

THE WORLD OF FARLAND

THE QUICK AND THE DEAD

An adventure for four 3rd-level
player characters.

CREDITS

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PREPARATION

You (the DM) need the D&D core rulebooks, including the Player's Handbook, the Dungeon Master's Guide and the Monster Manual to run this adventure. This scenario utilizes the D&D v.3.5 rules, but it can easily be used with the 3.0 rules as well. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs. Text that appears in shaded italics is player information that you can read aloud or paraphrase for the players at the proper times.

ADVENTURE BACKGROUND

The players are staying in Kenby, a small town in Kelerak. Because they have some small reputation, they will be asked by the sheriff of Kenby to investigate a disturbance plaguing the town.

ADVENTURE SYNOPSIS

Timothy Ack-Turpin ("Ack" is Kelerite for "son of") has a problem and the heroes have presented themselves as the obvious solution. After all, it isn't everyday that well-armed individuals come to Kenby, especially not people who seem to know how to use those weapons.

Recently there have been some very dangerous and troubling attacks in the village. They seem to emanate from the local cemetery and occur only at night, but they have happened several times. Worse, the victims of the attacks are never seen again-- except for grisly pieces and shards of bone. Whatever is attacking them seems to be rending them limb from limb.

Timothy went to investigate himself the other night and got a glimpse of several skeletons and worse, some feral, wicked, gray-skinned creatures-- possibly ghouls. He witnessed them emerging from the old Percy Family mausoleum, but was forced to flee because he was outnumbered.

What the PCs don't know:

Timothy did indeed attempt to flee from the ghouls, but he didn't make it. Paralyzed by their touch, he was brought before their fell ghastron, who saw an opportunity to feed his warren. He promised Timothy gold if he would

supply the warren periodically with fresh "meat." If Timothy refused, the ghouls would hunt and slay both him and his family. Overcome by fear and greed, the Sheriff agreed. He has since felt guilty about betraying his own fold to a foul end, but the heroes--being-strangers--cause him to have no such compunctions. He figures if they die he will get paid, and if they succeed, he will be out of a tough bind.

ADVENTURE HOOKS

The PCs may have chosen to journey to have journeyed to Kenby for any number of reasons. As the DM, it is your job to decide how best to involve them in the adventure. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

- The PCs live in Dragonspur and have been asked to investigate trouble in Kenby by the local guard captain.
- The characters come upon Kenby in their travels and hear about the problems plaguing the village in a tavern. They also might see a sign offering employment to anyone willing to uncover the mystery of the attacks.

Kenby

Who rules: Lord Bartarius of Dragonspur. He is, however, an absentee ruler. His mayor, one James Walter, rules in his stead.

Population: 99 humans.

Major products: Wheat and other crops, as well as some small amounts of fish and timber.

Armed Forces: Kenby has one sheriff,

Timothy Ack-Thurpin, who is also a farmer and landowner. Fifteen peasants can be called up in times of trouble, including Hugh Ack-Nigel, the Mayor's burly groundskeeper and the town strongman Fulk Ack-Kaler.

The DM should read the following to the players:

Kenby is an old village that was long held by the Percy family. The line of this family ended in the year 8150 F.R., when the old King slew the last Lord of the family for treason. The village passed into the hands of the crown, and thus into the hands of Lord Mayor Naglor of Dragonspur, who gave it as a fief to Lord Bartarius. The village produces an income for its Lord of about 150 silver pieces per year if managed properly.

As far as settlements go, Kenby is fairly representative of typical villages in Kelerak. It is so small that it only has one Tavern (The Copper Cup), and no Inn or General Store. Any visitors must stay with one of the residents. The inhabitants live a simple life, farming, fishing, hunting, and working. Most have never been to the great metropolis of Dragonspur, a mere 16 miles away, and most never want to go. Instead, they look forward to feastsdays and Southday worship in the village's small chapel of Heshtail [a lawful good god]. The Abbot of the temple, Gilden Ack-Gilbert, is always a good conversationalist. Although life is difficult and they are not lucky enough to be blessed with a priest of Bestra to make life easier, the simple fact they are earning a living makes them rejoice in what they have. They may complain about paying their taxes, and they may be subject to the occasional orc raid or wandering monster, but all in all, they know they have it better than many folk these days.

Businesses and professions found in Kenby:

Furrier (1)

Shoemaker (I)

Farmer

Maidservant (I)

Fisherman

Tavern Owner (I)

Hunter

Black Smith (I)

There are several places of interest in Kenby that the heroes may want or need to visit. They are:

Sheriff's Post (marked "A" on the map)

Church of Heshtail (marked B on the map)

In the Church Cemetery is the Ghoul Warren.

The Copper Cup Tavern (marked C on the map)

Merchant's House/ PC's Residence (marked D on the map)

These are described below.

If the PCs do not visit the Sheriff's post on their own, they will get a message to see the Sheriff, Timothy Ack-Thurpin, within a day of the start of the adventure.

PLACES IN KENBY

The Copper Cup Tavern

The DM should read the following to the players if they approach from 3 PM until midnight (if they approach on the off hours, the place is locked up tight):

This tavern is a shabby looking establishment.

Stray dogs are slinking around the front doors

and the smell of greasy meat and stale ale

wafts from the wooden and brick building. A

sign, banging from one binge, depicts a copper

cup. Upon entering, you realize the place is

quite popular. There are barely any empty

tables (mostly filled with farmers) and the

homely barmaid saunters up to you and gives

you a wide, snaggle-toothed smile. "Welcome to

the Copper Cup, strangers. I'm Matilda.

What'll ye 'ave?"

The talk of the tavern is the attacks.

A successful diplomacy check DC 20 or gather information check DC 15 will reveal that:

1. Sheriff Timothy has been spending more money recently. No one knows where he got it.

2. He did indeed go to investigate the attacks and took a party of four local fighters with him. When they all fled they were separated, but the four locals met up soon after and Timothy didn't reappear for an hour.

3. The villagers think that ghouls can paralyze people with their touch.

4. Old John the farmer had his ladder stolen about a week ago.

5. A local farmer, Herbert Ack-Johan, has been missing for three days.

Each successful check will reveal two pieces of information.

Matilda; Medium Humanoid, ComI: CR 0; ECL 1; Size ; HD 1d4+2; hp 6; Init +0; Spd 0 ft; AC 11, touch 11, FF 10; ; SV Fort +2, Ref +1, Will +0; AL None; Str 12, Dex 13, Con 15, Int 12, Wis 11, Cha 8.

Skills and Feats: Profession (Brewer) +6, Profession (Cook) +4, Sense Motive +2; Skill Focus.

Possessions: Club, Shortbow.

Merchant's House/ PC's Residence

The PCs can rest and equip themselves here

Read this to the PCs:

The house of your host, Peter Ack-Telthor, is a comfortable place. This large farmhouse is two stories. Peter is the local trader, and gets in a new shipment of goods about every week. He lets you stay for free at his place and only asks that you help him out with odd chores. He is a nice fellow, but the quintessential businessman.

The PCs have the potential to arrange for almost any equipment from Peter the town merchant, but he must make a Profession: Other (Merchant) skill check DC 12 to be able to acquire the item and then it unfortunately takes approximately 3-5 days to arrive from Dragonspur City.

Peter charges a 5% mark up on any armor, weapons, or rare items. If the PCs want to haggle with him over prices, they must make opposed diplomacy checks, and Peter gets a +2 circumstance bonus since the PCs are staying in his house.

Peter Ack-Telthor; Medium Humanoid, Exp3: CR 2; ECL 3; Size ; HD 3d6; hp 13; Init +0; Spd 0 ft; AC 10, touch 10, FF 10; BAB +2; ; SV Fort +3, Ref +1, Will +4; AL None; Str 10, Dex 10, Con 11, Int 14, Wis 12, Cha 14.

Skills and Feats: Appraise +5, Bluff +5, Diplomacy +5, Gather Information +5, Knowledge (Other) +5, Profession (Other) +6, Search +5, Sense Motive +4; Armor Proficiency (Light), Great Fortitude, Simple Weapon Proficiency, Skill Focus.

Possessions: Heavy crossbow, Dagger.

Sheriff's Post

When the PCs arrive here, the DM should read them the following text:

As you walk down the short dusty lane towards the Sheriff's post, you marvel at the size of the manor house to your left. Upon entering the small wooden building to your right, your eyes adjust to the dim light, and you see a man with an average build sitting on a bench behind a small wooden table. On pegs on the wall hang a well-kept chainmail shirt

and a small shield. A longsword is strapped to the man's belt. He holds out his hand to you as you enter. "Well met! I am the local sberiff here in the thriving Metropolis of Kenby. The name's Timothy."

Timothy will explain the situation and ask for the heroes to remedy it. This should be a good opportunity for role-playing, as Timothy has been authorized to give the PCs as much as 50 silver (gold in non-Farland campaigns) and a potion of cure moderate wounds each, as well as whatever they find, but he will start lower. The PCs will have to haggle.

Of course Timothy will not explain the deal he has made with the ghost. He sees the heroes as his opportunity.

Timothy Ack-Turpin; Medium

Humanoid, Ftr3; CR 3; ECL 3; Size ; HD 3d10+6; hp 31; Init +4; Spd 0 ft; AC 15, touch 10, FF 15; BAB +3; ; SV Fort +5, Ref +1, Will +1; AL None; Str 16, Dex 10, Con 14, Int 11, Wis 10, Cha 11.

Skills and Feats: Diplomacy +3, Intimidate +1, Profession (Farmer) +2; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Endurance, Improved Initiative, Improved Unarmed Strike, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Chain shirt, Heavy crossbow, Longsword, Small steel shield.

Church of Heshtail

This large building is the social center of

town. As the village's only temple, it is well loved and well used. Recently, however, the church has been having a problem, as described above.

When the heroes enter this area, the DM should read the following if it is day. If they arrive at night, it is a spooky place, but the temple is locked up tight:

Although this temple to the lawful good god

Heshtail obviously isn't rich, the priest has

apparently done much with what he has. The

temple is well kept and has a feeling of peace

about it. Inside, the fresh smell of incense and

old, well-oiled wood has a calming effect. You

see a figure approaching, obviously the temple's

priest from his clerical garb. An older, bald

fellow, he introduces himself as Abbott Gilden

Ack-Gilbert.

Abbott Gilden will tell the heroes about the problem, although he doesn't know anything more than the Sheriff. He states that the ghouls do not bother the temple, and lately he and his other priests have been giving shelter at night to anyone who needs it. Only he actually lives in the temple.

He will be happy to show them around the cemetery—but only in the daytime. He points out a large, grand old mausoleum as the source of the problem. It has the letters "Percy" inscribed over the archway, but the stone door to the

mausoleum is unlocked. He will tell the heroes that he locks it every day, and every morning he finds it unlocked again.

If they enter, go to The Ghoul Warren.

The heroes can buy holy water from the Abbott for half price. He has ten vials for sale, as well as a potion of cure moderate wounds (full price).

If the heroes search the cemetery:

A DC 10 Search check will uncover some apparently fresh bones--with teeth marks on them-- and some newly disturbed graves.

A DC 20 check will reveal a small bag hidden under a bush at the entrance to the cemetery. The bag has 50 gold coins in it. It is actually payment to the Sheriff, and he just hasn't had a chance to pick it up yet.

A DC 25 check will reveal a slab that is freshly askew covering a grave. Moving this slab will reveal a gaping hole leading down to Room 4.

Abbot Gilden; Medium Humanoid, Clr4: CR 4; ECL 4; Size ; HD 4d8; hp 24; Init +0; Spd 0 ft; AC 9, touch 9, FF 9; BAB +3; ; SV Fort +4, Ref +0, Will +6; AL None; Str 12, Dex 9, Con 10, Int 11, Wis 14, Cha 16.

Skills and Feats: Concentration +1, Diplomacy +8, Heal +6, Knowledge (Local) +0.5, Knowledge (Religion) +5; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Brew Potion, Shield Proficiency, Simple Weapon Proficiency, Skill Focus.

Clr Spells Per Day: 5/4/3.

Spells Prepared: Bless, Calm emotions, Create water, Guidance, Light, Mending, Protection from evil, Remove fear, Remove paralysis, Resistance, Shield of

faith, Zone of truth.

Possessions: Heavy mace, Silver holy symbol.

The Ghoul Warren Level One

The Percy family mausoleum houses seven coffins (it is a very large and regal mausoleum). Now, however, things are in shambles.

Read the following to the PCs:

The light illuminating this mausoleum reveals

a chaotic scene: seven coffins are overturned,

and the skeletons of their ancient inhabitants

are strewn about the floor, their old bones

splintered and broken. There is no obvious exit

from this crypt room.

A search check DC 15 will reveal a trap door. Character must make a strength check DC 12 to lift it. When they do, they will see:

A rough hewn spiral staircase descends some

twenty feet into the earth. A foul stench wafts

out and you feel your stomach roll over with

fear and excitement.

The DM may encourage the players to search this mausoleum, but the ghouls have picked it clean.

Go to Room I

Random encounters in the Ghoul Warren:

Use the chart on this level to roll for random encounters. They will occur with a 2 in 10 chance per hour. The DM should check again if a battle occurs, as the sound may attract the grisly residents. The DM must remember, however, that the random encounters all come from room locations as indicated, and if the residents of a certain room are dispatched, they will not be encountered again-- there are only a limited number of evil creatures in the warren, as is fair.

The DM should remember that the players will need a light source to explore the warren, and he should carefully keep track of it. If they end up stranded in the warren without light, they will likely come to a bad end. Of course descriptions will change dramatically if the PCs have no light source.

Random Encounter Table

1 in 8 per hour. Roll 1d8.

Roll Monsters

1	2 ghouls (room 2)
2	2 zombies (room 5)
3	3 zombies (room 5)
4	ghoul (room 10)
5	ghoul (room 10)
6	Skeleton, large (room 14)
7	Skeleton, large (room 14)
8	2 ghouls (room 16, 17)

Note: Remember that if a creature from a certain room is encountered and dealt with, it will not be encountered again.

Room I—An Ambush (EL 2)

Read this:

*The tunnels you find yourself in are newly
bewn out of the hard-packed earth. The
ceilings are about eight feet high and the walls
little more than five feet apart. The wriggling
ends of earth worms and other slimy creatures
peep from the walls, and the occasional old
bone from the grave yard above juts from the
wall or is kicked under foot. The atmosphere is
evil and oppressive.*

Get the PCs' marching order, and then have them make spot checks DC 15. Those who make it get to roll initiative, but if any fail, the ambushing skeletons and the PCs who made it only get a partial action in the surprise round.

Read this:

*A small passage opens to your left. Suddenly,
from out of the darkness of the passage there is
a horrid clatter as of dry bones rubbing
together, and the yawning maws and clawing
fingers of several skeletons-- hungry for your*

warm life-- leap out of the darkness to attack your party.

The skeletons have no items or treasure and are meant to deter invaders. The DM should check for a random encounter after this battle.

Skeletons (5); Medium Undead: CR 0.33; Size M; HD 1d12; hp 6; Init +5; Spd 30 ft; AC 13, touch 11, FF 12; Atk: +0/+0 melee (1d4, Claws); SQ Undead, immunities; SV Fort +0, Ref +1, Will +2; AL N; Str 10, Dex 12, Con 0, Int 0, Wis 10, Cha 11.
Skills and Feats: Improved Initiative.

Room 2 - Guard Room (EL 3)

Before the PCs enter this room: The DM should make Listen checks DC 15 for the ghoulish residents. If they succeed the ghouls will have one round to make hide checks and will attempt to hide to both sides of the door to ambush the PCs as they enter. The ghouls here are wily and will not hesitate to take hostages, to bargain or to flee if they began to lose. Plus, they use tactics when they fight. If the ghouls succeed in their listen checks but the PCs do not enter the room, the ghouls will emerge and follow behind them as stealthily as possible. They will go up and lock the door to the mausoleum with a key that one of them possesses. Then they will try to find the location of the PCs and attack, preferably when they are about to enter another battle.

Read this:

The use of this low-ceilinged, large room is not readily apparent. There are bundles of refuse

and trash, including old blankets and crates, scattered throughout the space.

The DM should play the ghouls to their actual intelligence level-- they are cunning creatures.

If the PCs win, they will find a necklace worn by one of the ghouls, worth 100 SPs.

Ghouls (2), Medium Undead: CR 1; Size M; HD 2d12; hp 13; Init +2; Spd 30 ft; AC 12, touch 10, FF 12; BAB +1; Atk: +0/+0 melee (1d3 and paralysis, Claws), +3 melee (1d6 + 1 and paralysis, Bite); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; SV Fort +0, Ref +2, Will +5; AL CE; Str 13, Dex 15, Con 0, Int 13, Wis 14, Cha 16.

Skills and Feats: Move Silently +7, Search +6, Spot +7; Weapon Finesse, Multiattack.

Room 3 - Pit trap (EL 1.5)

The DM should read this:

As you enter you see an old chest approximately 15 feet in front of you, sitting a little bit out from the wall. A sack sits next to the chest. In the north wall, a narrow passage, almost a crack, yawns ominously. Water drips from the ceiling.

There is a pit trap in this room. If the PCs approach the chest they will trigger it, unless for some reason they tell the DM that they approach the chest in a

roundabout way.

Pit Trap (15 feet deep): CR 1, no attack roll necessary (Id6), Reflex save DC 20 avoids, search DC 20, Disable DC 20

The pit is covered by very thin planks with dirt on top. The planks can support no more than 20 pounds without breaking. The DM should remember that the party gets XP for avoiding or surviving the trap, unless they do so by pure luck. In the bottom of the pit, however, is a giant scorpion. A search of the bottom of the pit DC 15 will reveal 12 SPs.

Monstrous Scorpion, Medium Vermin; CR 1; Size M; HD 2d8+4; hp 13; Init +0; Spd 40 ft; AC 14, touch 10, FF 14; BAB +1; Atk: +2/+2 melee (Id4 + 1, Claws), -3 melee (Id4 and poison, Sting); SA Improved grab, squeeze, poison (DC 15, Id4 Str); SQ Vermin; SV Fort +5, Ref +0, Will +0; AL N; Str 13, Dex 10, Con 14, Int 0, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +8, Spot +7; Expert Tactician.

Room 4 - The charnel house

The DM should read this:

The passage rises some five feet to this chamber, which is more rough hewn than most. Several piles of bones line the floor of this chamber, and some of those bones look hideously fresh. Fresh piles of dirt also cover the ground. A rickety ladder leans against one wall.

The PCs should make a Spot check DC 15 to notice that the ceiling of the chamber

is not entirely dirt. It seems that the ghouls dug up into some covered graves-- perhaps to recover the contents. This also offers another exit from the warren. A Strength check DC 10 will allow a character to remove the marble slab covering the grave, but this must be done from a ladder, and this requires a DC 12 Balance check. If a character falls 15 feet to the floor they take Id6 falling damage.

The DM should check for random encounters in this room.

A search of this room DC 20 will reveal a jeweled (+1) dagger buried in the mounds of dirt and bones on the floor. The ghouls didn't notice that they dislodged it from one of the graves above.

Treasure

Dagger +1

Room 5 - Zombies (EL 2.5)

Read this to the players:

At the end of this narrow, claustrophobic passage is a door.

The door is locked with a simple lock, DC 20 to open. If the heroes choose to break down the door it is DC 18 but will bring the denizens from both areas 2 and 8 if they haven't been dispatched.

Several recent corpses are sprawled in this room. They show evidence of bite marks and other ghoulish damage to their flesh.

These are zombies placed here by the ghastruler to fend off any attacks from

above and they will attack the heroes. He doesn't entirely trust Sheriff Timothy and wants to make sure that any visitors are sufficiently damaged before his ghouls have to fight them.

Zombies (5); Medium Humanoid

(Undead); CR 0.5; Size M; HD 2d12; hp 16; Init -1; Spd 30 ft; AC 11, touch 9, FF 11; BAB +1; Atk: +2 melee (1d6 + 1, Slam); SQ Undead, partial actions only; SV Fort +0, Ref -1, Will +3; AL N; Str 13, Dex 8, Con 0, Int 0, Wis 10, Cha 1.

Skills and Feats: Toughness.

Room 6 - Holy room (EL 1)

Read this to the players:

In front of you is a sturdy wooden door with a large handle.

The door is not locked but can be barred from the inside.

As you enter this room, several large, insectile shapes scurry out of the shadows and right towards you!

The giant bugs simply want to escape and will not fight the heroes unless attacked. They will scurry right by the PCs and into a foot-wide hole in the wall.

Your light illuminates a large holy symbol of

Heshtail, which partially juts from the wall.

Upon closer inspection it seem to be an old

gravestone. It appears that the undead

denizens of this warren-- probably ghouls--

were excavating the wall and unearthed this

old marker. Disturbed by the holy power of the

symbol, the fell creatures seem to have

abandoned this room.

The PCs can rest undisturbed in this room for as long as they want without fear of being bothered by undead. However, if the ghouls discover or have discovered that they are here, the beasts will set up an ambush outside the door to this room and wait patiently for them to emerge.

Monstrous Centipedes (2), Small Vermin:

CR 0.25; Size S; HD 1d4; hp 2; Init +2; Spd 30 ft; AC 14, touch 13, FF 12; BAB +1; Atk: +4 melee (1d4 - 3 and poison, Bite); SA Poison (DC 11; 1d2 Dex); SQ Vermin; SV Fort +2, Ref +2, Will +0; AL N; Str 5, Dex 15, Con 10, Int 0, Wis 10, Cha 2.

Skills and Feats: Climb +5, Hide +13, Spot +7; Weapon Finesse.

Room 7 - Treasure (EL 3)

A water-filled passage leads from the bottom of the pool in area 10 to a dry room, set above the level of the water, in area 7. If the players swim the passage, read this to them:

Entering the water-filled passageway is

extremely frightening, especially since you

have no idea where it comes out or when. As

you take several strokes, small fish flit by you

in the darkness. Suddenly, a long sinuous

shape swims toward you from the shadows,

then another smaller one-- snakes!

These water snakes live in chamber number 7 and feed off the small fish in the passage. They are a very aggressive variety and were placed here on purpose by the ghost to deter any intruders. They will attack anyone attempting to swim through the passage and will follow the intruders into area 7. The DM should keep careful track of the number of rounds it takes to the players to emerge into the air (see the Drowning Rule in the DMG). Without the snakes in the passage, it would take them 3 rounds - 2 with a successful swim check.

After making the barrowing swim through the underground passage, you emerge in a roughly rectangular room. Several boxes and chests are in this room. It appears to be a secret storage area of some sort.

This room is used by the master ghost to store his treasure and valuables from the other ghouls, whom he does not fully trust.

There are four chests here, all trapped:

Chest One: 500 silver pieces

Needle Trap: CR I +6 ranged, (1d8 acid damage, X2 crit), Search DC 20, Disable Device DC 20

Chest Two: 50 GPs, scroll of Invisibility

Arrow Trap: CR I, +10 ranged (1d6, X3 crit), Search DC 20, Disable Device DC 20, target determined randomly if more than one creature is in the path of the arrow.

Chest Three: 1000 copper pieces, potion of cure moderate wounds

The arrow trap on this chest has been sprung.

Chest Four: 100 gold pieces, a ceramic vase worth 25 gold pieces, a masterwork battle-axe, and a silver necklace worth 25 gold pieces.

Hail of Needles: CR 2, +20 ranged (2d6), Search DC 22, Disable Device DC 22

The DM should remember that the PCs deserve XPs for defeating or surviving the traps unless they do so by pure luck.

Snake, Large Viper: CR 2; Size L; HD 3d8; hp 13; Init +3; Spd 20 ft, climb 20 ft., swim 20 ft.; AC 15, touch 12, FF 12; BAB +1; Atk: +3 melee (1d4 and poison, Bite); SA Poison; SQ Scent; SV Fort +3, Ref +6, Will +2; AL N; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +8, Listen +9, Spot +9; Weapon Finesse.

Snake, Small Viper: CR 0.5; Size S; HD 1d8; hp 4; Init +3; Spd 20 ft, climb 20 ft., swim 20 ft.; AC 14, touch 11, FF 14; BAB +1; Atk: +5 melee (1d2 - 2 and poison, Bite); SA Poison; SQ Scent; SV Fort +2, Ref +5, Will +1; AL N; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9; Weapon Finesse.

Treasure

Coins: 100 gp, 500 SP, 1000 cp, scroll of invisibility, battle-axe (MW).

Room 8 - Random encounter

Read this to the players:

You enter a rough-hewn area, the junction between two passages. Water drips from the ceiling into a small puddle on the floor. Some words are scrawled on the wall in the common tongue. They are barely legible.

An Int check DC 12, or a Decipher Script or other appropriate skill will allow these words to be read. They state: "Death, cold death, is hungry."

The DM should check for a random encounter in this area. He should remember, however, to eliminate the denizens of rooms from those areas if they are dispatched during a random encounter.

Room 9 - Empty room

Read the following to the players:

This room has several coffins strewn about. The coffin lids look as if they were removed with some terrific force. The coffins appear to be empty.

The DM should roll some dice to keep the players on their toes, but the room is empty.

Room 10 - Pool (EL 3)

Read the following to the players:

As you enter this fairly large room, you immediately notice a standing body of water-- apparently a pool of some sort, in the middle of the area. Crouching in front of the pool are two figures. They seem to be washing something in the water. Suddenly they leap to their feet, eyeing you warily. The figures are emaciated, gray-skinned humans, or at least they were once humans. One is apparently a female.

The ghouls are washing body parts in the water, which they are about to eat. They are wary and will use tactics to attempt to defeat the party.

Their first tactic will be to attempt to convince the PCs, verbally, that they are not the PCs' enemies and that they don't want any trouble. They will claim to be confused about what happened to them, and they will say that they just want to go home. They will even ask for the PCs' help. This is all a lie.

If this ruse fails, they will shout for help and move to attack. They will attempt to bullrush anyone near the pool into the water, which is 10 feet deep. The snakes in the water (see Room 7 description) will

attack on the second round that a PC is in the water. While in the water, a Spot check DC 15 will reveal the opening of the passage leading to area 7.

The ghouls have no wish to be slain and will attempt to flee if the battle turns against them.

Ghouls (2), Medium Undead: CR 1; Size M; HD 2d12; hp 13; Init +2; Spd 30 ft; AC 12, touch 10, FF 12; BAB +1; Atk: +0/+0 melee (1d3 and paralysis, Claws), +3 melee (1d6 + 1 and paralysis, Bite); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; SV Fort +0, Ref +2, Will +5; AL CE; Str 13, Dex 15, Con 0, Int 13, Wis 14, Cha 16.

Skills and Feats: Move Silently +7, Search +6, Spot +7; Weapon Finesse, Multiattack.

Room 11 - Locked room (EL 2)

Read the following to the players:

The doors to this room are locked.

The doors are locked with a simple lock, DC 20 to open. If the heroes choose to break down a door it is DC 18 but will bring the denizens from both areas 10 and 12 if they haven't been dispatched.

This is a bare room. A wooden coffin rests against the south wall. The lid is closed. The coffin is leaning against the wall with its "feet" towards the floor.

The coffin is a trap. **Crossbow Trap:** CR 2, +12 ranged (1d8, X3 crit), Search DC 20, Disable Device DC 20.

The DM should remember that the players get XPs for defeating or surviving the trap, unless they do so by pure luck.

Room 12 - Prisoner

Read this to the players:

The door to this room is locked. It appears to be a very sturdy door.

The doors are locked with a simple lock, DC 20 to open. If the heroes choose to break down a door it is DC 20 but will allow the ghouls in area 10 to make a listen check DC 15 to detect the heroes, if they haven't been dispatched.

When you enter the room, your light reveals a figure cowering in one corner. The figure looks emaciated but is covered in dirt, which obscures its features.

If the PCs approach the figure, it will throw itself on them, but only out of joy to see them. This is Herbert Ack-Johan, who was captured three days ago. He begs the PCs to escort him out of the dungeon but is not interested in going deeper into it with them. This is a role-playing opportunity and a conundrum for the heroes. What to do with Herbert?

Herbert Ack-Johan; Medium Humanoid, Com2: CR 1; ECL 2; Size M; HD 2d4+4; hp 15; Init +0; Spd 30 ft; AC 12, touch 12, FF 10; BAB +1; Atk: +1 melee (1d3, Unarmed); SV Fort +2, Ref +2, Will -1; AL None; Str 11, Dex 14, Con 15, Int 11,

Wis 9, Cha 10.

Skills and Feats: Craft (Other) +5, Handle Animal +5, Profession (Farmer) +6; Skill Focus, Toughness.

Room 13 - Empty room

Read this to the players:

The passage widens into a room-like area, which appears empty.

The DM should check for random encounters here.

Room 14 - Staircase down (EL 3)

Read this to the players:

In the corner of this large room is a staircase leading down into darkness. Two large apparitions guard the stairs, presenting rusty swords in bloody arms as you step into the room. They seem to be the skeletons of ogres or some other large creatures.

The large skeletons are guards and will fight to the death anyone who is not a ghoul or ghast that comes into the room.

The stairs lead down to The Ghoul Warren Level Two.

Skeletons (2), Large Undead: CR 1; Size L; HD 2d12; hp 13; Init +5; Spd 40 ft; AC 13, touch 10, FF 12; Atk: +1/+1 melee (1d6 + 2, Claws); SQ Undead, immunities; SV

Fort +0, Ref +1, Will +3; AL N; Str 14, Dex 12, Con 0, Int 0, Wis 10, Cha 11.

Skills and Feats: Improved Initiative.

The Ghoul Warren Level Two

Random encounters in the Ghoul Warren:

Use the chart on this level to roll for random encounters. They will occur with a 2 in 10 chance per hour. The DM should check again if a battle occurs, as the sound may attract the grisly residents. The DM must remember, however, that the random encounters all come from room locations as indicated, and if the residents of a certain room are dispatched, they will not be encountered again-- there are only a limited number of evil creatures in the warren, as is fair.

The DM should remember that the players will need a light source to explore the warren, and he should carefully keep track of it. If they end up stranded in the warren without light, they will likely come to a bad end. Of course descriptions will change dramatically if the PCs have no light source.

Room 15 - Pit trap (EL 3)

Read the following to the players:

This large room has one exit, besides the staircase going up. Other than that, it appears to be empty.

Because the pit lies right in the natural path to the doorway, the heroes will encounter it unless they actively avoid it

and inform the DM so.

Pit Trap (20 feet deep with spikes): CR 3, no attack roll necessary (2d6 falling damage), plus four spikes (+5, 1d4 damage each), Reflex DC 20 avoids, Search DC 20, Disable device DC 20

The PCs should get experience for defeating or surviving the pit trap unless they do so by pure luck.

If any PCs fall into the pit, the ghouls in area I6 and I7 get a listen check DC 15. If they hear the trap, they will come within two rounds. They will attempt to manoeuvre the PCs into a position where they can bullrush them into the pit.

Room I6 – Guardroom (EL I)

Read the following to the PCs:

This room contains one ramshackle table set low to the ground. A hideous ghoul sits crossed legged at the table, gnawing on a horrible piece of unidentified meat. He looks as shocked to see you as you are to see him.

The PCs and the ghoul should make spot checks DC 15 to see if either side is surprised, unless they are previously aware of the other party for some reason.

If any battle occurs in this room, the ghoul in room I7 gets a listen and a spot check DC 12 to notice the fight. If he becomes aware of it, he will join the fray, attempting to attack the PCs from behind and flank them.

The ghoul in this room has a pouch with

30 gold pieces secreted in a corner of the room behind a thin layer of dirt (search DC 18 to find it).

Ghoul; Medium Undead: CR I; Size M; HD 2d12; hp 13; Init +2; Spd 30 ft; AC 12, touch 10, FF 12; BAB +1; Atk: +0/+0 melee (1d3 and paralysis, Claws), +3 melee (1d6 + 1 and paralysis, Bite); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; SV Fort +0, Ref +2, Will +5; AL CE; Str 13, Dex 15, Con 0, Int 13, Wis 14, Cha 16.

Skills and Feats: Move Silently +7, Search +6, Spot +7; Weapon Finesse, Multiattack.

Room I7 – Guard post (EL I)

Read the following to the PCs:

This room contains one ramshackle table set low to the ground. A hideous ghoul leans against the back wall, mindlessly twiddling his thumbs. He looks as shocked to see you as you are to see him.

The PCs and the ghoul should make spot checks DC 15 to see if either side is surprised, unless they are previously aware of the other party for some reason.

If any battle occurs in this room, the ghoul in room I6 gets a listen and a spot check DC 12 to notice the fight. If he becomes aware of it, he will join the fray, attempting to attack the PCs from behind and flank them.

Ghoul; Medium Undead: CR I; Size M; HD 2d12; hp 13; Init +2; Spd 30 ft; AC 12, touch 10, FF 12; BAB +1; Atk: +0/+0

melee (1d3 and paralysis, Claws), +3 melee (1d6 + 1 and paralysis, Bite); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; SV Fort +0, Ref +2, Will +5; AL CE; Str 13, Dex 15, Con 0, Int 13, Wis 14, Cha 16.

Skills and Feats: Move Silently +7, Search +6, Spot +7; Weapon Finesse, Multiattack.

Room 18 - The final fight (EL 4.5)

The DM should determine whether or not the Master Ghast is aware of the presence of the PCs by this point. It is likely he is if any ghouls have escaped or if the PCs have encamped in the dungeon over night. Also, any ghouls that fled from the players will be in this room. If there was a fight in the guard rooms, the ghast has a chance to make a DC 20 listen check (DC 15 if it spilled into the hallway. If he is aware of the character, the DM should read the following to the players:

You see before you a set of double doors, sturdily constructed out of old planks, perhaps scavenged from old coffins.

The door is unlocked.

Upon opening the doors, you find yourself in a large chamber. The twelve-foot high ceiling is shored up with makeshift columns -- really planks -- which run down the sides of the room.

A pile of dirt shaped to look like a throne is set a little ways out from the back wall.

Disgusting pieces of flesh and bones lie strewn

about the base of the seat. A horrible,

nauseating stench assails your nostrils.

Standing beside the seat is an old yet obviously

animated skeleton, leaning on a broken spear.

If the ghast was aware of the PCs, he will have tried to hide. His guardian ghoul (as well as any other ghouls who fled) will also make hide checks and attempt to savagely ambush the PCs from behind the pillars as they walk into the room. If this is the case, describe the seat and the room as empty except for the skeletons, then begin the battle when they enter the room. Allow them to make spot checks, but if they fail to notice any of the ghouls or the ghast, they will be surprised.

If the ghast is unaware of their presence, read this:

Seated on the dirt seat is what looks like another ghoul, but you immediately detect that the stench is emanating from this figure. The figure, clad in a chain shirt, appears to be eating some horrible meat. Another ghoulish figure squats at the base of the throne, almost seeming to beg for the "table scraps" of the creature occupying the seat.

The DM should allow the ghast to make a

DC 12 Spot check to see if he is surprised. If he is not, or if he is not immediately attacked, the ghost (whose name was Mordron), will attempt to speak with the PCs, offering them a ransom if they will leave his warren. He will do all he can to convince them to leave and will even give them the 75 GPs he has in a bag behind his throne. If they do leave, he will gather all his minions and run after them to attack them.

If the PCs begin to win the battle, the ghost will tell them he knows a secret and will tell it to them if they spare his life. He will tell them about the culpability of Sheriff Timothy and will try to prove it by telling them about the sack of coins that are hidden in the graveyard. The coins are in a distinctive sack, which the ghost will describe. He even has another sack like it. He informs the heroes that another sack very similar to his and the one in the graveyard can be found in the home of the Sheriff.

The ghost will flee at the first opportunity if he is losing the fight and if this is possible. If he gets away, the PCs may have made themselves a long-term enemy.

If the PCs slay the ghost and wish to confront the Sheriff for his role in the attacks, go to The Confrontation.

Ghoul; Medium Undead: CR 1; Size M; HD 2d12; hp 13; Init +2; Spd 30 ft; AC 12, touch 10, FF 12; BAB +1; Atk: +0/+0 melee (1d3 and paralysis, Claws), +3 melee (1d6 + 1 and paralysis, Bite); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; SV Fort +0, Ref +2, Will +5; AL CE; Str 13, Dex 15, Con 0, Int 13, Wis 14, Cha 16.

Skills and Feats: Move Silently +7, Search +6, Spot +7; Weapon Finesse, Multiattack.

Mordron the Ghost; Medium Undead: CR 3; Size M; HD 4d12; hp 26; Init +2; Spd 30 ft; AC 21, touch 12, FF 19; BAB +2; Atk: +4 melee (1d8 + 1 and paralysis, Bite), +1/+1 melee (1d4 and paralysis, Claws); SA Stench, paralysis, create spawn; SQ Undead, +2 turn resistance; SV Fort +1, Ref +3, Will +6; AL CE; Str 13, Dex 15, Con 0, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +5, Escape Artist +7, Hide +7, Survival +3, Jump +5, Listen +8, Move Silently +6, Search +6, Spot +8; Weapon Finesse, Multiattack.

Skeleton; Medium Undead: CR 0.33; Size M; HD 1d12; hp 6; Init +5; Spd 30 ft; AC 12, touch 10, FF 12; Atk: +0/+0 melee (1d4, Claws); SQ Undead, immunities; SV Fort +0, Ref +1, Will +2; AL N; Str 10, Dex 12, Con 0, Int 0, Wis 10, Cha 11.

Skills and Feats: Improved Initiative.

Treasure: 75 gp, chain shirt +1,

The Confrontation (EL Varies)

If the players wish to confront Sheriff Timothy with the knowledge that they gained from the ghost (or possibly from some unforeseen source), he will of course deny it. There are several ways the PCs may choose to resolve this issue. If they attack the Sheriff, he will defend himself and call upon others in the community to help him. If the PCs kill the Sheriff, it is likely that they will be tried for murder.

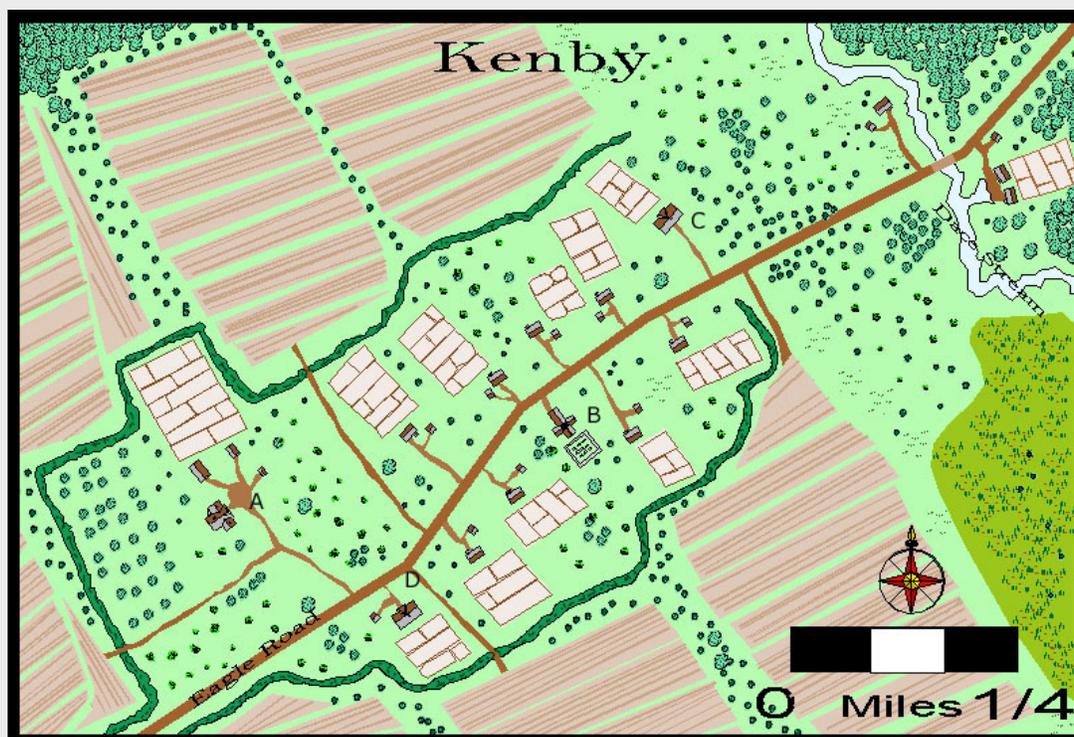
If they attempt to report the Sheriff to a higher authority, Mayor James Walter, (This is an excellent role-playing opportunity) the PCs will need to present strong proof to the Mayor, and they will need to win opposed diplomacy checks with the Sheriff to convince the mayor of his deceit. If he beats them by more than 5 points, they will be banished from the town. If they fail critically, they will be

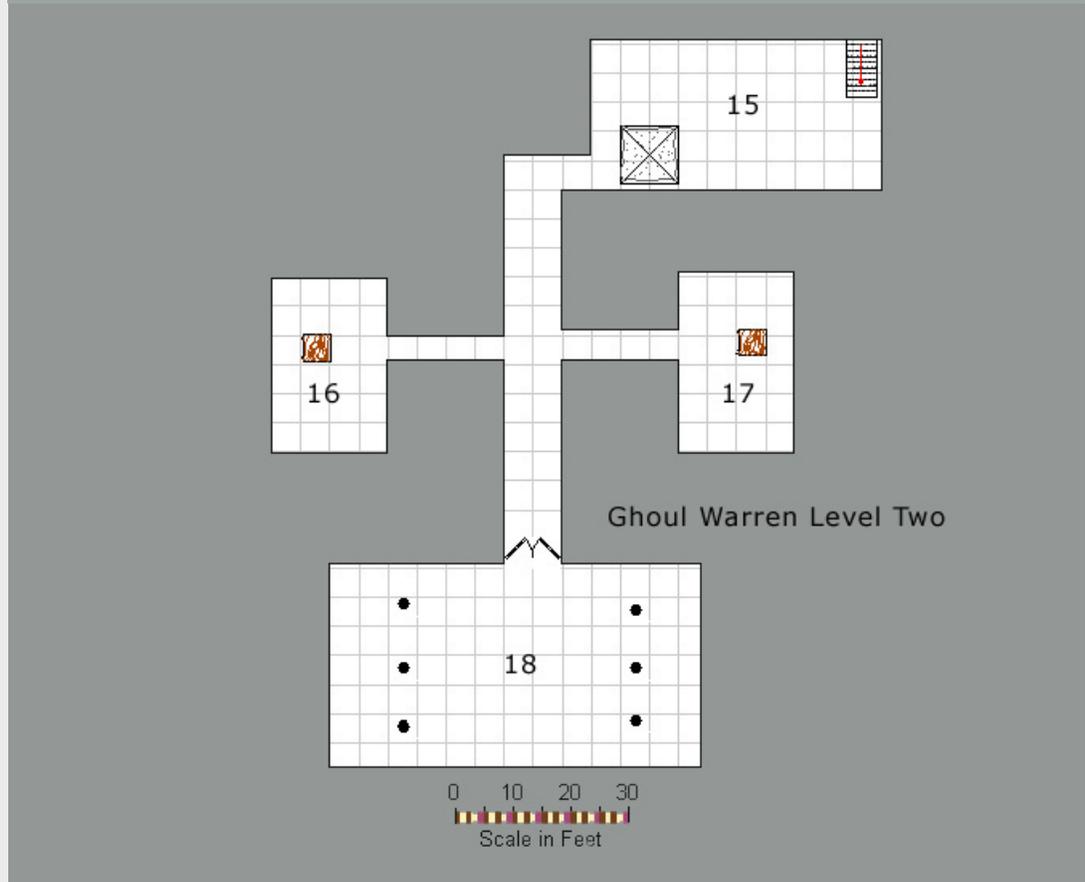
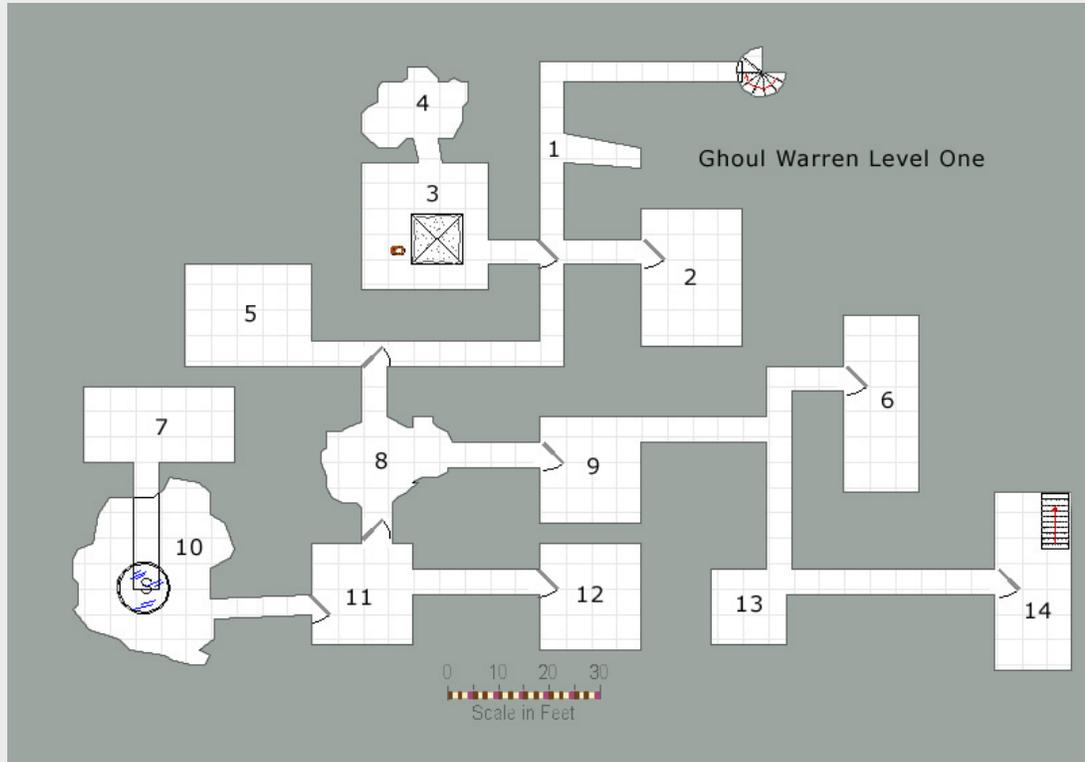
locked in the jailhouse under the control of the Sheriff! It is likely the Sheriff will try to see that the PCs meet with an unfortunate accident in this case.

If the PCs do manage to convince the mayor, the Sheriff will be locked up and the mayor will see that the PCs get the reward that Sheriff Timothy promised them.

(This role-playing encounter is CR 2 and the PCs should get XPs for successfully completing it.)

APPENDIX: MAPS





APPENDIX TWO: OGL

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