

FURintro3-03

# Tears of Garasteth

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Furyondy Regional Adventure

Version 1.5

by Steve Yee

A series of grisly murders has frightened the citizens of Chendl. Do you have the courage to find the villain responsible and put an end to his nightly reign of terror? An introductory adventure designed for 1<sup>st</sup> level characters only.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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## Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

### Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, 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 character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That

said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

### Scoring

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players 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, 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 PCs participating in the adventure. To determine the Average Party Level (APL):

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1<sup>st</sup>-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 1<sup>st</sup>-level characters, or utilize the iconic characters to complete a table of six.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

### Time Units and Upkeep

This is a standard one round Regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Background

Thrommel's Crown – named after Thrommel I, the first King of Furyondy – is one of the oldest cemeteries in Chendl. Located near Coronation Park and the Royal Palace, it served as the final resting place for many of the nobility, wealthy and social elite of the city during the first fifty years of Chendl's existence until about 338 CY. The original architects had designed Thrommel's Crown to complement, but not outshine, the serene tranquility of Coronation Park, the wonder of the King's Garden and the beauty of the Royal Palace.

To the present day, Thrommel's Crown is well maintained. Mausoleums, crypts and headstones are both elaborate and ornate. Many are made of the same gold-veined white marble used in the construction of the Royal Palace. During the day, the public is allowed to roam freely and explore the grandeur of this tranquil place under the protection of a squad of the King's House Regiment. The cemetery closes at night and the soldiers dutifully patrol the grounds in honor of the dead and their visions for Chendl as an architectural masterpiece.

Recently, unbeknownst to the public, night patrols in the cemetery have greatly decreased as the focus of the Kingsmen and the soldiers of the King's House Regiment have shifted to other causes of concern in Chendl. The squad assigned to Thrommel's Crown portray themselves as officious and disciplined in their interactions with the public. But out of the public eye, the squad has become lax. Regimental Headquarters is well aware of the squad's temperament and uses this assignment for well meaning but less than competent soldiers; many of who come from politically affluent families. Headquarters turns a blind eye to the haphazard nightly patrols in the cemetery as long as the squad does not embarrass the Regiment.

Not long ago, a young thief named Tomas "Two-Fingers" accidentally discovered this lack of nightly patrols. Tomas was deeply in debt to Pavlar Krin and was desperate to pay off the overweight moneylender quickly. Normally he avoided robbing soldiers, especially this close to the Royal Palace. As a drunken soldier stumbled across Coronation Park late one night, he took a chance. But before he could rob the soldier, several of the soldier's comrades arrived and upbraided their friend. Cursing his ill luck, Tomas was about to skulk away when he overheard part of their conversation. The soldiers were upset that they had been forced to rise from their warm, comfortable beds and look for their friend. These soldiers were also afraid that Headquarters would find out about this incident and make them return to regular nightly patrols within the cemetery. One of the soldiers wondered why the drunken soldier had not entered the deserted cemetery through the hidden

entrance and gotten drunk there instead of stumbling blindly about Coronation Park and attracting unwanted attention.

Tomas, like most Chendl citizens, had believed Thrommel's Crown to be patrolled at night, so always avoided the place. He knew he could use this information to his advantage. He would pickpocket or brazenly rob any who entered Coronation Park at night and then avoid capture by slipping into the cemetery.

In the morning, Tomas returned to Thrommel's crown and searched for the best hiding spots near the hidden entrance. This hidden entrance – which was not all that difficult to find once he started searching – proved to be a small hole under the wall near several large bushes. During his exploration, Tomas made a second discovery. He overheard some workers remarking how safe the cemetery was and how those interned were buried with the wealth they possessed during their life.

A new thought came to Tomas and he decided on a career change. Grave robbing would be the answer to all of his monetary woes. In Furyondy, grave robbing or disturbing the dead, however, is a more serious crime than pickpocketing or minor robberies. In fact, as an Injurious Crime it is typically punished with either a heavy fine or six months hard labor. But Tomas reasoned that punishment was only for those caught and he was both careful and very confident in his abilities. Hence, there was little chance he would ever get caught. Further, he figured even if he did get caught, he could do the six months easily. It was a better alternative than facing Pavlar Krin's goons and explaining to them how he could not pay off his debt.

Tomas knew that as long as he was careful and made sure that his grave robbing went undetected, he would soon amass a small fortune before anyone was the wiser. He truly believed he could circumvent all physical and magical traps. After all, it was well known on the street that the power of magic decreased as time went by, so the chances of encountering a magic trap in any of the tombs would be minimal. Physical and/or mechanical traps or locks would never really be a challenge to a thief of his skills. Moreover, if there were any undead in the tombs, Tomas would smell them first and easily outrun them. And just to be safe Tomas would make an extra tithe to Kurell, God of Thieves. If his luck held true, soon he would be wealthier than he ever imagined and have all his debts repaid to boot.

About a week ago, Tomas broke into his first – and so far only – mausoleum. He chose a rather ornate structure: a squat, one-story tomb made of gold-veined white marble. It was out of the way, so chances were very small that the break-in would be detected anytime soon. As luck would have it, breaking into the mausoleum

proved far easier than he expected and he quickly discovered a huge fortune. He made more money in that one night than in his best season as a pickpocket.

Tomas stole a bag of ancient coins. The coins, nearly 300 of them, were in mint condition and had the picture of a noble and fierce looking man on one side and a crown on the other. The bag of coins was found inside a stone bowl. The bowl was on top of a small stone coffin. The coffin contained the bones of a child or a young adolescent, and bore the inscription "Aubraen Loranth". A pair of cute kitty cat statues stood guard over the coffin, staring into the bowl. Aside from the statues and the small coffin, there were two more stone coffins in the tomb. The two coffins, together side by side, had the names "Faunchen Loranth" and "Aldovan Loranth" engraved on them. These coffins contained two adult skeletons, each buried with rings, gems and jewelry. Just before dawn, Tomas fled the mausoleum and went off to spend his new fortune.

Unfortunately, Tomas broke into the mausoleum of a powerful wizard and his family. The wizard, Aldovan Loranth, had once served in the court of King Thrommel I. Aldovan was an arcane scholar of the mystic Garasteth and the House Garasteth (between -643 CY to -216 CY). Aldovan, besides an arcane advisor, was also a devoted family man obsessed with the protection of his only beloved child; a daughter that tragically died from an incurable, horrid disease.

Before his death, Aldovan used an ancient spell known as the "Tears of Garasteth" to protect the bodies and wealth of himself and his family, especially that of his daughter. At dusk the next day, the guardians of the tomb awoke. Angry and vengeful, these guardians – fiendish grimalkins – began searching for the defiler of the mausoleum by slowly, meticulously tracking the thief's scent and the coins he stole.

The next night, the guardians found the coins that Tomas used to buy some food from a street vendor (Ansar). On the subsequent night, they discovered the coins the thief used to purchase a companion (Jenille Herfad) for the night. The guardians slew both the street vendor and Jenille in a most gruesome way. Each victim was found eviscerated and beheaded. The head was discovered perched atop the body magically, silently mouthing the word "Defiler" over and over again; thus beginning the "Defiler Murders".

On the following night, the guardians entered the home of Sir Froderick Chaumers and Jerric Van Niles. Both had done business with Tomas the day before and were brutally killed in the same manner as the other victims. The guardians dutifully collected the coins Tomas paid them with.

Meanwhile, Tomas used these coins to pay off his debt of 100 wheatsheaves (gold) to Pavlar. Pavlar,

however, was no fool and recognized that the coins would be worth a lot to the right collector. Consequently, he contacted an old university friend of his, a rare coin collector, named Michel Pendant to privately discern the true value of the coins.

Together, Michel and a scholar of the Ancient Kingdom of Aerdi (Rodel Folentar) determined that the coins were minted in commemoration of the coronation of Lord Mikar as the first Grand Prince in -216 CY of what would be later known as the Kingdom of Aerdi. Each coin was worth more than a hundred wheatsheaves.

Pavlar was overjoyed for he knew Tomas had more of the coins. The fat moneylender planned to persuade Tomas to give up the remainder of the coins and reveal the location of any other coins he had found. If all went well, Pavlar would soon be enormously wealthy.

Although greedy, Pavlar was generous to his friends. He gave Michel three of the coins as payment with the explicit order that neither he nor Rodel speak to anyone about them. Michael kept two of them and gave Rodel one for payment and passed on the message. Both knew better than to cross Pavlar Krin.

Rodel, thrilled to have his piece of history and his new lucky coin, went off to his favorite tavern, the Feldrake, to celebrate...

## Adventure Summary

A young thief has taken to grave robbing and disturbed the crypt of a long dead wizard in one of Chendl's oldest cemeteries. The thief stole ancient coins meant to help the wizard's beloved daughter in the after-life. The guardians of the crypt have awoken and begun to hunt the thief and the coins he stole. As the thief spends the coins and pays off his debts, the guardians find the coins, kill off those who possess them and continue their hunt for the original thief. Chendl is terrified by these gruesome murders. It is left to the PCs to solve these murders. See Appendix B for a timeline of the murders.

### Introduction:

Over the last week a series of brutal murders have occurred in Chendl, the Capitol City of Furyondy. Everyone is certain more murders will occur. Consequently, the PCs have decided to become caravan guards and leave the city for a time. Alas, when the PCs arrive at the Feldrake Tavern to finalize the deal, they learn that the wagon master has hired more experienced guards and left the city.

### Encounter One:

Over a meal paid for by the wagon master, the PCs decide on their future plans. Within a half-hour, the so-called “Defiler Murderer” kills a friendly tavern patron and the PCs are drawn in to investigate the crime.

#### **Encounter Two:**

The PCs investigate the death of Rodel Folentar and discover that Rodel received an ancient coin from a rare coin collector, Michel Pendant.

#### **Encounter Three:**

The PCs gather more information and track down various leads. They discover that all the previous victims possessed old coins and may come to the conclusion that these coins are cursed. PCs learn that Michel Pendant may have information critical to solving the murders.

#### **Interlude (Optional):**

A shady, but powerful wizard and his two cronies sell protective amulets to keep the “Defiler Murderer” at bay. One of the amulets sold to the adventurers actually works to attract the guardians rather than protect the adventurer from it.

#### **Encounter Four:**

The PCs have a chance to prevent the death of Michel Pendant. PCs will discover that the coins came from the moneylender Pavlar Krin.

#### **Encounter Five:**

The PCs travel to Pavlar’s hunting lodge outside of the city. Pavlar refuses to give the name of the person who sold him the coins but promises to tell all in the morning. Shortly after the PCs leave, the guardians arrive and kill Pavlar and several of his henchmen. Drawn back to the lodge, the PCs discover who gave the coins to Pavlar and where he was to meet Pavlar tomorrow. The PCs also discover that Pavlar contacted Rhovan Hagindar to break the curse on the coins.

#### **Encounter Six:**

The PCs meet with Rhovan Hagindar. Rhovan informs the PCs that to stop the murders, the remaining coins must be blessed by a cleric of Al’Akbar (God of Guardianship) and returned to the place the coins were stolen from by the very thief that stole them. Rhovan will arrange to have a priest available to bless the coins once the PCs retrieve them.

#### **Encounter Seven:**

The PCs confront Tomas about the coins. He is horrified to learn that he is the cause of the murders and that the same fate of the victims will likely befall his family, who now has some of the coins. Tomas will give

the coins to the PCs and willingly accompany them to the mausoleum to end the murders.

#### **Encounter Eight:**

The PCs get the coins blessed by the cleric of Al’Akbar and are assured by both Rhovan and the cleric that they will be safe from the guardians.

#### **Encounter Nine:**

Tomas and the PCs enter Thrommel’s Crown. Just short of the mausoleum, the guardians ambush everyone. After defeating or delaying the guardians, Tomas returns the blessed coins to the bowl and the defiler murders end.

#### **Conclusion:**

With the end of the murders, the PCs will need to determine Tomas’s fate. The PCs are rewarded for their heroism and investigative skills.

#### **Notes**

- This is an introductory module designed for a group of six 1<sup>st</sup> level Living Greyhawk characters. It is an investigative module that will depend on the PCs ingenuity, perseverance and bravery.
- The Living Greyhawk campaign is a family oriented campaign. This module has, at least, two areas that may be troubling to young children or sensitive players. The first is the graphic description of the murders. The second is Tomas’s purchase of a prostitute for the night. If young or sensitive players are present, then the DM should tone down the graphic description of the murders and describe Jenille Herfad as a female friend of Tomas. In the latter case, no one associated with Jenille knows any information about Tomas or her relationship with him.
- The final combat is not designed to be unbeatable, though it may prove to be a difficult fight. The PCs are NOT required to destroy the guardians to successfully complete the module. To stop the murders, the PCs need to have Tomas (or at least his hand) place the remaining blessed coins into the bowl found inside the Loranth Family mausoleum. It is possible for some PCs to distract the guardians while the others help Tomas enter the mausoleum and place the coins in the bowl.
- Grave robbing and murder are crimes in Furyondy. Tomas “Two-Fingers” is guilty of both, though he did not intend to do the latter.

In the end, it will be the PCs' choice whether to bring Tomas to justice. Generally, there will be no repercussions if the PCs decide to let Tomas go. However, should paladins decide to look the other way and make no effort to bring Tomas to task for his crimes, even after a subtle DM warning, this unlawful act should be noted on their AR.

- References to “Knowledge – Local” refer to local knowledge of the Iuz Border States metaregion.

The following factors are in effect in Chendl at the time of this module:

- There is an area of magical darkness (*Deeper Darkness*) around the city proper. Also, there are clouds over the city at all times and it appears twilight even during mid-day. At night, no stars can be seen.
- The city is considered under the effects of an “Unhallow” spell, with the exception of previously consecrated holy ground (specifically church grounds). Previously consecrated holy grounds are “cancelled out” by this effect (e.g. they are considered neither consecrated nor unhallowed). The additional effect is that of a *Bane* spell for all non-neutral individuals.
- The shield interferes with divinatory effects. There is a 75% chance any divinatory spell will be ineffective (treat as *Obscure Object*). Effective divination spells cause additional strain on the caster, requiring a Concentration check (DC 20+spell level) or the caster falls unconscious.
- The spell detects as evil (strength is strong; caster level considered 20).
- The shield results in an effective *Dimensional Lock* spell on the city proper.

## Introduction

*The portents have been bad all week. It is even rumored that a diviner from the Church of Boccob went insane after failing to scry the future. All know the gods have fallen silent to Chendl's seers since the darkness first fell on the city.*

*Dark clouds above the city prevent the welcome light and warmth of the sun to fall on this beautiful, proud city. Now even at mid-day, when the sun should be at its zenith, Chendl is in twilight. The lack of the sun has made many a citizen morose and gloomy. It is just the right atmosphere for intriguing gossip.*

*Rumors of ill fortune abound everywhere from the lips of Chendl's citizens. It has been told that ravens, those harbingers of evil, have taken up roost in the King's Garden. The statues outside the temples are said to have cried blood as the priests climbed the steps to hear court this Moonday morning. Finally, a runecaster plying his trade at the King's Arm Tavern cast out his dice only to have them all transform into desiccated eyeballs as they rolled to a stop at the feet of Lord Vormar of Brancast Keep.*

*It is not surprising that the city is on edge following a string of gruesome murders. Each victim was eviscerated and beheaded. The head of the victim was found perched upon its chest. Some say each head was still alive even after death, mouthing the word “Defiler” over and over again.*

*Talk like this made leaving Chendl as caravan guards seem like a good plan. This morning you negotiated with the respected caravan master Jonar Linn to guard his caravan on its journey to Veluna City. Tonight, you were told to meet him at the Feldrake Tavern to sign the contract and finalize your employ. However, when you arrived, the owner of the Feldrake Tavern informed you that Jorinar had already left the city after hiring more experienced guards. To make amends, Jorinar has paid for a hearty five-course meal for you and other would be guard candidates. Now, you sit with them at a corner table as the meal is about to begin.*

After PC introductions, proceed to encounter one.

## Encounter One

Allow the PCs a few moments to roleplay amongst themselves and perhaps to talk of the rumors and strange happenings as they dine. Here are a few details about the Feldrake Tavern and some other pertinent details:

- It is Watersday in the third week of Wealsun (Low Summer). The week after next will be the week long Richfest Festival.
- The weather for the past couple of weeks has been miserable. Rain showers (from drizzles to outright downpours) have been frequent. The sun has not been seen over the city since the spell failure of the “magical shield”. The weather and lack of sunlight no doubt has added to the morose mood within Chendl.

- The Feldrake Tavern is frequented by upper middle class merchants and tradesman. [Prices here are triple the normal rate].
- The Feldrake Tavern is of average size. The owner is Davin Farfield who has been the owner the Feldrake for ten years and has known Jornar for much of the time. Jornar became spooked by the talk of bad omens, grisly murders and raids by Iuz. Jornar was distraught over not hiring the PCs as guards, but decided for the safety of his workers and the cargo that more experienced guards were needed. Jornar and his caravan left earlier this afternoon.
- Use your discretion in describing the meal served to the PCs. Remember, this is a hearty five-course dinner with plenty of drink (good beer and table wine) to go around.

#### Creatures:

**Darvin Farfield** (hm, NG, Ftr8), owner of the Tavern. Darvin is an Oeridian in his mid-fifties, slightly overweight and has a receding hairline.

**Madelline** and **Terrena** (hf, N, Com1) are servers in their early twenties and are plain, but saucy.

**Albrecht** (male, dwarf, NG, Ftr4/Brb1). Albrecht, the cook, is an average-looking middle-aged dwarf with a slightly gruff manner. His cooking skills are well above average.

The patrons in the tavern are predominantly human although a couple of elves and a rotund halfling are present as well. There are 10 to 15 good or neutral patrons (mostly 1<sup>st</sup> or 2<sup>nd</sup> level commoners) present. The primary patron of note is Rodel.

**Rodel Folentar** (human, male, N, Exp3) is in his early 50's. He is tall, has an athletic build and is clearly well educated (a scholar of the ancient Kingdom of Aerdi). His wife passed away years ago and all his children have grown and moved away. He is very friendly.

The patrons and employees of the tavern know the following information about the murders:

- The murders started about a week ago. There are three known victims. One was a female prostitute in the Seven Coppers District outside of the city. The last two were well-respected merchants.
- One of the merchants was Sir Froderick Chaumers, a knight from Bissel, who owned a

high-class clothing store called "Chaumers" in Royal Gardens District.

- The other merchant was Jerric Van Niles. He owned a store in the Merchants Square area that specialized in adventuring gear.
- The merchants were slain in their homes. One of the merchants home was supposedly heavily warded with magic.
- All three murders occurred at night.
- Each murder victim was eviscerated and beheaded. The victim's intestines and liver were removed and some say eaten. The head of the victim was found perched atop the chest, magically mouthing the words "Defiler!" over and over again.
- These are very gruesome murders. There have never been murders like this in Chendl or anywhere else.
- Many feel the City Militia should be investigating these murders more diligently. With the problems accompanying divinations at this time, no one has been able to divine anything about the murderer.

Everyone in the tavern has their own opinions about whom or what the "Defiler" murderer is, why the City Militia is not adequately investigating the murders, if the murderer will ever be caught and the motivations of the murderer. All are wild speculations. Feel free to make up rumors of your own, but DO NOT reveal module plot points.

The patrons and employees can provide some additional information, which may or may not be relevant:

- The "Defiler" murderer will never be caught. He only attacks in the dead of night when fog is present.
- The "Defiler" murderer is an abomination sent by Iuz to undermine the morale of Chendl.
- When the murderer is caught, he will swing from the gallows. The murderer is a man and like other murderers he will make a mistake and get caught. As everyone in Furyondy knows, when criminals are caught, they are always punished. The talk of mysticism and magic are just rumors spun by storytellers and old women anxious for an audience. ***"He will be punished as certain as the Crockport Four"***.
- *Who are the Crockport Four?* The Crockport Four were adventurers that attacked innocents in the streets of Crockport a few years ago. They were all caught and imprisoned or executed.



- If the PCs are persistent in trying to find out information about the murders, one of the patrons (an elderly human with a wise, honest face) will tell the PCs a story he heard from “reliable” sources. The patron personally thinks the story is a “load of hogwash”, but it does sound plausible. *“Supposedly a group of adventures were exploring a cavern in the Barony of Kalinstren. They found an ancient relic they thought was to Heironeous. They returned with the relic to Chendl. A paladin of Heironeous held it the entire way, cradled in her arms like a newborn babe. But slowly the relic changed her, and before any of her fellow adventurers realized what was going on she went insane. She is committing these murders on the wicked and immoral. This is the reason the Church of Heironeous has said naught of these murders and the Kingsmen refuse to actively investigate the crime. Now listen close, you. I heard this paladin is a childhood friend of Prince Thrommel, rest his soul. There may be more reluctance to investigate these murders than everyone thinks.”*
- An alternative story about the source of the murders is told by the rotund halfling (Bartle; male halfling, LN, Exp3). *“I heard that the Thieves Guild here in Chendl have finally come to power. A strong leader with a lot of political connections has come to the forefront. These murders are a sign, a message, to any and all that tamper in the affairs of the Guild.”* The halfling is a skilled scribe. He is not a thief and does not know anything else about the Thieves Guild or its leaders. He overheard this rumor at the King’s Arm Tavern and is certain it is true.

### Development One

Some time during the PCs’ meal or as the PCs are talking with the patrons, Albrecht emerges from the kitchen and joins in an avid discussion with Darvin and another patron (Rodel Folentar). The trio appear to be old friends and discuss many topics animatedly. The topics range from the murders to politics to the latest scandals in Veluna and Highfolk. They actively avoid talking about Iuz and war.

- Darvin and Albrecht, both former adventurers, don’t take much stock in the rumors that the

“Defiler” murderer will never be caught. They both believe the “Defiler” murders will be the talk of the season, however. Indeed, some say talk of the murders is a welcome distraction from the weather and the war with Iuz.

- Rodel, Darvin, and Albrecht compare notes of the bad omens and rumors about who the murderer is. They openly laugh at some of the more ridiculous rumors. They agree that the murders are gruesome, but doubt that a demon or some magical beast is involved. However, Albrecht and Rodel believe there may be some truth to the rumor that the murders have something to do with the Thieves Guild. *“It seems to me that the death of the prostitute and that merchant...you know Jerric Van Niles...can’t be a coincidence. I don’t know much about the dealings of the girl but Van Niles was never on the up and up, if you know what I mean...”* Those PCs not present for this conversation may be able to overhear it with a Listen check (DC 15).
- A Knowledge – Local (DC 15) will reveal that Jerric Van Niles was a merchant who sold adventuring equipment and sometimes bought items of questionable ownership.
- If the opportunity presents itself, Rodel or Darvin will tell inquisitive PCs another rumor about the murders. *“Something evil escaped one of the graveyards. It’s a vampire. OH, NOOO!! He’s behind you!!!”* Everyone in the vicinity will laugh at the jest.

### Development Two

As the evening progresses, patrons come and go. Despite the sensational murders, the patrons are not acting any differently. They enter or leave one at a time or as groups. Soon after the conversation between Albrecht, Rodel and Darvin, Albrecht will leave the Feldrake briefly. He returns in less than five minutes carrying a sack of potatoes and other ingredients. It is only when Rodel heads home for the night that the true fun begins. Hopefully, the PCs will allow him to slip out of the tavern without trying to accompany him home. If not, find some reason for the PCs to wander away or become distracted (some creativity may be necessary).

If the PCs still insist on accompanying Rodel, then have Rodel and the PCs jumped by the tomb guardians (see Appendix A). The creatures will use their alternate form ability to transform themselves into leopards when they kill Rodel. They require two rounds to kill Rodel in

the “Defiler” method. Hopefully, this can occur before any more of the PCs become involved.

## Encounter Two

*It is late evening when an anguished scream is heard from outside the Tavern. Several patrons grab their weapons and head for the door.*

The response time from the scream to reaching the body, regardless of how the PCs are arranged, will take at least four rounds (i.e., 24 seconds). This will give enough time for the creatures to escape detection. Part of the delay will come from the many patrons heading for the door to see what has occurred outside.

On the other side of the street in an alleyway, the horribly mangled body of Rodel Folentar can be observed. He has been gutted, his liver eaten, and his head is perched atop his chest. His eyes seem alive, filled with fear and agony, as he mouths the word, “Defiler....Defiler....Defiler” over and over again. A crowd has quickly gathered and is gawking at the body.

*Detect magic* reveals that the body, and especially the head, radiates faintly of magic (Spellcraft, DC 20; alteration and necromancy). The head will magically stop mouthing “Defiler” after an hour or so; thereafter the magic slowly fades. A Spellcraft check (DC 25) will identify the spell as a personally researched one that is specific for dead creatures. The spell appears to provide partial (i.e., mouthing simple words) and temporary animation to the corpse. A spell with these observed effects has only been vaguely referenced and has been used both as punishment and as a warning to those who trespass and steal from a sacred place. A Knowledge Arcane (DC 25) will determine that the spell is of archaic origin, predating the common year (CY) designation.

A Heal check (DC 15) reveals that Rodel’s head was cleanly severed and that an animal (i.e., possibly mid-sized) ate the organs. The pockets were rifled, but neither his money pouch (1 wheatsheaf, 4 sheridan) nor a wedding ring (worth 50 wheatsheaves) was removed from his body. A comb and a single key are also present on the body. A Survival check (DC 15) reveals the tracks of a medium-sized feline-like creature near the body. It could be reasoned that the bite marks on Rodel’s body (i.e., organs) match that of a medium-sized creature. The tracks of the creature disappear a dozen feet from the body. A more heroic tracking check (DC 25) will reveal that the medium-sized feline tracks transform into a tiny feline. These new tracks seem to disappear after a few feet.

All together, the PCs have about five minutes to inspect the scene and Rodel Folentar’s body before the Kingsmen arrive and cordon off the area. This particular militia patrol is comprised of a sergeant (Hybor; human, male, LN, Ftr4) and three troopers (Rysen, Tevin and Michel; human, male, NG, Ftr1). The Kingsmen question everyone at the scene. Questions include “*What happened here?*”, “*Where were you when the death occurred?*”, “*Did you know the victim?*”, “*Did you see anything unusual?*”, “*Did you hear anything?*” and so on. Some time after the start of questioning, a middle-aged priest arrives (Ithenel; human, male, LG, Clr3 of Heironeous) and gives the victim last rites.

While there is a good-sized crowd gathered about the scene (assume 20 or 30 people besides the PCs), very few actually observed what happened. Aside from the people in the Feldrake Tavern, no one else knew Rodel. The witnesses observed the following:

- “Rodel” (or at least a person fitting Rodel’s description) entered the alleyway.
- An elderly female (Karissa; human, female, N, Com1) saw a faint glowing outline of a bulky humanoid – like a dwarf or a halfling, but definitely not a child – follow “Rodel” into the alleyway. *Note that the witness is mistaken here.*
- PCs who question Albrecht will discover he did not see anything suspicious. He left the Tavern earlier to get potatoes and other ingredients from a storage shed for the vegetable stew he was making.
- Another witness, an elf merchant (Lelander; male elf, CN, Rog3/Rgr1) from Highfolk, was passing near the alleyway when he observed “Rodel” enter, whistling a merry tune. Something separated itself from the wall. The creature was tall and bulky, like a heavily armored humanoid, but made no sound. If Lelander is questioned further, he modifies his story a bit and claims that the shadow moved in a feminine manner. He believes that the creature may have been an armored female warrior. While Lelander is mistaken here, he is not lying. He is trying to be as helpful as he can. *(He did see Rodel enter the alleyway, but the natural shadows of the alleyway were deceiving).*
- All witnesses agree that “Rodel” died a short time after entering the alleyway. His anguished screams resounded onto the street.
- “Rodel’s” gutted corpse fell out of the alleyway followed by his decapitated head. His head

bounce a few times before it landed atop his chest. The head kept on mouthing something.

The militia confirms that Rodel is dead and that some sort of enchantment caused the head to repeat those words. The Sergeant notes that Rodel's pockets have been rifled. Assuming that no one stole anything from the body, the Sergeant will also note aloud that the victim's money pouch, wedding ring and personal effects (i.e., comb and key) were not taken. After looking with a jaundiced eye over the people gathered about the scene, as if trying to find a guilty face, he orders his troopers and the priest to begin clearing up the area. The body is taken to the city mortuary to await burial. Darwin will step forward and inform the Kingsmen that he is a close friend of Rodel and will contact the family.

No other evidence can be obtained from Rodel's body. Note that *Speak with Dead* is illegal in Furyondy and will not, therefore, be admissible as evidence. PCs casting this spell while the Kingsmen are still present will be arrested and fined 100 wheatsheaves (gold) and jailed for 1 week (1 TU). If they do not have sufficient gold, even after selling all their equipment, they must pay what they are able and spend an extra TU for each 20 gold they cannot pay. In the unlikely event that the PCs cast such a spell, they will learn that Rodel was attacked from behind and was unable to witness his killer(s). The remains will be made available to the PCs, if they request to see them at the city mortuary (although they will not be left alone with the body). As noted above, a Heal check (DC 15) of the body will reveal that Rodel's head was cleanly severed and that a medium-sized animal ate the organs.

The Kingsmen will not issue any documents that indicate the PCs are working for them or that grant the PCs any authority should they choose to investigate these murders. Any PCs who claim to have such documentation during the module and are caught passing forged documents or making false claims will be prosecuted. PCs found guilty are fined 50 gold and jailed for two months (8 TU). Chendl does not tolerate criminal activity.

- If the PCs decide to investigate the murder on their own, they can approach the City Militia (i.e., Kingsmen) and they will be accepted as good citizens offering assistance and be told relevant information about the murders (see below).
- As the Kingsmen inspect Rodel's body, Darwin proclaims, ***"Rodel and me have been friends for more than twenty years, even before I bought the Feldrake. I will reward 300***

***wheatsheaves to anyone who brings his murderer to justice."***

- Ithenel, the Priest of Heironeous, approaches the PCs and says, ***"You seem to have a manner about you. A presence. I do not think it is a mere coincidence that you are here on this night just to witness a murder, perhaps you are here to solve one."*** Ithenel's intuition has told him that the PCs may be able to solve the murders. He recommends that the PCs talk to the City Militia Sergeant or Darwin. Ithenel recognizes the victim as Rodel, a friend of Darwin.

If the PCs approach Darwin, he will reiterate his offer of 300 wheatsheaves to find the murderer of Rodel. As stated previously, Rodel and Darwin have been friends for almost 20 years. Darwin does not know of any enemies that Rodel had or even anyone who would want to harm him. Rodel was a kind and gentle man. He made a living as a scholar of the ancient Kingdom of Aerdi and was at one time a tutor to the children of various wealthy merchants and nobility. Rodel had written several books on the Aerdi following the war between the Baklunish and Suloise Empire. Darwin has a key to Rodel's home and will give it to the PCs upon request. Rodel's home is several blocks from the Tavern. The alleyway that Rodel entered was a shortcut to his home.

Intelligent PCs may have guessed that the "Defiler" reference has something to do with a tomb. There are many graveyards in and about Chendl. It would be near impossible for the PCs to determine which specific tomb was violated. If the PCs decide to randomly search graveyards and tombs, this could lead to disastrous consequences (see Encounter Three).

#### City Militia/Kingsmen

- Due to a limitation of resources, the City Militia has not been able to give their full attention to the murders. They have been investigating many other crimes and assisting in preparing defenses for the city in case of attack by the forces of Iuz. Remember, Chendl is a city of more than 16,000 residents. It is not surprising that the City Militia does not have the resources to fully investigate every crime and initial investigations of this crime have revealed little information on the perpetrator.
- Divinatory magic has not been functioning correctly and has been unable to provide information on crimes recently.

- All the murder victims died in the same manner. Guttured and beheaded, the unattached head mouthed the word “Defiler” over and over again for at least an hour after their deaths.
- It is believed that a necromantic spell was cast on the victim after death to cause this partial animation. There are no known spells that could have caused this effect, so the spell used was probably individually researched.
- The murders have all occurred at night. Including Rodel, there have been five known murders. Four murders are well-known to the public. The first murder was kept quiet.
- The first murder, unknown to the public, occurred five nights ago. The victim was a street vendor named Ansar. His body was found near Sutters. Because Sutters is a private club that primarily caters to the nobility, the murder was kept quiet. A Knowledge Local check (Furyondy, DC 15) will reveal that Sutters is a high class restaurant offering high-stake gambling, gourmet food and fine wine and liquor. As a restaurant for the elite, it is “by invitation only” for anyone without title or a rich reputation.
- The next victim (which the public believes was the first victim) was a prostitute named Jenille Herfad. She was murdered three nights ago in the Seven Coppers District just outside the city walls. The Seven Coppers District is the seediest part of Chendl.
- Two nights ago, the merchants Sir Froderick Chaumers (a wealthy knight from Bissel) and Jerric Van Niles were murdered in their homes. The magical wards on their houses were not disturbed.
- There is currently no reward offered for solving this murder from the Kingsmen (however, the militia most likely heard Darwin’s offer and if the PCs ask about a reward would relay that information).
- The Militia has not heard of any involvement of the Thieves Guild in these murders, but it would not surprise them. They also have not heard of rumors that the murderer could be an insane paladin of Heironeous. They will check into the matter if it is mentioned to them.
- If the PCs ask permission to enter Rodel’s home, the militia recommends they get permission from the family (or a close friend). They would also advise the PCs that stealing from someone – even if that person is dead – is still a crime in Furyondy and will be met with swift

punishment (The Kingsman makes a chopping motion, as if cutting off the hand of an imaginary thief.)

- If requested, the PCs may have access to the body of Rodel. Other than what is evident by the wounds, no further information can be gained. The other bodies of the victims have been buried and it is against Furyondy law to disturb the dead. Note that digging up the bodies is certain to be noticed and will result in imprisonment for a month (4 TU). As the victims never saw their attacker, there is nothing to be learned via a *Speak with Dead* spell.
- The PCs should feel free to report any significant findings to Sergeant Hybor or his immediate superior Lieutenant Lapracious. The word “significant” is stressed to the PCs.

#### Rodel’s Home

- The PCs can enter the home easily, assuming they acquired a key from Rodel’s body or Darwin. If not, the PCs can pick the lock (DC 25) on the door or find some other means to enter the home.

**Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Locks DC 25.

- The Kingsmen will not investigate the home until tomorrow morning at the earliest due to a busy schedule. Assuming there is no prodding, they will likely visit the home in a few days time.
- Rodel’s home is that of a retired, upper-middle class tutor/scholar. It is well kept. In the study the PCs find books on the history of Aerdi Tribe, Kingdom of Aerdi, ancient Flaeness, etc.
- On the desk in the study (Search, DC 15) is the main clue. It is a letter from Michel Pendant from “Coins of Old Oerth”. His address is not listed. A Knowledge Local (Furyondy, DC 15) will reveal that Coins of Old Oerth is a shop in Chendl’s Merchant Square that deals with rare coins and other collectibles. A Knowledge Local (Furyondy, DC 20) check will confirm that Michel is a rare coin collector.
- The letter thanks Rodel for his help in identifying an ancient coin. The letter also makes it clear that their “benefactor” wishes that they keep their findings quiet and in lieu of payment Rodel may keep the coin. A note scribbled as a postscript reads, *“Hey buddy,*

*this coin will be that good luck coin you always wanted.”*

- Nearby the letter is a small wooden box designed to hold a single coin. It is currently empty. The box rests on top a history book entitled *The Grand Princes of Aerdi*.

After investigating Rodel's home/office, the PCs may want to retire for the night.

## Encounter Three

The PCs will find it a lot easier to do their investigations during daylight hours. The PCs have many different leads to investigate and may do so in any order. They DO NOT have to visit every location to obtain all the clues needed to solve the murders, and it is expected they will not. The basic information for each lead is provided. The DM should feel free to create details as needed. Presume that the PCs take 40 to 50 minutes to resolve each “lead”.

### Information Gathering

Keep in mind that with the recent attacks by Iuz, the reopening of the war college, the dark cloud hanging over the city, the departure of Knights of Veluna from Furyondy and the “Defiler” murders on top of all that, Chendl is rife with rumors. PCs that successfully obtain information from a check receive the lower level rumors, as well.

- DC 5: A paladin of Heironeous, who just happens to be a childhood friend of Prince Thrommel, is responsible for the murders. An unholy relic transformed the paladin into a homicidal maniac. She is killing anyone who has sinned against the Church of Heironeous and those who are disloyal to King Belvor.
- DC 7: The murders are a consequence of the failure to properly install the magic shield over the city (FUR3-06). Something undead crawled into the city and has taken up residence what with the perpetual night and profane benefits that seem to be an unexpected result of the failure of the magic shield about Chendl.
- DC 10: There is new leadership within the Thieves Guild and that person is flexing his muscle by making examples of people who have made the mistake of crossing the Guild.
- DC 12: A minion of Iuz – a terrible demon – has entered Chendl and is slaying anyone who

is foolish enough to use the Wicked One's name in vain. The true purpose of the demon is to weaken the morale of the citizens of Chendl.

- DC 15: There is a wizard of some repute selling amulets that supposedly will ward off the “Defiler” murderer. Many of the criminal element and those that must travel the streets at night are purchasing the amulets. Even some of the Kingsmen have been seen wearing them.
- DC 20: Divinatory magic has failed to provide any clues about the murderer. The Church of Boccob is afraid to give further divinations. Some say it is Iuz who clouds the city and its divinations because his army is on the move.
- DC 25: What stalks the street at night is not human. It is a lycanthrope, a weretiger or werelion.
- DC 30: An adventurer from the Pale is said to have seen the beast. Before he fled home, he told his tale at a nearby tavern. He claims to have seen a pair of tiny kittens transform into mountain lions with red glowing eyes. They were incorporeal and easily slew some poor soul who was trying to sell roasted meat. The creatures – ghosts? – went through the pockets of the man as if looking for something. The adventurer claimed that there was no doubt that they were minions of Iuz and Iuz will invade the city in a matter of days. No other information is available about this adventurer. He has fled Furyondy with all due haste.

### Church of Heironeous

- The Church has no further information concerning the “Defiler” murders.
- Ithenel is a junior level priest of Heironeous who works with the Kingsmen. He is known for his intuitions, which are usually correct.
- The rumor of the paladin of Heironeous involved in the “Defiler” murders is completely and utterly false. Gareth Heldenstar, the high cleric of Heironeous in Furyondy, is getting tired of this rumor and wishes people would stop spreading it.

### Other Churches

- Divinations have been limited lately and less experienced clerics learn nothing when their attempts are successful. When they are not so lucky, they are knocked unconscious and suffer nightmares for weeks.

- If asked about the “Defiler” murders, the priest that the PCs are talking to will pause for a moment and say, “*These murders carry a sense of righteous anger and vengeance. I do not see the hand of Iuz involved here. I wish I could be of more assistance.*” The priest does not elaborate further.
- If the PCs are insistent about finding information about the murders, an acolyte will come forward and report that he/she has heard a rumor that a paladin of Heironeous may be involved.
- Most clerics will note that divinations have been unable to turn up conclusive information on anything since the dark cloud appeared over the city. Because of the effects of divination at present, PCs are unable to find anyone willing to cast divinatory spells.

### Sutters

- This is an exclusive, high class restaurant and inn for the wealthy and nobility of Chendl. It also has a small room for high-stakes gambling.
- Sutters is located in an impressive two-story building.
- It is unlikely that the PCs will be granted entrance to the building, as the clientele list is rather select. The owners are confident in their relationship with the City Militia and have been very helpful in regards to the murders.
- If the PCs are insistent, an employee will tell the PCs (outside the building) what the people at Sutters generally know about the murder.
  - The body was found about a hundred feet away from the building at night nearly a week ago (i.e., five to six nights ago depending on when the PCs start the investigation).
  - The victim was a street vendor who sold roasted meat. His name was Ansar, a friendly fellow who lived in the Seven Coppers District.
  - No one saw or heard the murder take place. Ansar’s decapitated head was mouthing the word “Defiler” over and over again.
  - The Kingsmen were contacted and by mutual arrangement this incident was kept quiet.
- If asked, the employee will also report that there was no one particularly suspicious loitering about the place. Although they get the

occasional non-invited customer (i.e., riff-raff) trying to slip into the establishment, those people are persuasively told to leave.

- It would be unwise for PCs to start trouble here. Security at Sutters will not hesitate to call the militia. Security consists of six exceptionally strong, muscle-bound human males with nasty temperaments (human, male, CN, Bbn3/Ftr1; armed with clubs).
- A critical clue can be obtained for PCs that specifically ask if a “tall lanky man who may or may not have chewed tobacco” tried to recently enter Sutters. Security will be consulted and one of the guards will remark, “*Yeah, now that youze ask, it was about a week ago. I remember there was this kid...looked like some starving backwoods trash all dressed up in some out of date clothes. He was chewin’ on a log of tobacco or something. He kept on with a bunch of false airs, acting like he was some big shot, and kept showing us a bag of funny looking coins and claimed he was long lost nobility. I figured he was trouble. Me and a couple of the boys “persuaded” him he really didn’t want to visit Sutters...and, uh, drink tea and eat finger food and the stuff. Heh, heh...the kid went off to sulk, but not before buying up all that great sweet meats Ansar used to sell. You know the kind of beef that was real sweet but hot and spicy at the same time. Darn, I miss that stuff...you know Ansar got murdered that very night too?*”

### Michel Pendant

- A Knowledge Local (Furyondy, DC 20) check will confirm that Michel is a rare coin collector.
- Michel lives above his shop called the “Coins of Old Oerth”. The shop (a modest two-story building) is in the Merchant’s Square area inside city.
- IF THE PCs ASK: Michel is of medium height in his mid 40’s with brown hair and brown eyes. He has a graying full kept beard.
- A middle-aged, gnome clerk (Wendell; male, gnome, NG, Exp3) currently runs the shop. The clerk will inform the PCs, if asked, that the shop deals in collecting and selling rare coins from across the Flaeness. There is a specialized market for this.
- Michel is an expert in the area of rare coins and often acts as a consultant. Michel is currently

out of town at this time but will return this evening.

- If Wendell is bribed (with at least 5 wheatsheaves), then he will inform the PCs that Michel went to a small village (i.e., Cassa's Knoll) about a day's ride north of Chendl to visit his sister. Michel should be returning through the North Gate near dusk.

#### Ienille Herfad

- A local prostitute who lived and worked in the Seven Coppers District outside of the city wall. The Seven Coppers District is the seediest part of Chendl. It is not located in the city proper, so this district cannot stain Chendl's beauty.
- Right before her death, which was 3 to 4 nights ago, she was showing an ancient coin to her friends. Supposedly, she got the coin from one of her customers.
- A suitable "gift" (at least 3 sheridans) to one of her friends will reveal that the coin had the head of an uptight, arrogant Oeridian on one side and some sort of jagged mountain range surrounded by leaves on the other.
- No reliable physical description of the customer can be discovered.
- The ancient coin cannot be found.

#### Ansar

- A street merchant (i.e., vendor of roasted meat) that lived in the Seven Coppers District. He lived in a boarding house (Mama Wyan's Flop House) but has not been seen in a week.
- No friends or family to speak of.
- Ansar did not show off an ancient coin to anyone.

#### Sir Froderick Chaumers

- He was a well-to-do shop owner. He owned an upscale men's clothing store called "Chaumers". The store is in the wealthier section of the city near the Royal Palace. It is currently operated by three sales persons (Treena, Lorian and Dillith; human, female, N, Com1) all awaiting the return of Sir Froderick's estranged wife to take over the business. Prices for clothing here are five to ten times the prices listed in the PHB. All clothes are of exceptional quality.
- Sir Froderick bragged to Dillith about a customer (two to three days ago, depending on

PC actions) who paid for some clothing with a few old coins. The customer did not realize that the coins were probably worth far more than their face value. Sir Froderick, of course, knew and over charged him for fine clothes that were in fashion a couple of decades ago.

- The customer was a skinny young man, who constantly chewed tobacco. The young man was clearly out of his element and wanted to appear above his station.
- Sir Froderick was murdered at home in the Sovereign Hill's district (a very wealthy area of the city). His home was supposedly protected by magic.
- His housekeeper (**Lilith**; hf, LN, Com2) discovered the body.
- PCs who visit the home will learn from the housekeeper that Sir Froderick showed her the coins.
- The coin had a middle-aged human on one side and a fortress on the other. The housekeeper only saw the coins for a few seconds.
- The coins are missing.
- The housekeeper, currently waiting for the return of Lady Chaumers, will inform the PCs that Sir Froderick claimed to be a minor knight from the March of Bissel. The housekeeper suspects that Sir Froderick was not a knight and may have grown up in Furyondy, maybe somewhere in the Barony of Willip. The house had arcane protection in the study (i.e., treasure room) but not in the bedroom, where Sir Froderick was murdered.

#### Jerric Van Niles

- A wealthy businessman. He specialized in adventuring items and purchased almost anything from adventurers. He owned a shop in the Merchant's Square area called "Adventurer's Gain". The store currently employs two clerks (Arliss and Garrin; male, human, N, Com1).
- Recently bought items include antiquated furnishings from Lord Vormar of Brancast Keep.
- If asked about any strange purchases or customers, Garrin will mention an incident four days ago. A customer – young, very tall adventurer, with nice clothes – purchased some scout-type adventuring equipment [i.e., read rogue items] from Jerric. He paid with some very old coins. There was definitely something

odd about the customer; as if he was out-of-place and was very arrogant.

- Jerric was murdered three nights ago, in his home in the Sovereign Hills District. His home was not protected by magic (although the current rumors say otherwise).
- He was murdered on the same night as Sir Froderick Chaumers. Neither Jerric nor his wife knew Sir Froderick Chaumers.
- Jerric's wife discovered her husband's body. Nothing was stolen from their home save for some old coins that Jerric had.
- The coins were of a dyspeptic-looking elf or human on one side and a royal crown on the other.

#### Graveyards and Cemeteries

- Searching the graveyards and cemeteries in and about Chendl for a defiled tomb, especially the correct defiled tomb, will be like "finding a needle in a haystack."
- Grave robbing or disturbing the dead is a serious crime in Furyondy. PCs that do so and are caught will be punished to the full extent of Furyondy law (see Adventure Background).
- **What if the PCs insist on searching a graveyard or cemetery?** There are a lot of them in Chendl, including Thrommel's Crown. Once the PCs have entered a tomb, roll a d6, 2d8's and 3d12's in front of the players. If the players ask, claim that the d6 represents the number of paladins (i.e., platinum pieces), the d8's the number of wheatsheaves (i.e., gold pieces) and the d12's the number of sheridans (i.e., silver pieces) the PCs can acquire from the tomb. In truth, you are determining how soon the PCs will get into trouble. The d6 is really a d3 and will determine which of the following tombs (i.e., 1 to 3) opened by the PCs will contain a potentially deadly encounter. Neither the treasure obtained from these tombs nor experience from defeating the creature encountered are included in the AR. Be sure to roll the dice in front of all the players so they can see how much "treasure" they are getting each time they open a tomb.

[**Conditional Encounter**]: A mimic is in the shape of a large coffin. It will attack the closest PC, as it is rather hungry today. Mimic (1): 52 hp; MM, p. 186.

Assuming any PCs survive this encounter, this should stop any future haphazard searching of tombs in this module.

#### The Kingsmen

- The PCs may choose to report their findings to Sergeant Hybor or Lieutenant Lapracious. Both are busy men and it will take at least an hour to find them and make a report.
- They will take the PCs report with good grace and indicate that more solid proof will be needed before the militia can act. One of them will mention that Ithenel (the Priest of Heironeous) felt the PCs would have a substantial role in solving these murders. Ithenel's intuitions are usually right. They will await the PCs further report and wish them luck.

## Interlude (Optional)

This is an optional encounter that may be added to the module at the DM's discretion. Some time during Encounter Three, but before Encounter Four, the PCs may encounter a shady wizard selling amulets purported to protect against the "Defiler" murderer.

This wizard, who calls himself Pattravar, arrived in Furyondy recently looking for some adventure and a chance to cause a little trouble, not necessarily in that order. Once the "Defiler" murders occurred and the rumor-mill started spinning, Pattravar could not resist trying to make some money out of other people's fear and panic. Pattravar and two of his cronies (Tergg Vrebor and Nalm Otton) have decided to pull an old but reliable con. Although none of these swindlers know anything about the nature of the "Defiler" murderer, they will be more than happy to provide their "expertise" to anyone who will listen.

*Approaching one of the main thoroughfares, a crowd has gathered around a small covered wagon. A middle-aged Oeridian is addressing the crowd, "Yes, my friends, as this darkness came, the hand of Iuz caressed the fair city of Chendl and reaped a creature – a demon – that preys on any who dare stroll about the city in the evening hours. Some might say a wise man would stay indoors. But others, who have long suffered the fear and unbearable yoke of the Old One, would say, I am not afraid of Old Wicked. I will not yield to my terror*



and gibber in the confines of my home. I shall go about my life as I so choose.'

*That, my friends, is a brave man. But even brave men need an advantage. The yearning of this demon, this creature of the Old One, has been witnessed before in Greyhawk, Verbobonc and even in Mitrik, Veluna. Come, my friends, and look over my wares, protective items all. These are items of power, items not to be trifled with." The tall Oeridian gestures to his two assistants, who hastily open the wagon. Amulets and rings can be seen on trays in the wagon.*

As one might expect, this trio of con men are well-versed liars, though Tergg and Nalm tend to defer to the "silver tongue" of Pattravar. They are selling "magic" amulets of varying levels of power to anyone foolish enough to buy them.

The key to this encounter is to remember that these NPCs are con men. They (well mostly Pattravar) live by their wits and not by their swords. If confronted with force, they will always try to talk themselves out of it or, failing that, try to run away. Pattravar will act all knowing and suggest that the "Defiler" murderer is a demon sent by Iuz and that this creature has preyed on denizens of other cities. Allow the PCs a Knowledge Local check (DC 5) to determine if the PC has heard about this type of murders in other cities. If successful, then the PC has not heard of any other cities having this problem. Pattravar will claim that, in all cases, the murders ceased after a time, but no one knows why. If given a chance both Nalm and Tergg will try to add to Pattravar's tales, much to Pattravar's chagrin. Tergg is an okay liar, but Nalm is not. Hence, Pattravar and Tergg prefer Nalm to keep quiet.

The amulets and rings sell from anywhere between 25 and 500 wheatsheaves. Pattravar is willing to negotiate a price but will not reduce the price lower than 15% off. Note that Pattravar has the heighten spell feat, so the *Nystul's magic aura* cast upon some of the items seem to reflect higher level spells (i.e., mimics the level and school of the spell supposedly on the item). These items are only functional in this introductory module. The supposed "effects" can either be purchased as an amulet or a ring:

- 25 gp value – This one-shot item has a limited *Protection from Evil* spell cast upon it that functions for 5 rounds. It is activated by the command word "Premen". This item is what Pattravar would claim to be for the more frugal customer.

- 50 gp value – This one-shot item has an extended *Protection from Evil* effect that lasts for 2 minutes. It is activated by the command word "Premen".
- 100 gp value – This one-shot item has an extended *Protection from Evil* effect that lasts for 2 minutes. It is activated by the command word "Premen". It also has the one-shot effect of *Expeditious Retreat* embedded in the item and may be activated by the command word "Brevol".
- 250 gp value – This one-shot item activates four spells on the command word "Alteerflin". The effects are a 2 minute *Protection from Evil*, *Expeditious Retreat*, *Resist Energy (Fire)* and *Mage Armor*. Pattravar will claim this item is for the more cautious and competent adventurer.
- 500 gp value – This one shot item activates on the command word "Tervolin" and provides the *Protection from Evil*, *Mage Armor* and *Expeditious Retreat*. Also, as a one-shot ability, upon the command word "Yattoff", it will give the bearer *Haste*.

Pattravar, in selling these items, will allow the PCs to cast whatever spell they want on them to verify that the item is "real". He will obviously not give them the "supposed" command word until after they have purchased the item. Pattravar may even cast an activation spell (Bluff check) on the item and claim that once the activation spell is cast the item will begin to function within the hour, which will hopefully be enough time for this trio of con men to leave the city.

Now if the PCs happen to purchase these items, it is safe to say that none of them will have the desired effect that they want. Indeed, one of the items, randomly determined, for some perverse reason actually attracts one of the creatures in the final battle.

**Pattravar:** Male human, CN, Brd1/Rog2/Wiz7; Perform +7, Diplomacy +5 and Bluff +7; 6' 2" tall, in his 40's, black hair, blue eyes, pointed and well kept beard that gives him a rakish appearance, smiles and laughs a lot.

**Tergg Vrebor:** Male gnome, N, Rog2/Etr3; Diplomacy +3 and Bluff +2; in his later years, average height, overweight, nasty scar across his right cheek, rich baritone voice.

**Nalm Otton:** Male dwarf, CN, Bbn1/Rog3; Bluff -2 (i.e., a penalty); average height and weight. Wide open face and scruffy beard.

Once these con men have bilked the crowd and quite possibly the PCs, they will leave Chendl quickly. It should be reiterated that these NPCs will not resort to violence. If the PCs try to bring them to justice, Pattravar will lie readily claiming anything from having a permit to sell these items to being the cousin of the King of Furyondy. Both Tergg and Nalm rely heavily on Pattravar's quick wit to get them out of trouble with any officials or the City Militia. All know that it is always easier to talk your way out of things when blood has not been spilled.

## Encounter Four

Michel Pendant has important information that could lead to the identification of the "Defiler" murderer. If the PCs are waiting for him at the North Gate, then proceed to Development One. If not, proceed to Development Two.

### Development One – At the North Gate

*Off in the distance, beyond the cloud cover, the sun sets on the western horizon as complete darkness settles onto the city. The guards at the North Gate prepare to close the portcullis. The flow of people coming into the city has declined.*

Hopefully, the PCs have gotten a description of Michel Pendant and they will be able to identify him when he returns to the city. Alternatively, the PCs could call out to him. If the PCs do not make contact with Michel, then read, "***The Guard Lieutenant commands the portcullis to be shut. With a heavy grinding sound, the sturdy steel grate lowers into position. Several guardsmen stand ready at the gate.***" Proceed to Development Two.

If the PCs locate or call out to Michel, he will meet the PCs in a friendly though a bit hesitant manner, as he was not expecting anyone to meet him at the gate. If the PCs appear threatening, then he will not hesitate to spur the horse he is riding and flee the area, calling for the protection of the City Militia.

**Michel Pendant:** Male, human, LN, Exp5; Medium height and weight, in his mid 40's, brown hair, brown eyes, a full kept beard currently graying and scholarly mannerisms.

The PCs will need to convince Michel that he is in danger before he will tell them what he knows about the coins and who has been distributing them. This can be accomplished with a Diplomacy check (DC 15). Roleplay

can modify this check (up to a +5 circumstance bonus). Remember that Michel has done nothing illegal and knows it.

Once the PCs have convinced him that he is in danger, he reveals the following information:

- An old friend (Pavlar Krin) asked Michel to help identify some old coins that he had recently acquired. Pavlar is a financier. Michel does not elaborate. A Knowledge: Local (DC 20) or Bluff (DC 10) reveals that Pavlar is really a moneylender.
- Michel realized the coins were ancient Aerdi coins. Michel contacted an expert, a scholarly friend of his named Rodel Folentar (Michel will be grief-stricken to learn of Rodel's death).
- Rodel helped to further identify the coins as commemorative coins for the coronation of Lord Mikar, scion of House Garasteth, as the First Grand Prince of what would be known as the ancient Kingdom of Aerdi in the year -216 CY. The coins appeared to be in mint condition with the picture of Lord Mikar on one side and a crown surrounded by laurels on the other.
- Each coin, to the right collector, is worth 100 wheatsheaves.
- Michel will gladly give the PCs the coins that he has, if they convince him that he is in danger holding them. He was given three as payment for the research he did into the coins. He kept two for himself and gave the other to Rodel.
- Michel suggests that the PCs talk to Pavlar Krinn directly. Although Pavlar told him not to discuss the matter of the coins with anyone, Michel feels that Pavlar will be understanding of the danger he may be in and will reveal the source of the coins.
- The East Gate of the city remains open until just before midnight. (Knowledge Local, DC 5)
- Sense Motive (DC 15) indicates that Michel is slightly scared of Pavlar. If confronted, he will admit that Pavlar is not a man to be trifled with. He has heard talk that Pavlar may be in the Thieves Guild, quite possibly in the leadership.
- Michel will not accompany the PCs to Pavlar's estates. He intends to head home and grieve for Rodel. Also, wisely, he does not want to be the bearer of bad news to Pavlar.
- Pavlar lives two hours east of the city. Michel gives explicit directions to Pavlar's hunting lodge.

Once the PCs have the two coins, Michel is out of danger. If for some reason Michel still has the coins after encountering the PCs, then he will die as a “Defiler” victim later that night. Proceed to Encounter Five.

### Development Two – Where is Michel?

If the PCs are not waiting for Michel’s return at the North Gate or fail to contact him, then the PCs will not encounter Michel. After sunset, wherever the PCs are, they will hear that another “Defiler” murder has occurred near the North Gate. A few of the braver citizens of Chendl can be observed to head in that direction. Most quickly head home and bolt their doors.

When the PCs arrive at the scene of the latest murder, they will find that the City Militia has already arrived. Sergeant Hybor is in command of the troop and the priest of Heironeous Ithelen has accompanied them. The Kingsmen are currently questioning the witnesses.

A few witnesses observed the following:

- He was minding his own business.
- He had just stabled his horse. [There are no clues on the riding horse or at “Gunther’s Riding Stable”, where the horse is stabled at].
- Suddenly everything turned cold and misty. Yeah, real cold.
- Something large attacked him...something feline. It gutted him like a fish. Ate him and then left his head on his chest.
- His mouth wasn’t just moving. I heard him...I mean the head...whispering, “Defiler” over and over again.
- One of the things – it was huge and glowing – took something from him.
- ***“I was gonna help defend him, but my long sword got stuck in the scabbard.”*** [And other lame excuses].

Michel’s body has been eviscerated and beheaded. Michel’s head is perched atop his chest mouthing the word “Defiler” over and over again. The scene of Michel’s murder and the extent of his injuries is exactly the same as was noted in Encounter Two.

Sergeant Hybor has not yet searched the body but will allow the PCs the chance to do so first, if they desire. On the body is a sales receipt for research on ancient gold coins (payment for three of those coins and a note that each coin is worth a 100 gold pieces to the right collector). The customer was Pavlar the Merchant. A Knowledge: Local (DC 15) will reveal that Pavlar is a moneylender. If Pavlar’s name is mentioned Sergeant Hybor, the following occurs:

- Sergeant Hybor sighs and informs the PCs that Pavlar the Merchant is also known as “Pavlar the Fat”. He is a moneylender that tries to be discreet. It is rumored that he has some involvement with the Thieves Guild in the city, but the Kingsmen have been unable to conclusively pin any crimes on him...yet.
- It is unlikely that Pavlar will be forthcoming with the Kingsmen. As the PCs seem to have made headway on the case, he recommends that they head to Pavlar’s hunting lodge, which is about two hours east of the city.
- If the PCs report their findings to the Sergeant, he will indicate that common sense suggests that the coins have some sort of curse upon them. It is therefore a good idea for the PCs to talk with Pavlar. He is a rational fellow and would be more likely to give the coins to the PCs than the militia. Also, as a moneylender, it is possible that he has “acquired” the coins from someone else and may know more information about their origins and who he “acquired” them from. Again the PCs would be better at discerning this information than the militia would.

At this point the PCs should head to Pavlar’s hunting lodge. Proceed to Encounter Five.

## Encounter Five

Pavlar’s hunting lodge is approximately a two-hour walk east of Chendl. It is along the Royal Furyondy Highway. Pavlar is home and will not be happy to meet with late night visitors. Mention of the murders, however, will draw his undivided attention.

Since the death of Rodel Folentar, Pavlar has had a suspicion that the coins may have a curse on them. He has contacted a man (Rhovon Hagindar) who is an “expert” in this area and plans to meet with him in the morning, before meeting with Tomas to acquire the rest of the coins. Pavlar has convinced himself that Tomas has a hoard of these coins. If Pavlar can obtain the rest of the coins and lift the curse from them, then he would become a very wealthy man.

Assume the lodge is two stories with a basement. At the start of this encounter, the PCs will have access only to Pavlar’s study. Later, if they choose to explore the lodge, they will find the only other relevant section of the lodge, a small basement (30’ by 30’). Overall, the

design of the hunting lodge is not particularly relevant to the module.

The occupants of the hunting lodge consist of:

**Pavlar the Fat:** Male, human, CN, Rog4; medium height and profoundly over-weight, baldhead and bulging eyes. He talks with a smooth, lascivious voice.

**Brendel (Pavlar's Lieutenant):** Male, human, LE, Ftr2/Rog1; tall, lanky and very quick. Speaks in monosyllables.

**Henchmen (8):** Male, human, CN, War5; tall, strong and dumb as oxen.

**Servants (2):** Female, human, CN, Com 1; average height and weight, very quiet.

Note that the exact stats and abilities of the Pavlar, Brendel, and the henchmen are not provided in this encounter. The PCs should get the impression that attacking Pavlar in his own home would be a bad idea. If need be, double the number of henchmen at the hunting lodge.

### Development One

The PCs meet with Pavlar in his study. Pavlar is seated in a sturdy leather chair behind a large oak desk. He will gesture for the PCs to sit in one of the chairs or the sofa opposite the desk. Bookcases line the walls and an ornately designed rug is on the floor. On one of the shelves of a bookcase is a set of five shriveled, shrunken heads ("*Souvenirs from my adventuring days...you know how hard it is to get a good shrunken head these days?*"). Although only his lieutenant is in the study with him, he is confident that the PCs will not harm him. His soldiers are within calling distance and they know how to deal with rowdy guests.

Pavlar will be interested to learn of the connection between the coins and the so-called "Defiler" murders. This will confirm what he has already come to suspect. He will not give out a name or a description of Tomas "Two-Fingers" no matter what. For game purposes, it will be very difficult to extract that information from him without provoking a nasty fight. Basically, he has worked out a deal with a wealthy coin collector and doesn't want the PCs to mess it up.

He will relate the following story to the PCs, once the PCs have told him what they know of the murders and how he might be in danger (Diplomacy, DC 5). Again, he does not give them the thief's name.

*"Four or five days ago, a small time thief came to me with a small fortune in ancient coins. He wanted to pay off a debt he owed me. He paid me with a 100 ancient gold coins. I figured the coins had to be worth more than they seemed. Ancient coins to the right collector can be worth a great deal so I kept quiet. The thief is not what we call "worldly" and he obviously had no idea how much the coins were truly worth.*

*As soon as the twerp left, I contacted an old school chum of mine, Michel Pendant, who specializes in rare coins. Michel and me go way back, went to University together. He told me the true value of the coins."*

If the PCs inform Pavlar that Michel has died and how it occurred, Pavlar will add in: "*Bad way to die. I was going to contact him and tell him to get rid of the... Michel and me go way back. But these things happen.*" *A hard glint can be seen in Pavlar's eyes as if to suggest there will be a reckoning of sorts.* This should serve as a clue to the PCs that Pavlar has already figured out that the coins are cursed and that the thief may be in big trouble.

Regardless, Pavlar continues:

*"So you think this little twerp might be connected to the murders, eh? He is supposed to meet me tomorrow and give me the rest of those coins. He apparently now knows that they are worth more. Guess he is not as dumb as I figured. Tell ya what, come back tomorrow evening about the same time and I'll tell you who he is and where you can find him.*

*Don't worry, he'll still be breathing. Personally, I don't think he has the guts to be committing these murders. Maybe he knows the people who are committing them, though. Once you find out, you can run off and save Chendl. Maybe get yourselves knighted. Knights of Furyondy, eh?" Pavlar chuckles.*

If Pavlar knows Michel is dead, he will also remark: "*Afterwards, when all this is over, Two...ahem...the thief and I will have a long talk about how Michel and me were real good friends.*

*Of course, if he's planning to stop by later tonight and take back the coins he gave me and try to murder me...well, then I'll have to dissuade him – or whatever he has become – and you can drop by in the morning to collect his body."*

A Sense Motive (DC 17) will indicate that Pavlar is not telling the whole truth. Pavlar ends the meeting here and tells the PCs to return to the city before the gates shut for the night. As mentioned there is no planned combat encounter here, but if the PCs get rambunctious, based on the number of people at the hunting lodge and the classes and levels they have, any fight will be short and nasty with the PCs on the losing end.

If the PCs manage to talk to Pavlar a little longer, then the following will occur:

- He can be persuaded with some difficulty (or not too much, if the persuader is an attractive female) to let the PCs take a look at one of the ancient coins. The coin has the head of human male on one side (Pavlar says that the head is a depiction of Lord Mikar of House Garasteth from his coronation celebration) and a crown surrounded by laurels on the other.
- The PCs will not be allowed (within reason) to steal it.
- If the PCs have the coins Michel gave them, Pavlar will chuckle and comment that Michel was never a fool. He offers to buy the coins from the PCs for 75 wheatsheaves each. Pavlar is confident he can deal with this “Defiler” murder business. He is surrounded by plenty of muscle, so to speak.
- He knows that Michel consulted with an expert and personal friend by the name of Rodel Folentar. Rodel is – was – a scholar of the Ancient Kingdom of Aerdi.
- Sometime during the conversation he will let slip the name “Two-Fingers.” At that point he shuts up, and has the PCs shown the door.

Pavlar plans to double the guard tonight. He is not concerned about his own safety, as his henchmen are more than competent to handle any threat to his safety. He doesn't think that Tomas has the guts to try and kill him. His henchmen will take care of any problems, whether it is Tomas...or something else.

### **Development Two**

A henchman or two will trail the PCs for a short time to make sure they leave the property. When the PCs are about five to ten minutes away from the lodge a whole lot of terror and pain-filled screaming start.

It is hoped that the PCs will investigate. Have the PCs make a Spot check (DC 15). Those who succeed will observe a lot of people fleeing the hunting lodge in pure

panic and terror. None of them will fit Pavlar's description. The doors to the lodge are left wide open.

When the PCs arrive back at the lodge they will find Brendel and three henchmen dead, slashed apart (Heal, DC 15 to reveal medium-sized claw wounds and bites). Also, to no one's surprise Pavlar is dead. Only Pavlar, however, has been given the “Defiler” treatment. Like all the other victims, Pavlar has been gutted and beheaded. His head mouths, “Defiler” over and over again. A search of Pavlar's body will reveal a key (the key to the vault 10' by 10' in the basement). And, of course, all the coins that Pavlar had are missing.

There is nothing to stop the PCs from looting Pavlar's hunting lodge. If they do so they will recover, a couple hundred gold pieces worth of furnishings and equipment, as well a couple of magic scrolls.

In Pavlar's study, the PCs will find an appointment book with the following clues:

- An appointment to meet with Rhovan Hagindar at the Feldrake Tavern at mid-morning tomorrow. There is a note about Rhovan that reads “*Expert – curses. Coins cursed?*” (See next encounter for more information).
- Appointment to meet Tomas “Two-Fingers” at the Weatherhaven Inn (private meeting room #3) at sunset tomorrow. Note reads, “*Get all coins. Involved in murders? Remind Brendel to give this mutt a tour of the river bottom.*”

PCs should be able to recognize the name of the Feldrake Tavern, which was described in the Introduction. The Weatherhaven Inn [Knowledge: Local (DC 15)] is located near the garrison barracks and is popular hangout for warriors and military men. Prices are double what is listed in the PHB for anyone displaying military rank and triple the price for anyone else.

Finally, PCs searching the basement (See DM's Aid #1) will discover a vault. Inside the vault are approximately 300 gold pieces equivalent of coins and a couple of magic scrolls. The vault is made out of reinforced masonry and the door to the vault is made of metal reinforced oak.

**Reinforced Masonry Walls:** iron bars set within the walls; 1-foot thickness; hardness 8; 180 hp; break (DC 45).

**Reinforced Oak Door:** metal reinforced oak door; 2-inch thickness; hardness 5; 40 hp; break (DC 30); open locks (DC 25).

The key to the door may be found on the dead body of Pavlar the Fat. As one may surmise, the vault is guarded. If anyone other than Pavlar the Fat enters the vault, then the guardian attacks. This guardian is a construct and will not leave the basement.

Read the following as the PCs open the vault door:

*From inside the vault the sound of clanking armor and a bone-chilling howl can be heard. A single creature armored in dirt-encrusted splint mail emerges from the room. Baleful glowing red eyes peer out from underneath an archaic helm. The creature readies its shield and longsword. Again, the creature howls in rage and anguish.*

The howl is more artistic license than anything else. It is a permanent cantrip effect placed upon the creature. Have it howl every couple of rounds to unnerve the players. Combat stats are as follows:

### APL 2 (EL 3)

**Dread Guard**, hp 30, see Appendix A.

### Treasure

Defeat the guardian, loot the hunting lodge and take the treasure. Note that once the creature is destroyed, the PCs can loot the masterwork splint mail armor and light shield.

L: 160 gp; C: 55 gp; M: 25 gp [Scroll (1<sup>st</sup> level Arcane caster; *Disguise Self*, *Magic Missile*, *Magic Weapon*); Scroll (1<sup>st</sup> level Divine caster; *Bless*, *Cure Light Wounds*, *Magic Weapon*)].

Once the PCs leave the hunting lodge, the night will pass uneventfully.

## Encounter Six

Before meeting with Rhovan Hagindar at the Feldrake Tavern, some PCs may choose to do a little information gathering. A variety of sources can be used to gather the following information:

- DC 5: A crowd of angry commoners chased a paladin of Heironeous into the courtyard of the Church of Heironeous. The paladin had recently returned to Chendl and asked the crowd if there was anything that a Paladin could

do to ease the concerns of the citizens of such a fair and just Kingdom.

- DC 10: Sir Quill Kith'Barden, a Greenjerkin Ranger and Knight of Furyondy, has called for the formation of a task force by the Kingsmen to investigate the "Defiler" murders. Sir Quill has recently called for the expansion of the role of the Greenjerkin Rangers from patrolling the upper reaches of the Gnarley forest in the Gold County to begin patrolling the roads of Furyondy.
- DC 15: Another "Defiler" murder occurred outside of the city. A rich merchant was killed.
- DC 20: The murder victim was a moneylender and was rumored to have connections to the shady element of the city.

Some PCs may also attempt to investigate Rhovan Hagindar. A Knowledge - Local (DC 20) or Nobility and Royalty (DC 25) will ascertain that Rhovan is the brother of Captain Willen Hagindar, who was a minor hero of the Great Northern Crusade and is currently the Captain of Lord Vormar's personal guard. Rhovan currently serves as a sage and scholar to Lord Vormar of Brancast Keep. A Gather Information check (DC 10) will determine that Lord Vormar and his retinue are currently in Chendl.

Additionally, some PCs may choose to investigate the name Tomas "Two Fingers". A Gather Information check (DC 20) will reveal that Tomas is an addicted gambler and cut-purse. He has not been seen in his usual haunts for the last couple of weeks. Rumor has it that he has recently acquired quite a bit of money. A Gather Information check (DC 25) will reveal that Tomas has not been seen in Chendl for the last few days.

Finally, Gather Information check (DC 15) will reveal that the Weatherhaven Inn is an inn largely frequented by the military and recently by more militant adventurers. It is said that officers planning clandestine operations against the forces of Iuz sometimes use the private meeting rooms at the inn. Others claim that the private dining rooms are used by the military for gambling.

### Development

*Darvin is cleaning the long mahogany bar as you enter the Feldrake Tavern. Albrecht sits nearby quietly smoking a pipe. Excluding the employees, there are a half dozen patrons in the tavern at this time. Some patrons are eating meals and drinking, while others are conversing amongst themselves.*

The following details are apparent once the PCs enter the tavern:

- Conversation in the tavern centers on the recent “Defiler” murders, the impending invasion of Iuz (both Furyondy invading the lands of Iuz and visa versa), and talk of the unnatural darkness brought on by the failure of the shield that was designed to protect Chendl. Every now and then one of the patrons curses wizards, sorcerers, and/or the Chamber of Four.
- Upon seeing the PCs, Darvin will want to know how the investigation is fairing.
- If the PCs ask after Rhovan either by name or if someone is here to meet with Pavlar the Fat, Darvin will inform the PCs that Rhovan is sitting at a corner table with a sturdy chair nearby. Rhovan is a tall man (6' 2") in his mid-fifties. He had remarked to Darvin that he was expecting to dine with a rather large gentleman with an over-inflated ego.

Once the PCs approach Rhovan (human, male, NG, Wiz7/LM1) and explain to him why they are here, he will relate the following information:

- Rhovan is a sage and arcane advisor to Lord Vormar of Brancast Keep. Lord Vormar is currently at the court of King Belvor.
- Rhovan received a message to meet with Pavlar the Fat to advise him about a possible curse on an object of antiquity from the ancient Kingdom of Aerdi.
- Pavlar is a known moneylender amongst some of the lesser nobility. Pavlar is also well known for his overweening ego and heightened self-importance.
- Upon learning of Pavlar's death, Rhovan remarks, *“Pavlar is dead? What a shame. I'm sure many of his clientele will lose sleep over this turn of events. Maybe the fat imbecile will finally find some use as a throw cushion to a demon of the lower hells.”*
- Rhovan does not particularly like Pavlar, but the fat moneylender paid well for arcane advice.
- Once the PCs inform Rhovan about the connection of a curse to certain coins and the “Defiler” murders, his interest will grow. Surprisingly, perhaps out of loyalty to the Crown, once he discovers this he does not charge for the information he will provide.

- Rhovan will ask questions concerning details of the coin, the thief, and all the PCs know about the murders. This is a good chance for some roleplay. Play Rhovan as a scholarly type with a good deal of common sense and a quick, acidic wit.
- Once the PCs have finished revealing what they know, Rhovan will say (some modification to this text may be necessary): *“Hmmm...I seem to recall an ancient spell of guardianship that was originally akin to Gentle Repose but lasted infinitely longer. This spell was known as the ‘Tears of Garasteth’. It was researched, I believe, by the arcane wizards of House Garasteth, but I am not entirely certain. What I do know is that the spell not only protected the deceased's body from decay but it also linked guardians to the body's protection and that of its possessions. If I recall correctly, the material component for this spell was the coronation coins of Lord Mikar...and the body, of course. I believe those are the coins that you have described to me [or shown to me]. Anyone possessing these coins, whether by intention or accident, will be in grave danger from the guardians, who will seek to return these coins to their “rightful” owner. Ultimately, the thief who stole from the deceased is the key to stopping the murders. You will need to find this thief and convince him to return whatever coins he has to the grave he stole them from. The coins will need to be blessed by a priest of Al'Akbar. Al'Akbar, as you may recall, is the god of Guardianship. Anyway, the remaining coins will need to be returned by the hand of the thief. I do not believe the spell...how should we say...distinguishes between the thief or the hand of the thief.”* He chuckles morbidly.
- Rhovan clears his throat, *“I believe I know where a priest of Al'Akbar may be found. I will bring him here an hour past sundown tonight. That should give you ample time to round up this thief.”*
- Rhovan will claim that to end the murders all the PCs need to do is have the thief place a single blessed coin in the place he took them from. It would be better to place as many of them there as is available, however.
- Rhovan will remind the PCs that the laws of Furyondy take a harsh stance against anyone

who disturbs the dead, let alone robs from them. Such crimes are termed “Injurious Crimes” and are normally punished by heavy fines, banishment or up to 5 to 10 years imprisonment. [Note, this is different from what Tomas believes is the sentence for an Injurious Crime.] But because of the murders associated with these coins, the crimes of the thief will be considered a “Grievous Crime” – the top tier of criminal offense in Furyondy, punishable by death or, if lucky, life imprisoned in Castle Greylode sans a limb or two.

- Rhovan is not certain what sort of creature the guardians are or how many there are. He suspects based on the PCs description that the creatures – probably two or three – may be a powerful devil known as a Hellcat. Hellcats are also known as bezekiras and are about 7 feet long with eyes that gleam with hunger and evil intent. Hellcats are very strong and cunning creatures. They are invisible in the light. Note that Rhovan is wrong about the nature of the guardian.
- Rhovan has other matters to attend to, including finding the Priest of Al’Akbar, so he will not be able to accompany the PCs.
- He wishes the PCs the best of luck in their endeavors and will meet them later tonight. If the PCs insist that they have had enough of this adventure, Rhovan will recommend that they seek out the militia and tell them all that they know. If the PCs choose this route, then process to Conclusion – Success A.

Once the PCs have finished talking with Rhovan, the PCs can prepare for their meeting with Tomas “Two-Fingers”.

## Encounter Seven

If desired, the PCs could skulk about the Weatherhaven Inn and confront Tomas as he enters the tavern. A wise PC (Wisdom check, DC 12) would realize that it might be best to reconnoiter the Tavern and confront Tomas when he is in private room #3...where he would be “cornered like a rat”.

The Weatherhaven Inn is located near the garrison. The first floor of the tavern is devoted to the common room and has several private meeting rooms. The second floor of the inn is designed for guest rooms. The amenities and furnishings of these rooms range from the

spartan needs of a common soldier to the more luxurious appointments expected by a flag officer.

A small bribe (minimum 2 wheatsheaves) to one of the wait staff at the inn will garner the PCs some critical information. Private meeting room #3 is on the far side of the inn, closest to the alley. It is a 10 foot by 20 foot room with a large dining room table in the center. There is a secret door in the room that leads to the alley, which can serve as a fast escape route. While PCs are not allowed in the private room as customers, if a PC asks one of the wait staff or barkeep to serve a certain patron at the inn, the employees will assume that some sort of practical joke is in the works and agree to do so.

An hour or so before sunset, a tall (6 foot, 7 inch) youth in nice, but out-of-fashion gentleman’s clothing will be seen heading to the inn. He is wearing a tri-corner hat cocked at a rakish angle and has a rapier slung low at his waist. He walks with a certain roguish confidence, while chewing on a large plug of tobacco. There should be little doubt amongst the PCs that this is Tomas “Two-Fingers.” Tomas will order fine elvish wine from Highfolk at 5 gold pieces a bottle and order a sumptuous, if not greasy, meal. He pays with Furyondian wheatsheaves. Although dressed as a fop, his mannerism is all backwoods bumpkin.

Once the PCs confront Tomas and it is apparent that there is little avenue for escape (i.e., especially if he is cornered in the private room and the secret door is blocked), Tomas will surrender without a fight. He immediately begins crying, whining and sniveling.

Tomas has just come back from a visit to his family at Barranton’s Hollow, a day’s ride south of Chendl. Tomas went there to mostly to rub his family’s noses into the ground with his supposed “business” successes. He has very little knowledge about the “Defiler” murders that have been occurring and his connection to them. He does not know that Pavlar the Fat is dead and will rejoice at this news. Tomas was supposed to meet with Pavlar at the inn, so the fat moneylender could purchase the remainder of his ancient coins. Coins, that to Tomas’ dismay, he recently discovered were worth more than face value. Tomas intended to sell the coins to Pavlar at a very high price.

As mentioned, once the PCs have him in custody and talk to him about the coins he stole, Tomas façade of a rakish fop will crumble and he will begin to cry. He assumes that the PCs are Kingsmen and that Pavlar the Fat has sold him out. He further figures he will be convicted of an Injurious Crime under Furyondy law (tomb robbing) and will be sentenced to six months of hard labor in the Redstone mines (admittedly, it could be a bit longer but his youth and remorse filled acting should keep the punishment minimal) and fined so heavily that he will be stripped of his new found wealth.



Though the thief claimed that he could take a six-month prison sentence with ease, he does not want to do the time. Hence, he will act (Bluff check) remorseful. He hopes to trick the PCs into a lull so that he can escape.

If the PCs confront him with information about the “Defiler” murders and his connections to them, Tomas will become surprisingly compliant and very cooperative. He will confess to the crime of grave robbing, provide the relevant links to the victims (use adventure background details as a guideline) and willingly return the remainder of the coins. He will blubber to any PC willing to listen that he gave some of the coins (about 30 gold pieces) to his family. If told of the creature or supernatural being that hunts bearers of the coins, Tomas will reveal genuine concern for the safety of his family, especially his little sisters.

Tomas is no fool but he does have a surprising spark of decency. Once the PCs have revealed all the details of the “Defiler” murders, Tomas will realize that he is in deep trouble. The murders connected to his grave robbing add up to the level of a “Grievous Crime”. This will likely lead to his execution or, if he is lucky, imprisonment with a limb (probably a hand) chopped off. If he is really lucky, then his punishment would be banishment under a curse and/or with a limb removed. All of these punishments are something that Tomas wishes to avoid. Therefore, Tomas will be willing to help the PCs end the murders, but will try to persuade the PCs not to turn him in. While pathetic, part of it is an act. He hopes to draw enough sympathy that the PCs will let their guard down so that he can escape when the time is right. Alternatively, if this is not possible, he hopes that his act of heroism will allow the PCs to speak well on his behalf at trial.

Tomas knows the following details about the location of the tomb.

- The tomb is in Thrommel’s Crown, one of the oldest cemeteries in Chendl. Thrommel’s Crown is near Coronation Park and the Royal Palace.
- It is a walled cemetery but there is a secret entrance. The cemetery is not really patrolled at night, though everyone believes it is.
- The mausoleum he broke into is at the far end of the cemetery. It is fairly isolated. It is a squat, one-story tomb made of gold-veined white marble. At each corner of the mausoleum is a stone statue of a winged humanoid.
- The name on the mausoleum was “Loranth”.
- Tomas “found” the ancient coins in a bag inside a stone bowl atop a small stone coffin. A pair of

plump housecats stood guard over the coffin, and were staring into the bowl.

- The small coffin (i.e., sarcophagus) had the name “Aubraen Loranth” inscribed on it.
- There were two additional sarcophaguses, side by side, with the names “Faunchen Loranth” and “Aldovan Loranth” inscribed on them. These two coffins had some additional “stuff” in them. (This “stuff” included rings and jewelry that Tomas sold for a small fortune).
- If asked if he was ever concerned about encountering undead, traps, or magic curses, Tomas replies haughtily: *“As everyone knows, you can smell the undead a mile away. My skills at disarming traps are the best in the city. And, as for magic, everyone knows that its power lessens with time.”* The PCs will likely take some pleasure in correcting his misconceptions.

Curious PCs may want to know who the family name of Loranth was. A Knowledge (Local: DC 25; Nobility, DC 20) check will reveal that Aldovan Loranth was a wizard in the court of King Thrommel I and was an arcane advisor during the foundation of Chendl.

It is possible that the PCs will choose not to resolve the “Defiler” murders themselves and simply turn Tomas over to the militia. If the PCs choose to do so, then proceed to Conclusion Success – A

## Encounter Eight

The PCs return to the Feldrake Tavern an hour or so after sunset. At the tavern is Rhovan Hagindar in the company of a Priest of Al’Akbar (Umesh; human, male, LN, Clr5). The priest will bless the remaining coins and take liberal opportunity to berate the thief on how he has violated the sanctity of the dead and how he will be punished beyond what he will endure in this life. With Tomas’ burgeoning theatrics, this should be a memorable role-play vignette. Both the wizard and the priest want to know where and how, specifically, Tomas stole the coins.

Neither Rhovan nor Umesh will accompany the PCs on their quest to end the “Defiler” murders. They did not memorize any spells today that would be helpful to the PCs in the final confrontation. Although concerned, they will note the success of the PCs in having solved the murders so far and claim that divine providence must be bolstering their success.

*Rhovan clears his throat, “Umesh and I have discussed this a bit and we have concluded that*

*based on all that has occurred you (he points to Tomas) will need to place the remaining coins back in the place you stole them from. We believe you need to place the coins in that small stone bowl you talked about. This will need to be done before the midnight hour, which will be before the guardians manifest."*

The part about the guardians manifesting before midnight is an educated guess by both Rhovan and Umesh (both have Bluff +3). They will both argue (i.e., bicker) that all the manifestations occurred after midnight. If the PCs point out that the murder of Pavlar occurred before midnight, Rhovan will ask (in a very belittling manner) if the PCs were cognizant of the correct time. On the other hand, if Michel Brantain was killed by the "Defiler" murderer, which happened before midnight, then Rhovan will be hard pressed to argue his "before midnight" theory. He may claim that the guardians will not fully manifest before midnight, though he is unclear what "fully" would mean. In the end, Rhovan and Umesh will wish the PCs the best of luck in their quest and Umesh will claim *"It is clear to me that divine providence guides your action tonight, surely you will succeed"*.

PCs may ask Rhovan about the Loranth Family. Rhovan will reveal that Aldovan Loranth was a powerful wizard who served as an arcane advisor to Stinvri, the Last Viceroy of Ferrond, and then later in the court of King Thrommel I. Aldovan was a specialist in the ancient arcane of Aerdi. He suffered personal tragedy when his only daughter caught a horrid, fatal disease that could not be cured naturally or by magic. Aldovan was said never to be the same man after the death of his daughter and was rumored to dabble in evil magic. If this is indeed the tomb that the thief violated, then Rhovan is genuinely surprised that Tomas left the mausoleum alive.

Once the PCs have left, Rhovan and Umesh will return to their normal duties. Neither is convinced that the PCs are in any expressed danger and are confident that they will be able to resolve the murders with little problem. If they do not hear about the success of the PCs by the next day or hear of the PCs deaths, then they will report their findings to the City Militia. Again, it is possible the PCs may choose not to continue with this adventure and allow the City Militia to handle the affair. If so, then proceed to Conclusions: Success – A.

## Encounter Nine

Tomas will lead the PCs directly to Thrommel's Crown. He will inform the PCs that the gate to the cemetery will most likely be locked at this time (it is) and

can show the PCs the "secret" entrance. The secret entrance is a small hole in the surrounding wall that is hidden by some bushes. The hole is big enough that small creatures will not have a problem going through, but medium-sized creatures will have to crawl through. Alternatively the PCs can climb the 10 foot high wall (Climb, DC 15). PCs climbing the wall must be careful of the glass embedded at the top of the wall (Reflex Save, DC 15 or take 1d3 points of damage) to prevent unwelcome intruders. As Tomas mentioned earlier, the King's House Regiment no longer actively patrols Thrommel's Crown, as they are active elsewhere in the city or in bed. Resourceful PCs may try to roust the soldiers from their barracks near the gate to Thrommel's Crown. PCs may attempt to enlist their aid or gain entrance to the grounds. Neither will be successful without written orders from Regimental Headquarters. The soldiers will escort the PCs away from Thrommel's Crown.

Once the PCs and Tomas have moved to within 100 feet of the Loranth mausoleum (See DM's Aid #2), the guardians will attack.

PCs do not have to fight the creatures to the death to end the "Defiler" murders. Some PCs can choose to perform a delaying action, while other PCs (and Tomas) move to the mausoleum and drop off the coins. If the PCs do this, then it will take them 1 round to reach (even at a run) the mausoleum, at least another round to open the door (Break, DC 12; or PCs may need to pick open the lock since Tomas relocked the damaged door) and another round to enter the mausoleum and have Tomas drop the blessed coins into the bowl. Hence, the remaining PCs will need to delay the guardians, in theory, for at least three rounds.

**Damaged Mausoleum Door:** Reinforced, but damaged oak door; 2-inch thickness; hardness 3; 20 hp; break (DC 12); open locks (DC 15).

PCs that enter the mausoleum will have to take stairs down into the crypt area (see DM's Aid #3). Along the far wall are two sarcophagi side by side and a smaller sarcophagus with a small bowl on top. Two smaller versions of the guardians are perched nearby and appear to stare into the bowl. The coins need to be placed into the bowl by Tomas's hand.

### Creatures

[**Soldiers** (5), male human, NG, Ftr1; these soldiers should not participate in the confrontation with the Tomb Guardians. After all, this is the PCs adventure, not theirs.]

## APL 2 (EL 5)

**Tomb Guardians** (2), hp 25 each, see Appendix A.

### Tactics

The guardians' attacks will focus on the person with the most coins. This person will likely be Tomas, but not necessarily. Oddly, one of the guardians is strangely attracted to a PC that purchased one of Pattravar's amulets or rings (randomly determine the PC who the grimalkin is attracted to if more than one PC purchased an amulet/ring in the Interlude).

**Note:** The grimalkins normally are chatterboxes, but these are deathly quiet save for the occasional moan of "*Defiler*". This creature also normally changes its shape each round during battle to confuse its foes. However, the Tomb Guardians prefer to remain in the form of an oversized, blue-gray housecat. If pressed, the grimalkins will turn into a variety of medium-sized animals or beasts (see Appendix A).

Read the following, once the blessed coin(s) have been placed in the bowl:

*As the blessed coins touch the inside of the bowl, the guardians give out a final wail before transforming into swirling whirlwinds that are slowly sucked back into the mausoleum and into the statues of the oversized kitty cats.*

*Ever so softly, the voice of a small child whispers, "Thank you."*

After the battle is over, Tomas will try to give the PCs the slip. He knows he is outnumbered and will not willingly resort to violence. Yes, the small child voice was from the spirit of Aubreen Loranth.

## Conclusion

### Failure

The PCs fail to stop the murders. The "Defiler" murders continue for several weeks before ending abruptly. The final victim is a tall gangly youth dressed as a rakish fop. Unlike the other victims, his head is found next to his body mouthing the word "*Defiled*" over and over again. The change in the word uttered by the head and the fact the head was found next to the body, not on top of it, are signs that the "Defiler" murders have come to an end.

### Success – A (PCs ask the Kingsmen to Solve the Murders)

The PCs decide to let the authorities resolve the "Defiler" murders. If Tomas is unable to escape, then he will beg the PCs to intercede on his behalf, stating that once he found that the coins were connected to the murders he fully cooperated with the PCs and tried to aid them in bringing the murders to an end. If the PCs wish to intercede, then a one-time only Diplomacy check (DC 25) will be needed to persuade the court to give Tomas life imprisonment in Castle Greylode. Tomas will also lose one of his hands. If there is time to roleplay, feel free to give the PCs a circumstance bonus of up to +5. Otherwise, once Tomas is forced to return the blessed coins to the mausoleum, he is put on trial and subsequently executed upon his conviction.

A few days after the threat of the "Defiler" murderer has ended, the PCs are asked to meet with Lieutenant Lapracious of the militia.

*"I want to thank you for your efforts in apprehending the villain directly responsible for causing these murders and your attempts to stop the true murderer yourself. It was a wise course of action to ask the authorities to bring this issue to a close.*

*I don't know if you are aware, but the families of two of the murder victims – Sir Froderick Chaumers and Jerric Van Niles – offered a reward to anyone who could catch the "Defiler" murderer. I believe you qualify for that reward. Congratulations."*

Again, Lieutenant Lapracious thanks the PCs for their assistance and presents each PC with a 100 wheatshaf reward. Incidentally, the nightly patrols within Thrommel's Crown return to their previous schedule.

### Treasure

In addition to the reward for solving the murders, PCs may receive a reward from Darwin.

L: 0 gp; C: 100 (or 150) gp; M: 0 gp

### Success – B (PCs Solve the Murders Themselves)

If Tomas has not already done so, he will either try to escape from the PCs or, if brought before the authorities, he will beg that the PCs intercede on his behalf. This can be interesting role-play if there is time remaining in the module.

Tomas will claim that once he was made aware of the connections of the coins with the murders, he cooperated fully with the PCs and helped to resolve the murders by putting the blessed coins back in the mausoleum himself. If the PCs do chose to intercede, then a one-time only Diplomacy check (DC 20) will be needed to convince the court that Tomas's life should be spared. Feel free to give the PCS up to a +5 circumstance bonus for roleplaying speaking on Tomas's behalf. If successful, Tomas is sentenced to life imprisonment in Castle Greylode. If not, Tomas is convicted for his role in the "Defiler" murders and executed.

A few days after the threat of the "Defiler" murderer has ended, the PCs are asked to meet with Lieutenant Lapracious of the City Militia.

*"I want to thank you for your efforts in apprehending the villain directly responsible for causing these murders and for taking the initiative to resolve the "Defiler" murders yourselves. All of you are very courageous and clearly honorable people. Chendl is deeply in debt to you.*

*I do not know if you are aware of this, but the families of two of the murder victims – Sir Froderick Chaumers and Jerric Van Niles – offered a reward to anyone who could solve the "Defiler" murders. I believe you all qualify for this reward. I have also recommended that your exploits be included in the yearly record of events for the City of Chendl. Further, I have been asked to give you these."*

*Lieutenant Lapracious holds out a bundle of letters, each bearing the seal of the Kingdom of Furyondy.*

Each PC is presented with a 100 wheatsheaf reward. In addition, each PC is presented with a letter of recognition signed by the head of the Kingsmen, Lord Sneed. The letter thanks each PC for their service in solving the "Defiler" murders. **Note: This letter of recognition has no in-game effect.**

Incidentally, the nightly patrols within Thrommel's Crown resume their prior schedule.

### Treasure

PCs given a reward for solving the murders. Additionally, PCs may receive a reward from Darwin.  
All APLs (Per Character)  
L: 0 gp; C: 100 (or 150) gp; M: 0 gp

**The End**

## Experience Point Summary

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

### Encounter Three

Investigating Victims of the "Defiler" Murders and Gathering Clues  
APL2 up to 70 xp;

### Encounter Five

Defeat Dread Guard  
APL2 90 xp;

### Encounter Seven

Defeating Tomas by confronting him and receiving his aid  
APL2 60 xp;

OR

Slaying Tomas and using his body to return the coins  
APL2 30xp

### Encounter Nine

Defeat Tomb Guardian (Either by Slaying or Returning the Coins)  
APL2 210 xp;

### Discretionary roleplaying award

APL2 20 xp;

### Total possible experience:

APL2 450 xp

## Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by

dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### **Encounter Five**

Defeat the Dread Guard and loot the area

L: 170 gp; C: 55 gp; M: 25 gp (*Arcane Scroll* 75 gp; *Divine Scroll* 75 gp)

### **Conclusion (Success A or B):**

Solve the murders

L: 0 gp; C: 100 or 150 gp; M: 0 gp

### **Total Possible Treasure**

L: 170 gp; C: 205 gp; M: 25 gp - Total: 400 gp

## Appendix A

**Tomas “Two-Fingers” Dervolan**, male human Rog 4; CR 4; Medium Humanoid (6 ft. 7 in.); HD 4d6+4; hp 24; Init +8 (Dex, Improved Initiative); Spd 30 ft; AC 14 (touch 14, flat-footed 10)[+4 Dex]; BA/G: +3/+3; Atk +3 melee (1d6/crit 18-20, rapier); Full Atk +3 melee (1d6/crit 18-20, rapier); SA Sneak Attack +2d6; SQ evasion, uncanny dodge, trapfinding, trap sense +1; AL CN; SV Fort +2, Ref +8, Will +1; Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 10.

**Skills & Feats:** Balance +6, Bluff +7, Climb +3, Diplomacy +2, Disable Device +4, Escape Artist +8, Heal +2, Hide +9, Jump +1, Listen +5, Move Silently +8, Open Locks +8, Search +6, Sense Motive +2, Sleight of Hand +14, Spot +6, Tumble +10; Skill Focus (Sleight of Hand), Run, Improved Initiative

**Possessions:** Nice (but out of fashion) gentleman’s clothing, rapier, dagger, thieves’ tools; 57 ancient gold coins; 82 wheatsheaves.

**History:** Tomas Herdman ran away to the big city about 6 years ago. He figured he would become a great adventurer but instead became a thief known as Tomas “Two-Fingers” Dervolan. Constantly living above his means and gambling continuously, he soon found himself heavily in debt. Tomas is largely self-centered with very few redeeming qualities. However, he does have a soft spot for his family, especially his little sisters. Tomas has no idea why he is nicknamed “Two Fingers”. He always assumed that he was called that because of his skills as a pick-pocket.

### Encounter Five:

**Dread Guard (1);** CR 3; Medium Construct; HD 5d10+20; hp 30; Init +0; Spd 20 ft (can’t run); AC 17 (touch 10, flat-footed 17)[+6 armor, +1 shield]; BA/G: +3/+6; Atk +6 melee (1d8+3/crit 19-20, longsword); Full Atk +6 melee (1d8+3/crit 19-20, longsword); SQ Cold resistance 10, construct traits, fire resistance 10; AL N; SV Fort +1, Ref +1, Will +2; Str 17, Dex 11, Con -, Int 6, Wis 13, Cha 2.

**Skills & Feats:** Spot +9; Cleave, Power Attack.

**Construct Traits:** A dread guard is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage. It cannot heal itself, but can be healed through repair. It cannot be raised or resurrected. A dread guard has darkvision (60-foot range).

**Possessions:** masterwork splint mail, masterwork light steel shield

### Encounter Eight:

**Tomb Guardian;** fiendish grimalkin; CR 3; Medium-size Magical Beast; HD 4d10; hp 25; Init +5; Spd 40 ft; AC 12 (touch 11, flat-footed 11) [+1 Dex, +1 natural]; BA/G: +3/+3; Atk +3 melee (1d4 claw); Full Atk +3 melee (1d4 2 claws) and – 2 melee (1d6 bite); SA Smite good; SQ Darkvision 60 ft, cold resistance 5, fire resistance 5, empathy, alternate form, DR 5/magic, SR 9; AL LE; SV Fort +4, Ref +5, Will +2; Str 10, Dex 12, Con 11, Int 8, Wis 13, Cha 12.

**Skills & Feats:** Climb +3, Hide +2, Jump +5, Listen +2, Move Silently +6, Spot +2, Tumble +3; Acrobatic, Improved Initiative.

**Empathy (Ex):** A grimalkin can detect the surface emotions of any creature within 50 feet that it can see. It can sense basic needs, drives, and emotions, but not thoughts. A successful Will save (DC 13) allows a target to avoid being sensed in that way by that grimalkin for 24 hours thereafter.

**Alternate Form (Su):** As a free action, can assume any animal, beast or vermin of Medium size or smaller. This ability functions as a *polymorph* spell cast on itself at a caster level of 4<sup>th</sup>, except that the creature does not regain hit points for changing form. The creature can remain in its animal or vermin form until it chooses to assume a new one or return to its natural form.

**Smite Good (Su):** Once per day, the creature can make a normal attack to deal additional damage equal to its HD total (i.e., +4) against a good foe.

**Defiler Curse (Su):** Three times per day, the creature can cast a spell on a corpse to partially animate it for one hour. The animation causes the eyes to blink and mouth to form the word “Defiler” or “Defiled” repeatedly. This special ability does not cause an increase in the CR.

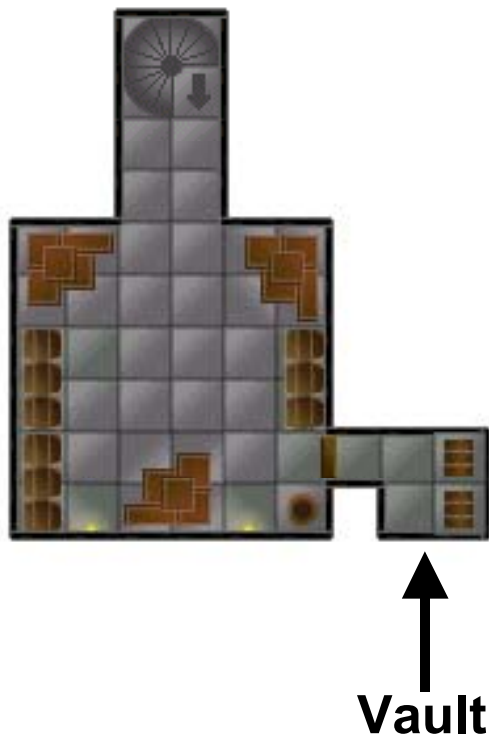
**Skills:** A grimalkin has a +4 racial bonus on Move Silently checks and a +2 racial bonus on Climb and Jump checks.

## Appendix B - Timeline

The following is a timeline for the major events of this module:

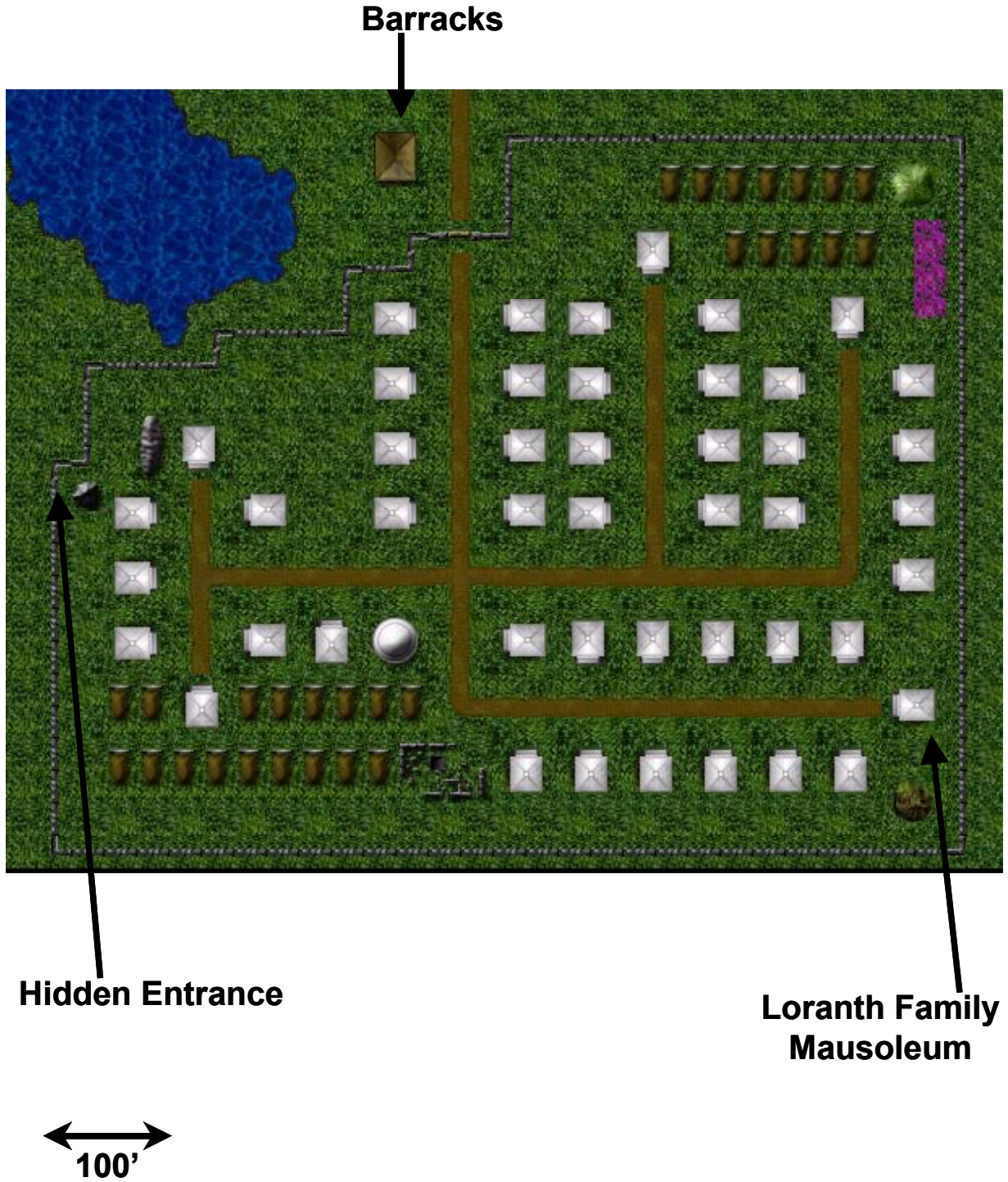
- Watersday, 12<sup>th</sup> Wealsun, 593 CY – Evening: Tomas breaks into Loranth Family mausoleum and steals the coins
- Earthday, 13<sup>th</sup> Wealsun, 593 CY – Evening: Tomb Guardians awake and begin a methodical search for the coins
- Freeday, 14<sup>th</sup> Wealsun, 593 CY – Evening: Ansar is murdered (first victim)
- Sunday, 16<sup>th</sup> Wealsun, 593 CY – Evening: Jenille Herfad is murdered (second victim)
- Moonday, 17<sup>th</sup> Wealsun, 593 CY – Evening: Sir Froderick Chaumers (third victim) and Jerric Van Niles (fourth victim) are murdered
- Watersday, 19<sup>th</sup> Wealsun, 593 CY – Morning: PC approach Caravan Master Jornar Linn for a job.  
Evening: PCs at Feldrake Tavern; Rodel Folentar murdered (fifth victim); Investigation begins
- Richfest, 593 CY

## DM Aid #1 – Map of Pavlar’s Basement





DM Aid #2 – Map of Thrommel’s Crown



## DM Aid #3 – Map of Aldovan Loranth’s Mausoleum



**Aubraen's  
Sarcophagus**