 200gp as a way of thanking them for their help.

Michelee Summers- Michelee will retrieve a *potion of healing* from her room and offer it to the party. She may be able

to cast an additional *cure light wounds* the next morning if the party requires it. The cleric will insist that Keliss get a proper burial, choosing a gravesite near the forest's edge, behind the inn. She, along with Rosalee and Ostin, spends some time clearing away dead stirges, with the aid of pitchforks retrieved from the stable, before finally retiring for the night. They'll appreciate any help they can get with this.

Rosalee- The next morning Rosalee will be gone. Michelee finds a note revealing the girl's true name and thanking her along with Tevan for their hospitality and kindness. Along with the note Ukee left behind a coin pouch containing 173gp that she stole from the inn. Her note includes an apology for trying to steal from them.

Ostin Wexler- Vanishes along with Ukee. They're off to Dreadport to fence items they stole from past guests of the inn.

Marcus Grest- Marcus was Keliss in disguise, (his appearance changed from his feeding, as well as growing a moustache and beard.) Any remaining member of the Dragons of Vengeance could recount the tale of leaving Keliss to his fate in the stirge lair. Apparently, he was somehow transformed into the hideous creature and came to the inn seeking, well... vengeance, of course.

Bavish Bozzlo- There's a good chance the halfling was killed by stirges during the Unwelcomed Guests event. If not, he'll consider his survival the result of the group's intervention. He'll give the party the dozen *stirge arrows* as a way of thanking them. If Bavish didn't make it the players could recover the arrows from his room along with 2 dozen standard arrows and a dozen *+1 arrows*. The innkeepers however will frown upon this 'theft' if they're aware it occurred.

Danigal Thennik- The magic user (if he's still alive) hands the party a *potion of healing* the next morning along with something he refers to as *Danigal's Amazing Limb Restorer* (see New Magic) thanking them for their help. He'll then start arguing with Tevan, demanding 200gp from him as *his* reward for helping to deal with the attacking stirges.

Hoffeg Nu'Barr- There's a good chance that Hoffeg was killed during The Unstable Stable event. If not, he'll be found curled up in the common room, fast asleep, clutching an empty bottle of Dragon's Breath he managed to steal during all the commotion. He'll still be sleeping it off the next morning.

Effick Tabb- Unable to determine Effick's true identity (without the help of Ukee or Ostin) the innkeepers will send word to the constable at the nearest village and request that someone come pick up their unidentified corpse. The constable will actually be able to identify the body, having paid a bounty to Effick in the past.



Continuing the Adventure

Here are some suggestions for further adventures:

✕ Tevan and Michelee now suffer from nightmares due to dealing with Keliss and his stirges. The two, and possibly even Danigal, feel the only way to stop the nightmares is to confront their fears. They plan on returning to the kobold lair where they encountered the stirge-filled chamber and engaging in a bit of stirge-cide. They request the party's help with this task.

✕ A friend of Effick's, another bounty hunter, stops the party on the road. He shows the party a couple of drawings of Ukee and Ostin, almost identical to the ones carried by Effick. He asks if the group has seen them, stating that they're wanted for a series of thefts and that there's a 500gp reward out for each of them, alive. He'll also be interested in hearing about Effick if the players happen to mention him.

✕ A band of assassins come looking for their latest shipment of stirge arrows. If Bavish is alive he'll claim the party stole them, fearing for his life. Otherwise, Tevan or Michelee may inadvertently put the assassins on the party's trail.

✕ A player who uses *Danigal's Amazing Limb Restorer* to regrow an arm or hand finds that it works fine... at first. After a few days the player will discover that their new hand mimics any one-handed weapon they touch. Their arm now ends in a hammer, axe head, blade, etc. which functions the same as being armed with the actual weapon. Pretty neat, unless they miss having a hand. In which case, they'll have to seek out Danigal in hopes of finding a cure.

✕ The players encounter Andromidex.

✕ The players discover one or more of their belongings missing. After hearing of Rosalee's note they have reason to suspect her as taking the items. A search of her or Ostin's room turns up a torn edge of a map showing the city of Dreadport with a circle drawn around it.

✕ Danigal requests the party's aid in acquiring some rare ingredients for his limb restoring potion.

✕ Bavish, if he's still alive, tells the group that he knows of a fletcher in Ambertown who will pay 1 gold each for every stirge proboscis he's bought. If Bavish is dead the information could be found in a journal among his belongings in his room. Ambertown happens to be one of the cities where the arrows are considered illegal and the fletcher's shop is under close watch by the city's authorities.

✕ The party is approached by a cleric who asks if they've seen anyone fitting Hoffeg's description. Turns out the old man is possessed by a demon. The only thing that can restore his sanity is an artifact known as the *Golden Balance*.

NEW MAGIC

Danigal's Amazing Limb Restorer

If a humanoid creature who's missing an arm, hand, leg, or foot drinks this potion they will regrow the missing appendage within the next 2d6 hours. The errant limb will be replaced by a solid, translucent blue, facsimile that will function identical to the original.

Stirge Arrows

These arrows are tipped with stirge proboscises. They function as *+1 arrows* however after a target's been struck by one the proboscises will animate and start sucking blood, shooting it out the end of the arrow's hollow shaft. The target must spend a turn pulling it out or else suffer 1d4 points damage from blood lost at the end of each of their turns. Due to the gruesome nature of these arrows they have a bit of a reputation, being favored by assassins and creatures of evil alignment. Creatures of good alignment will look unfavorably upon those who use them. Some settlements may even have declared the arrows illegal.



NEW MONSTERS

Werestirge

A werestirge is a rare form of lycanthrope that occurs when a host suffering from the disease, who has yet to transform into their hybrid form, is bitten by a stirge. Werestirges can mentally command and control normal stirges, often gathering huge flocks to act as their minions or guardians.

Unlike normal lycanthropes a werestirge can be hit by normal weapons. It also cannot pass its lycanthropy on, which is part of what contributes to its rarity.

A werestirge has the ability to switch from its human form, to a half human/half stirge form at will.



If a werestirge hits the same target with both claw attacks, it grapples the victim, gaining an automatic hit with its proboscis attack (1d6). If this occurs it drains blood from the victim (doing an additional 1d4) at the start of the werestirge's next turn, after which it will release its victim. While it's holding a target a werestirge suffers a -2 penalty to its AC.

Werestirge: HD 3; AC 6[13]; Atk 1 proboscis (1d6), 2 claws (1d4); Move 8 (Fly 18); Save 14; CL/XP 3/60; Special: blood drain (1d4), +1 to hit bonus, control stirges.

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