

NYR5-07

# A Return to Heartland

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

Version 1.0

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You have returned to Heartland, that small town near the center of Nyronnd. The locals greet you by name, the sky is bright and beautiful, and all is right with the world. Time for some of Myrroi's chicken and dumplings, a mug of Aeslip's best ale, a cheery fire, and boastful tales among friends. Part two of the Heartland Saga. A scenario for APLs 2-6 (character levels 1-8).

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

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.

Keep in mind that you must have at least four 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.

### Playing the Game

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

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.

### Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out the RPGA Tracking Sheet. The DM should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

### Living Greyhawk

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level

characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. 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.

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	

## Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Kingdom of Nyron. Characters native to the Kingdom of Nyron 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

The Heartland Saga began in NYR5-S04 – A Murder in Heartland. In this introductory adventure, Gosen Beourn killed several people in the town before finally being stopped by a group of adventurers.

Unknown to the PCs at that time, Gosen was in the employ of another resident of the town, Bursus Cebras. Bursus was using Gosen as the nighttime guard at a hidden Flan tomb outside of town. While he was left alone with only his fears and his imagination to keep him company, a continuous rhythmic scratching sound slowly eroded Gosen's mind. Gosen never did find the source of this scratching before he finally snapped and started killing residents of the town who were also making similar scratching sounds.

Bursus has distanced himself from the PCs, in case they decide to follow up on the source of Gosen's troubles. However, he has a persona of the friendly and magnanimous town resident to maintain, so from time to time he may have run into the PCs. In these instances he has been his friendly and personable self – completely without suspicion. And in truth, he is not an evil man, just greedy. Far from being the dilettante living off of an inheritance and distant investments, Bursus has been using hired help to loot ancient tombs and sell the contents to unscrupulous buyers. Periodically, one of his buyers will send him items in trade for something he recovers for them. These packages always arrive for him care of the Heartland Inn, where he frequently dines. He also routinely receives similar packages from his agent, a man skilled in identifying and setting prices on tomb artifacts.

The story this time opens with the PCs returning to the Heartland Inn and sitting down for a late lunch. It is likely that the PCs have been receiving several small gifts from the townsfolk for their actions in the previous scenario. If none of the PCs participated in that scenario, then one of the PCs is to receive an innocent package from someone known to them (perhaps a new set of clothes, a warm pair of socks, or the like).

As tends to happen in such adventures, the package tag for the PC has gotten switched with the one going to Bursus from his agent. Unknown to both parties, they each have the other's package. Bursus immediately leaves with his package, while the PCs probably open theirs.

## Adventure Summary

The story opens in the common room of the Heartland Inn. The PCs sit down with their friends from the town and have a late lunch prepared by Myrroi.

### **Introduction – Welcome Back; and Introduction Two – A Taste of Home:**

The PCs receive a package supposedly from someone they know. Inside they find a small collection of ancient figurines – perhaps pieces from a game. The package was intended for Bursus Cebras, but was mixed up by the delivery boy. The PCs are inadvertently cursed by their interaction with the figurines, although this comes into play much later. Bursus returns for his package, everyone has a good laugh, and the PCs retire for the evening.

### **Encounter One – The Vision:**

That night, as the PCs rest, the curse comes into play. Their collective imaginations create a monster, which attacks them in their room(s). The PCs then find that they are unable to sleep easily and awaken the next morning fatigued.

### **Encounter Two – The Search:**

By this point the PCs are likely suspecting the mistaken package. They head for Bursus' house only to find that he has left town on one of his many business trips. The PCs can break in, get the key from the maid, or otherwise attempt entry. They run into a trap when trying to get past the only locked door in the house. Past this door, they find some mysterious notes, part of a map, and a journal offering clues.

### **Encounter Three – The Trail Out of Town:**

The PCs now head off to find the dig site mentioned in the journal. All they have is a scrap of a map, but it seems to show a site just on the other side of the local hill. They run into a couple of Bursus' thugs standing guard, and can then head into the tomb.

### **Encounter Four – The Tomb:**

The tomb is fairly typical, a few short dead-end passages, an outer chamber, and then a final resting place. The PCs find Bursus and one of his agents discussing a new tunnel that doesn't seem to match. The PCs have a short battle, and then Bursus agrees to turn over the figurines and tell them how to break the curse – if only they will let him go.

## Encounter X – The Ongoing Nightmare:

This is an additional encounter if all the PCs fail their Will saves on nights after the first. It serves as an additional motivator if the PCs fail to follow the scenario. It is optional in that the PCs may finish the scenario within one day, or not all the PCs will fail their saves on subsequent nights. It is also possible that the PCs will cast *Remove Curse* (at higher APLs) and simply rid themselves of the curse before it can have a further effect.

### Conclusion:

The PCs make their decision and live with the consequences. And what about that new tunnel?

## Preparation for Play

Included with your packet is a map of the town and a simple key that will help you keep the PCs oriented and on track. The scenario is fairly straightforward, so there is little else required to properly show your PCs a grand adventure. The only question you need ask your players is which characters have participated in NYR5-S04, as they will be remembered and recognized throughout the town.

## Introduction – Welcome Back

There are two different introductory paragraphs. The first is for characters that have previously played in NYR5-S04 – A Murder in Heartland. The second is for those characters that have not participated in that introductory scenario.

For PCs that have played NYR5-S04:

***So you have returned to Heartland, a nice enough little town. Very little has changed since you were here last. Gosen's house still stands empty. Vivena seems to have recovered somewhat and is now looking forward to the birth of her child. Several of the residents wave their greetings to you, and a few even call out your name and ask you to dinner if you have time later this week. But for now, your destination is clear; the Heartland Inn, and Myrroi's chicken and dumplings. She is always glad to see you, and keen to hear of your adventures. Her father, Georgot, runs a fine establishment – with big feather beds and a hearty home-cooked breakfast always included.***

Once the PCs have reacquainted themselves with the town, you can proceed to the next section [Introduction Two – A Taste of Home](#).

For PCs that have not played NYR5-S04:

***This seems to be a quaint little town. Fairly typical for this part of Nyrond, towns like this popped up all over. All they seemed to need was a crossroads and a source of water; in this case, apparently, wells were the answer. After the usual routine of asking around for a place to stay for the evening, you were directed to a place with the simple name of 'The Heartland Inn.' You spoke with the proprietor, a fellow by the name of Georgot, and arranged quarters. He then invited you to have a late lunch in the common room. His daughter has apparently made one of her specialties – chicken and dumplings. He also promised cool ale and a cheery fire.***

Allow the PCs to conduct whatever arrangements they want. Room and food prices are included in upkeep, unless the PCs want something truly unusual. In this case, refer to the Player's Handbook for appropriate pricing.

Once the PCs have seated themselves in the common room and placed their order, proceed to the next section [Introduction Two – A Taste of Home](#). It is possible that you'll get some stubborn PCs that absolutely refuse to eat or drink with others. If this is the case, the townsfolk will simply assume they are unfriendly and wish to be left alone. They will then ignore those PCs unless directly interacted with. They will always remain polite, but will attempt to avoid future encounters. The people of Heartland are friendly and outgoing and PCs that play nicely with others will have the best time.

## Introduction Two – A Taste of Home

A good way to start this part of the introduction is to draw out the entire inn (see [DM Map #1 – The Inn](#)) on the battlemat; including the sleeping rooms, the kitchen, the common room, and the upstairs rooms. This way the PCs can't be sure when combat is scheduled, and will not immediately be on the defensive.

***Seating yourself at the only available table, you realize that the common room is rather crowded. It seems that the promise of chicken***

**and dumplings have drawn out a large number of the townsfolk. Many of them nod their greetings, and then dig back into their food. The proprietor's other daughter, Tynia, is playing a simple tune on an old but well polished lute. While not ready for the Oerth Theater, her music is lively and many of the patrons are tapping their feet in time with the rhythm.**

**You all end up packed in together, and the jovial nature of the town soon has you making introductions with your tablemates.**

Let the PCs introduce themselves. If you have a party that likes interaction with NPCs, have Myrroi come over and take their order. Myrroi will shamelessly flirt with any male PCs, will cajole them into having her chicken dish, and will excitedly listen to any tales of adventure the PCs happen to impart – especially if those PCs participated in the introductory scenario.

If your PCs are less gregarious, then simply read the next paragraph – which describes the other patrons (PCs that have been here in the introductory scenario should also be given the parenthetical name to go with the description).

**Looking around the room, you take in the locals. The far table, closest to the kitchen, has a rather harried family, all the children apparently just out of school, judging by the stack of books on the floor (the Mildan family, see area M on the town key). The family is attempting to listen to three or four simultaneous discussions of the children's' day at school, although it is obvious these sorts of discussions come up all the time, it is equally obvious that the parents are only half-heartedly listening – the glazed expressions of those with many kids upon their faces.**

**The second table, closest to the young woman playing the lute, boasts an eclectic group consisting of an elf with a peg-leg, a dwarf in schoolmaster garb, and a human couple with their teenage daughter (the elf Aeslip, dwarf Olagh, and the Prestad family, see areas G, I, and L of the town key). The daughter is busy questioning both the elf and dwarf on the art of brewing, although it is only the typical zeal of an intelligent child that prompts the questions.**

**The third table, and the only one remaining but your own, features two well dressed gentlemen – one elderly, the other relatively**

**young – an equally well dressed elderly woman, and another couple dressed in servant's attire (Sir Koonth's family, and Bursus Cebras; see areas D and Q of the town key). The elderly gentleman is busy explaining about the weather of some thirty or thirty-five years ago. No one is paying him any attention, but he natters on regardless. The elderly woman is asking the other gentleman about his book, and when he holds it up, you can see that it is a book of history – something to do with Flan burial practices.**

Quite the collection of people. As most PCs are supremely interested in NPCs with books (or with the books themselves), it is likely that one or more of the PCs will want to introduce themselves or at least try and strike up a conversation with Bursus. At this point in time, he's really not interested, but will politely chat with them. If asked about his book, he will simply state that it struck his fancy when he was in a shop in Rel Mord, and that he's still reading it.

About this point, the PCs' food should arrive. Myrroi will sternly direct the PCs to take their seats and behave themselves. She'll even go so far as to give them all napkins and tell them to take their elbows off the table. It is all in fun, but she tries hard to be a proper hostess, and the townsfolk respond in kind.

After the PCs have finished their meal, the common room has cleared out somewhat. The Mildans left earlier, and the Prestads soon exit as well. Aeslip (the elf) drinks himself nearly unconscious, and then his friend Olagh (the dwarf) steers him home. The Koonth family remains until the late evening, the old Knight enjoying his memories and giving his wife time to be 'seen' as the Lady she is. Bursus will retreat to an armchair near the fire and delve into his book, seemingly completely absorbed in it to the exclusion of all others (takes 10 on his Bluff check, see Appendix One if the PCs attempt to Sense Motive on him).

Just before the remainder of the PCs retire, a tired delivery boy with the Royal Mail Service will arrive.

**Entering the common room is an older teen dressed in the livery of the Royal Mail Service. He's obviously tired, but seems interested in delivering his packages before retiring to one of the inn's rooms. First he glances at the package under his left arm, and checks the tag tucked into the string ties. Nodding to himself, he then checks the package under his right**

**arm and checks that tag as well. Proceeding first to the gentleman with his book, he hands over the first package. The gentleman** (Bursus if they have learned his name) **thanks him, hands over a silver 'shield,' picks up his package, and then walks out with a hearty farewell for Myrroi and Tynia, who both giggle at his remarks.**

**The delivery boy then walks to your table and asks if any of you are** (insert the name of the most friendly and gregarious PC). **After gaining your affirmation, he leaves the second package with you, waiting patiently for his tip.**

He'll leave in a huff if ignored, but otherwise will accept any coin the PCs pass his direction. He knows nothing of importance, merely delivering the packages as addressed. Unknown to him, a minor mishap took place before he even received the packages. The previous deliverer allowed both packages to get wet, and the ink on the addresses was smudged. While she attempted to correct this by making new address tags, she made a mistake and switched the tags.

**Looking at your package, you can see that the tag with your name, and "c/o Heartland Inn, Heartland" is a replacement. The package obviously got wet at some point and the address smudged beyond recognition. Part of the original address is barely visible, although you can only make out the "c/o" and what might be a name just above it. The package is wrapped in cheap brown vellum, and secured with a simple twine binding.**

Detection for magic will reveal a faint aura of necromancy if the PCs make their Spellcraft check against a DC of 20 (18, plus a -2 circumstance penalty for the age of the original casting and the unusual synergistic effects of all of the figurines in close proximity. The package does not radiate evil or any other unusual auras.

Hopefully the PCs will open the package. If they refuse, Bursus will return about an hour later, explain the confusion, and switch the packages back. He will be very friendly the entire time, and will not be actively hiding anything (successful Sense Motive checks against his bluff will reveal only that he might know something more about the package). He doesn't yet know what the package contains (although he has his suspicions), and so he has no reason to be overly evasive. If the PCs explain about the magical aura, we will simply state that he was expecting a rare set of unguents, and that his supplier often has them enhanced

with a *Gentle Repose* spell for the long trip. The PCs will likely learn nothing further (short of attacking Bursus on the spot, and without evidence or provocation), and Bursus will retreat to his home for the evening.

At this point, the scenario can proceed in two directions. If the PCs did nothing with the package (not even detect magic) and simply let it sit while waiting for Bursus to return and make the switch, then the scenario ends. They apparently don't have the curiosity required to be adventurers, and earn no experience or gold for their participation.

If the PCs at least examined the package (*Detect Magic*, checking for evil, opening it to see the contents, etc), then the curse activates anyway, and the PCs are hooked into the scenario regardless of their further actions.

Obviously if the PCs open the package and handle the contents, the curse activates. If, and only if, the PCs have opened the package, read the following:

**The package contains a half dozen small unguent jars topped with carved animal heads. The stoppers are not sealed, and the jars themselves seem to be empty – any contents they once held long since dried up. They do not appear particularly valuable, and there is no explanation for their presence. Quite the mystery, indeed.**

The PCs will not be able to learn much from the jars. A Knowledge (history) check (DC 12) will reveal that they are unguent jars often used in ancient flun burials, but there are no particularly distinguishing marks on the jars. The lack of contents suggests they have never been used, but were extras – perhaps to be used in a commoner's burial.

Once the objects are touched, the curse is delivered. Identifying the curse requires touching the objects – an *Identify* spell will not work through the wrappers. And since the curse will have been delivered by that point, there is nothing left to *Identify*.

At some point during their examination of the objects, Bursus should return and begin apologizing for the confusion.

**"Ah good, I'm glad I could find you. Apparently there was some sort of mix up with our packages." This comes from the younger well-dressed gentleman (Bursus) you saw earlier.**

***“I’m thinking the tags got switched when whomever was delivering them let them get wet. Whoever it was remembered enough of our addresses to readdress them, but must have put the wrong tag on the right package.”***

***“Terribly sorry about that, imagine my surprise when I opened my package and found your item, and a note explaining that you had left it behind. I think the best thing is simply to swap, and pretend that this mix-up never happened. I’ll even buy you all another round if you would like.”***

Again, Bursus is not attempting to hide information from the PCs. He certainly won’t mention his artifact thievery, or anything else related to his business. But he truly doesn’t know that the PCs have been affected with the curse, or even what the objects are at this point, as the note the PCs will find in Encounter Two has not yet arrived or been read by Bursus. He will find it upon his return home after making the switch, and is the reason he leaves in a rush.

The item being returned to the PCs is something very minor, like gloves, a change of clothing, or a package of trail rations. The precise identity of the item is unimportant to the scenario. Simply pick some low value item the PC(s) could conceivably have forgotten at the previous night’s inn, or been sent from home. Bursus has not tampered with these personal objects in any way, there is no damage, and no malevolent effects are tied to them.

**The Curse:** the figurines were stolen from the Flan tomb found in Encounter Four. Bursus’ agent had them sent to Bursus as proof of the tomb’s wealth. Both Bursus and the agent can easily avoid the curse, as they know the proper incantations to avoid it. While it only works once, it serves very well as a motivator for the PCs. The curse is fairly simple. Each night (or whenever the recipient attempts to rest), they will be plagued by extremely vivid visions. On all nights but the first, the recipients are allowed a Will save against a DC of 15. Otherwise, their visions manifest as a true horror. The PCs will awaken as the creature their collective subconscious creates is given form and substance. The results of the first night are always set, and are described in Encounter One – The Vision. Following that night, refer to Encounter X – The Ongoing Nightmare.

After the PCs have made the exchange for their original item, Bursus will leave and head home. He discovers the note (Encounter Two – The Search, Player Handout #2), panics, and uses a scroll of teleportation (with his Use Magic Device skill) to leave his house and reach the tomb site (Encounter Three – The Trail Out of Town). The PCs are welcome to follow him home, but nothing further happens, he does not act suspicious (since he doesn’t know anything at this point, additional Sense Motive checks will not help). Truly, the PCs should be left in the dark. Once the PCs have decided to bed down for the evening, proceed to Encounter One – The Vision.

## Encounter One: The Vision

This encounter requires that the PCs be in their rooms (or at least encamped somewhere taking their rest). Make sure everyone is positioned in whatever room or area they wish to take. If they want to set a watch schedule, they can, but nothing happens until the vision takes place. Once you begin reading the vision, the PCs are going to start asking questions. Ignore these questions and continue with the read-aloud text.

***The Heartland Inn is quite comfortable. Big soft beds, plenty of rooms, large deep tubs and fluffy towels. All the comforts of home. You and your companions settle down for a welcome rest. Peace and quiet descend.***

Pause now, and make sure you have all the PCs attention:

***The high priest lifts the unguent jars. He speaks the words calling the power of the gods into each one. As each is blessed, they are placed into the crypt beside the body of your husband. The warding had been expensive, but your husband had been a slave dealer, and much hated for it. Without the warding, his tomb would soon be looted and the body stolen before his soul could fully leave and find the realm of the gods. This is the only way.***

***The high priest finishes his chanting and turns to you. “Speak now the name of the guardian. What beast would you summon to safeguard this place?”***

***Without hesitation, you answer.***

Give the PCs another long pause. They should be very attentive at this point. They are also probably



asking many questions. Continue to ignore them and read the next section.

**You open your eyes. You have no idea what the vision was about, but you hear the echo of the woman's response. Not a word so much as a remnant of a feeling. Then you realize, you are not alone.**

The curse has summoned the ancient horror spoken by the slave master's wife so long ago. This creature appears wherever there is the greatest concentration of PCs (if they each have their own room, then pick one room at random). Georgot and his two daughters have rooms upstairs and will remain hidden throughout the fight. The delivery boy from the introduction will dive out of his window at the first sign of trouble and run away.

#### **APL 2 (EL 3)**

**Otyugh:** hp 36; see *Monster Manual* page 204.

#### **APL 4 (EL 4)**

**Belker:** hp 38; see *Monster Manual* page 27.

#### **APL 6 (EL 6)**

**Destrachan:** hp 60; see *Monster Manual* page 49.

The EL for this encounter is adjusted downwards because the creature summoned is at something of a disadvantage inside the confines of the inn.

- The otyugh loses the advantage of its natural reach given the many corners providing cover, it cannot gain the advantage of surprise, and the filth fever is easily cured at the Shrine of Heironeous.
- The belker is bound by the summoning magic and cannot assume *smoke form*, cannot flee the combat, and loses its advantage of surprise (according to the boxed text).
- The destrachan cannot use the *material* version of its *destructive harmonics* attack as the wife's original intent was to protect her husband's corpse – not to have it destroyed by the very creature she summoned to protect it.

Once the creature is killed, it dissolves into smoke and vanishes. If the PCs survive, they will likely

want to chase after Bursus right away. This is fine; simply head to the next encounter, but none of the PCs received adequate rest (unless they were wearing a ring of sustenance), and should be treated as if Fatigued (DMG pg 301). If they attempt to finish their rest, they find themselves unable to do so. Elves fall out of trance and other races find they are too agitated to sleep. There may be magical cures for their condition, but otherwise the PCs must face the next day fatigued.

PCs that are worried about damage to the Inn should be reassured. Georgot is just glad the creature is dead, and will talk about “finally needing to add that new coat of paint.” If the PCs do something truly stupid like burn down the entire building, then they will lose access to the “Friend of the Town” favor on the AR, and will owe damages (please report this to the Nyronnd Triad by emailing triad@nyronnd.org).

## **Encounter Two: The Search**

The most likely method for the PCs to take is to head over to Bursus' house and learn the information there. The house is easy enough to find (area Q on the town key). When they arrive, they will find it locked, but when has that ever stopped a group of adventurers before?

There are three ways to gain entry. They can either attempt to pick the lock (or bypass it with spells such as *Knock* or *Dimension Door*). If this route is taken, the door has a good lock (DC 30), while the door itself is a strong wooden door.

**Locked Strong Wooden Door:** Good Lock (Open DC 30); 2-in. thick; Hardness 5; 20 hp; Break DC 25.

The PCs could force their way in, breaking a window, chopping through the door, or otherwise forcibly damaging the building. This will work, although the townsfolk will report the PCs for Breaking and Entering, which has its own penalties as outlined in the *Nyronnd Judge Guidelines*.

If the PCs first check with any of the townsfolk about gaining entry, they will be directed to the Totteno Farm (area T on the town key) or the schoolhouse (area F, but only during midday school hours), where they can speak with young Druna. Druna often works at the Bursus house as a maid, and has a key the PCs can use to get

inside. But she takes her job very seriously and will only give up the key if convinced that it is a matter of life and death.

Diplomacy or Intimidate will work equally well – treat Druna as Unfriendly in this regard, and she will only give up the key if her attitude changes to Friendly (DC 25) or better. This can be a difficult check to make, but the PCs may all aid each other, and they can get a circumstance bonus for any of the following conversational topics:

- +4 – if the PCs show off their injuries from the fighting or mention any damage to the Heartland Inn.
- +2 – if the PCs explain about their vision and the idea of a curse that needs to be removed.
- +2 – if the PCs agree not to harm or attack Bursus, but are only entering to find out where he went so that they can ask him about the curse.
- +2 – if the PCs bring up the concept of “secrets” or otherwise try and learn something about Bursus before they ask for the key. Druna knows about the locked door in the house, and she’s very curious to learn about what it guards, but once she gets locked into thinking about her job, she’ll focus exclusively on that and forget her curiosity.

Unless the PCs are using Intimidation, they cannot change Druna’s attitude below unfriendly. She really doesn’t dislike the PCs; she just doesn’t want to lose her job.

The PCs cannot take 20 on this check, but they can attempt it multiple times without penalty. However, if they have failed a check, they need to present a new argument each time they try to change Druna’s attitude. Use failed checks as a way to promote better role-playing. You can also add an additional +2 circumstance bonus if the PCs are especially clever or flashy in their arguments (the use of illusions to demonstrate what they fought is a good example).

## **Area Q – Bursus Cebras’ Home**

***This is a nice two-story house on the eastern side of town. It is surrounded by an understated flower garden, which compliments the bright yellow paint and blue trim, and a small vegetable garden in back. There are a number of windows looking into the lower***

***floor. A quick perusal shows a kitchen, dining room, sitting room, and office. The bedrooms must be on the second floor. No one currently appears to be home, no smoke rises from the chimneys, and the rooms are all dark. There are a few upstairs windows, but these too are dark, and you see no movement. Apparently there is only one door leading inside.***

The front door is locked with a good lock (see above), and the windows are all shut and latched. There is no easy way to climb to the second floor, but some enterprising PCs may attempt it. The curtains in all the second floor rooms are drawn – with the exception of the master bedroom (#9). The glass window leading into the private office (#13) is especially thick, is not designed to open, and should be difficult to break (Strength check DC 20 – feel free to require Balance checks or to impose circumstance penalties if the PC making the attempt is not optimally situated to do so).

Once the PCs make it inside (either by bypassing the lock, picking it, or obtaining the key from Druna), you can refer to the following map descriptions as the PCs explore Bursus’ House ([DM Map #2 – Bursus’ House](#)).

### 1. Entryway

***You find yourself just inside the front door. This is a simple entry hallway. Fairly obvious muddy footprints lead to a side door near the front door. Opposite the front door is an open doorway leading into the formal dining room.***

The scuffmarks lead to #6, the mudroom and stairs up.

### 2. Sitting Room

***This is a fairly typical sitting room common among the upper middle class. There is a cozy sofa near the fire, and a small table and chairs for less intimate, friendly conversations.***

There is nothing of particular interest in this room. The fireplace has been recently used, as Bursus often entertains one family or another from the town.

### 3. Dining Room

***In the midst of this fancy formal dining room is an impressive carved table; its smooth, polished oak long darkened from age and use. Two small doors lead into what must be the kitchen.***

They do indeed lead into the kitchen. The fireplace in the dining room has not been recently used, as it tends to stay plenty warm from the kitchen.

#### 4. Kitchen

**Aside from the two large fireboxes, the most impressive part of this room is the massive picture window and the enormous woodblock table. One of the fireboxes has been converted into a bread oven, while the other has a slate platform for holding the numerous pots currently hanging from hooks in the ceiling.**

The kitchen is obviously well appointed, often used, and fully stocked. Bursus likes to cook, and often invites friends from the town over for one of his specialties. He and Myrroi have a friendly rivalry going on, although so far Myrroi seems to be winning – something Bursus acknowledges by eating over at the inn whenever he gets a chance.

#### 5. Downstairs Office

**This is a very tidy little office, with nothing but a single chair and desk between you and the window looking over the outside garden.**

The PCs will find dozens of papers referencing numerous investments along with some general correspondence and other innocuous items. There is nothing incriminating in this room, as Bursus is very careful to take anything relating to his art smuggling up to his private office. This way, if Druna gets curious while cleaning up, she will find nothing of particular interest.

#### 6. Mudroom and Stairs Up

**A sturdy set of stairs leads up, while a space near the bottom holds various coats, boots and other foul weather gear.**

There is nothing of interest here either. The stairs are very well made and do not creak when trod upon.

#### 7. Upstairs Landing

**At the top of the stairs is a small landing. A high window lets light into this area.**

This is merely closed off space to keep the noises of the lower floors muted, and to keep down drafts in the winter.

#### 8. Picture Gallery

**This small hall-like area is decorated with several portraits. Most are quite old, and all bear a resemblance to Bursus, so perhaps**

**they are family members. A curtained window looks over the yard.**

These are all members of Bursus' family, although most are deceased. The few that still live are located far from Nyronnd, in Bursus' home country of Ket. There is nothing of interest in this area. The door leading into #13 is locked and trapped (see #13 for details).

#### 9. Master Bedroom

**This lavish bedroom features a canopy bed, a large, iron, claw-footed tub, and an oversized wardrobe. The fireplace near the bed is well stocked with chopped wood and kindling, and a set of bedclothes hangs nearby.**

The PCs will find only clothing, bath items, and other assorted items in this room. There is nothing else of interest.

#### 10. Upstairs Hall

**This short hallway leads from the picture gallery to the two guest bedrooms.**

Pretty much an empty hallway, with nothing of interest.

#### 11. Guest Bedroom

**This is a small guest bedroom, and not often used judging by the musty smell and the lack of a window. The room does not look to have been used anytime in the recent past.**

Which is true, Bursus rarely has a need for this room, and it is usually kept closed. Druna comes in to dust and change the sheets once a season, but unless Bursus is housing several guests, the room is typically empty.

#### 12. Guest Bedroom

**A large guest bedroom, this room features a nice window overlooking the vegetable garden.**

Pretty similar to room #11, except that this room has a window. It is used from time to time, but not in the last several months. Bursus has been very busy of late, and has not entertained overnight guests in quite a while.

#### 13. Private Office

The door into this room is locked and trapped. The PCs will first need to bypass or disarm the trap before they can enter this room. The trap can also be disarmed with Bursus' key, but that key is with him at the tomb site (see [Encounter Four – The Tomb](#)).

#### APL 2 (EL 2)

**Burning Hands Trap:** CR 2; magic device; touch trigger (opening door without proper key); automatic reset; spell effect (*Burning Hands*, 3rd-level wizard, 3d4 fire, DC 14 Reflex save half damage); Search DC 26; Disable Device DC 24; Cost 600 gp, 40 xp.

#### APL 4 (EL 4)

**Empowered Burning Hands Trap:** CR 4; magic device; touch trigger (opening door without proper key); automatic reset; spell effect (*Empowered Burning Hands*, 5th-level wizard, 7d4 points fire, DC 15 Reflex save half damage); Search DC 26; Disable Device DC 26; Cost 3,000 gp, 250 xp.

#### APL 6 (EL 6)

**Maximized, Empowered Burning Hands Trap:** CR 6; magic device; touch trigger (opening door without proper key); automatic reset; spell effect (*Maximized, Empowered, Burning Hands*, 5th-level wizard, 20 points + (5d4)/2 fire, DC 17 Reflex save half damage); Search DC 28; Disable Device DC 28; Cost 4,500 gp, 340 xp.

#### All APLs

**Locked Strong Wooden Door:** Good Lock (Open DC 30); 2-in. thick; Hardness 5; 20 hp; Break DC 25.

Once the PCs make it past the door, they can peruse this private office.

***Finally getting past the door, you gaze upon a large office space. A large map of the Kingdom covers most of one wall, with several black pins decorating the wilderness far from most towns. One pin is relatively close to the town of Heartland, and is colored purple. Several red pins are arranged in a line just outside the border of the map, apparently awaiting use.***

***A small rolling screen is pushed against the opposite wall. A crude hand-drawn map has been tacked to this screen.***

***Another massive table fills most of the room, covered in miscellaneous bills of sale to persons mentioned only in code. A few volumes on the Flan language, books of history, and collections of historical theses,***

***are loosely stacked on the edge of the table nearest the wall.***

***A pair of comfortable chairs are pushed against the table, and an equally comfortable sofa sits near another fireplace.***

The map tacked to the screen is included as Player Handout #1 – The Map. If the PCs ask for the location of the dig site, it is several hours east of town, past the big hill on the town map. They can find it without difficulty, so no handout or judge's map of the area is required.

Upon examination (either by stating they are searching the fireplace, or by making a DC10 Search check), the PCs can tell that the fireplace has been recently used. The remains of several notes can be found within. Most are burned beyond recognition, but one scrap is still legible and is included as Player Handout #2 – The Burned Fragment.

The bills of sale are to several prominent art merchants and private collectors. They are all coded, and are beyond the scope of this scenario. Simply providing this information to the authorities will be enough to slow the illegal Flan art trade.

The PCs do not find the figurines, or anything allowing them to remove the curse. There seems to be only one course of action remaining, which is to go after Bursus at the tomb site. Once the PCs make the decision to go, jump to Encounter Three – The Trail Out of Town.

## Encounter Three: The Trail Out of Town

The PCs will need to head east out of town. The site alluded to by the purple pin is several hours outside of town. Assuming your PCs did not waste much time in town, they should reach the site near sundown. If they wish to rest or otherwise attempt to regain spells, have them all roll Will saves against a DC of 15. If at least half of the group fails this roll, they get an additional encounter (Encounter X – The Ongoing Nightmare). Otherwise, their rest is uneventful.

The trail is relatively easy to hike. There are no recent tracks (Bursus uses a teleportation effect to reach the site), should the PCs decide to make tracking checks.

By this point, Bursus is aware that the figurines might have been cursed (as is obvious

from the scrap of burned paper recovered as Player Handout #2). He has sent two of his goons to beat up anyone coming towards the site. However, he failed to give them good orders to simply scare off the PCs. Instead, the goons will be a bit lethal with their attacks.

On the judge's map of the trail (DM Map #3 – The Trail), the goons are hiding at the two 'X' marks. They have each taken 10 on their hide checks, and are waiting with loaded repeating crossbows for the PCs arrival. The PCs first get a chance to spot the goons at the trail bend (marked on the map). This is also where the goons get their first shot at the PCs. The goons will fire their first volley, using their Rapid Shot feat if possible. Note that at higher APLs, the crossbow bolts might be poisoned.

Both sides must make Spot checks (opposed by the other's Hide check) to see the other group. PCs that are not hidden are automatically seen when the group first reaches the trail bend. The distance is within the normal Spot range, so no penalties are imposed. If the PCs are traveling at night, they get an additional –2 penalty on their spot checks to see the goons.

#### **APL 2 (EL 4)**

**Goons (2):** hp 17 each; see *Appendix One*.

#### **APL 4 (EL 6)**

**Goons (2):** hp 33 each; see *Appendix One*.

#### **APL 6 (EL 8)**

**Goons (2):** hp 48 each; see *Appendix One*.

The goons will fire their crossbows for as long as possible. If the PCs close to within melee distance, they will opt to avoid attacks of opportunity and will reluctantly switch to their short swords. While they are in their sniping positions, they have cover from the PCs ranged attacks, but gain no benefit against melee attacks.

Once the goons are defeated, the PCs can loot the bodies with no further disturbances. The tomb is about 10 minutes further down the trail.

APL 2: Loot – 395 gp, Coin – 10 gp, Magic – 0 gp.

APL 4: Loot – 395 gp, Coin – 10 gp, Magic – two cloaks of resistance +1, two amulets of natural armor +1 333 gp.

APL 6: Loot – 2 gp, Coin – 10 gp, Magic – +1 studded leather armor (2), cloak of resistance +1 (2), amulet of natural armor +1 (2), +1 short sword (2), +1 repeating heavy crossbow (2), 1,395 gp.

## **Encounter Four: The Tomb**

The ancient Flan tomb is little more than a small series of tunnels carved into a nearby rock outcropping. Most of the objects once stored within have been looted over the centuries, but a few pieces of art still remain in the final chamber. This is also the place where Bursus can be found having a discussion with one of his agents.

Refer to the included map (DM Map #4 – The Tomb) for the following room descriptions.

### 1. Entrance Passage

***The entrance to the tomb is exactly where you would expect it to be based on the map in Bursus' private office. There are plenty of signs of passage about; horses, wagons, even drag marks. The tomb has likely been plundered, but based on the thugs you fought on the trail, and the clues you've discovered, there seems to be nothing to do but explore the tomb.***

Once the PCs enter the tomb proper, continue with the following description.

***The air is dusty and dry. You can tell that this passage once contained colorful frescos, but looters, vandals, and the passage of time have destroyed them. The floor is covered in tracked-in mud and scattered trash. This place has been used as a temporary shelter from time to time.***

There is nothing of interest in the entrance passage, although PCs that search will find the remains of old campsites, a bit of rotten food, and other junk.

### 2. First Room

***This room has also seen better days. Long ago looted, even the murals of colored glass have been chipped away – although a few small fragments of glass stubbornly remain. A heavy stone door, once hidden and, judging by the fresher tool marks, apparently much more recently breached, still mostly blocks the only other exit.***

PCs that insist on searching will find more trash, mostly shoved into the corners and out of the main path. A few bits of colored glass can still be found embedded in the walls, but the murals they once formed are unrecognizable. The door was opened in the last year by one of Bursus' scouts. When he found that the passages beyond were apparently untouched, he contacted Bursus. The smuggler and his hired men have slowly been stripping this tomb of valuables.

### 3. God's Devotion

***Your instincts in the previous room were right. This chamber is far less violated than the others explored so far. While all immediately valuable items have been cleaned out, the frescos are still bright and legible, no trash or debris litters the floor, and you can get a hint of how grand the whole tomb must have been when first constructed.***

If the PCs study the murals, they can see that they tell the life story of an ancient Flan priest. He was something of a minor holy man, and buried with honors after his death, although the manner of his death is not shown. However interesting the story is, it is unimportant to the current adventure.

There are two doors leading out. The one leading to area 4 is open and the light from a torch can be seen through it, although the torch itself is out of sight around a corner. The door leading to area 5 is closed.

### 4. Lesser Tomb

***As you round the corner, you can see that a single half-used torch has been attached to the far wall of a burial chamber. While the tomb itself seems undisturbed, there are a number of niches in the wall above the tomb that look strangely empty. The side walls of this chamber are also covered in frescos, but of a slightly different style and quality than those in the previous chamber.***

This is the tomb seen in the PCs vision. The frescos tell the story of the slave master, and how he was buried here for protection against those that might desecrate his corpse. The wife, whose eyes the PCs viewed the scene through, is not present, and it appears the burial chamber was only designed for one occupant. The niches above the burial chamber are six in number, and used to contain the figurines examined by the PCs in the opening scene.

### 5. Greater Tomb

The inner door to this room is open, although the outer door is closed when the PCs first arrive. The outer door is extremely well balanced and opens with but a whisper, although the PCs will still need to make successful Move Silently rolls if they wish to surprise the occupants.

Bursus is waiting for the return of his goons, and is therefore considered to be actively listening when the PCs arrive. He gets his Listen check against the PCs Move Silently check to avoid being surprised. PCs not actively moving quietly or carrying light sources automatically fail to surprise Bursus.

***This room is obviously the grand burial chamber alluded to in the previous chamber. The room is mostly undisturbed, but the far left corner from your doorway is marred by what looks like recent tunneling.***

If the PCs rush right in or fail their Move Silently checks:

***There are also two men standing near the tunnel. One is the well-dressed gentleman you are here to find, Bursus, while the other is Suloise, wearing robes, and waving his arms in the beginning of a spell.***

If the PCs successfully Move Silently:

***There are also two men standing near the tunnel, apparently locked in a conversation about it. They have their backs to you, but you recognize the better dressed of the pair as Bursus. The other is unknown to you, but wears the garb of a wizard.***

If the PCs rush right into combat, roll initiative normally. Bursus and his agent will engage the PCs to the best of their ability, but neither wishes to fight to the death. Should things appear hopeless, both will surrender and throw themselves on the PCs mercy.

If the PCs walk in with the intent of negotiating, Bursus mistakenly believes that they are there to arrest him for theft and smuggling, and will attempt to surprise attack the PCs. Again, he is not evil, but he is greedy and self-centered enough to feel this is a viable option.

If the PCs were lucky enough to Move Silently, they gain surprise on the pair, and can use this to their advantage.

#### APL 2 (EL 4)

**Bursus:** hp 20; see *Appendix One*.

**Mage Agent Skali:** hp 9; see *Appendix One*.

**Cat familiar:** hp 4; see *Appendix One*.

#### APL 4 (EL 6)

**Bursus:** hp 37; see *Appendix One*.

**Mage Agent Skali:** hp 17; see *Appendix One*.

**Cat familiar:** hp 8; see *Appendix One*.

#### APL 6 (EL 8)

**Bursus:** hp 58; see *Appendix One*.

**Mage Agent Skali:** hp 25; see *Appendix One*.

**Cat familiar:** hp 12; see *Appendix One*.

**Tactics:** Bursus will rely on his quick reflexes to try and get in an initial sneak attack against the toughest looking fighter. He will then move to try and keep from being flanked, while still allowing his agent to try and move into a flanking position of his own.

The agent will open up with a *Shield* spell, and will then move to help flank – providing Bursus with additional sneak attacks. He will rely on touch spells as much as possible, using his cat familiar to deliver them. If cornered, he will trust in his mobility feat to get out of immediate danger and will then cover his retreat with *Color Spray* or another area effect spell.

Bursus has the figurines on his person, and is willing to exchange them, along with knowledge of how to remove the curse, for his freedom.

**APL 2:** Loot – 645 gp, Coin – 10 gp, Magic – 0 gp.

**APL 4:** Loot – 1,645 gp, Coin – 10 gp, Magic – two cloaks of resistance +1, two amulets of natural armor +1, +1 short sword 750 gp.

**APL 6:** Loot – 2 gp, Coin – 10 gp, Magic – +1 mithral chain shirt, cloak of resistance +1 (2), amulet of natural armor +1 (2), +1 short sword, +1 ring of protection (2), 2,475 gp.

The chamber is mostly intact, with a number of unusual and ancient Flan artifacts. They cannot be sold without proper contacts (such as those possessed by Bursus), but they are of great historical interest, and knowledge of the tomb is

enough for PCs to gain entrance into a number of Nyronid regional meta-orgs (see the AR for details).

The chamber's walls bear frescos similar to those in the other rooms, although these are darker and gloomier. They tell the story of the death of the priest buried here. It seems he was one of those tasked to trap a powerful succubus that had been plaguing their lands. While the entrapment was ultimately successful, the priest fell during the last barrage of spells launched by the succubus. For those that participated in the Queen Xenia plotline from years 3 and 4, the succubus depicted here is the same Realala Nadir appearing in those scenarios.

The priest has been dead for several hundreds of years, and there is little left of his corpse. There are no other curses laid on any of the tomb's other contents, and the PCs can examine the area without fear.

#### 6. Unusual Tunnel

***As you examine the tunnel, you can see that it appears somehow incomplete, and yet at the same time totally alien. It is a curved and smooth tunnel of perfectly circular cross section. The walls appear to have been created by the action of acid or some similar mechanism. Several sections of the tunnel collapsed when it intersected this chamber, and the debris now lies scattered near the opening. Both ends of the tunnel are sealed shut with both rock and some sort of crystalline mortar making an impenetrable barrier. Whatever caused the tunnel is unknown, and for now remains a mystery.***

The tunnel is not recognizable at this point in time. While those with ranks in Knowledge (the planes) might feel a bit of recognition (with a successful DC 20 check), the purpose of the tunnel, and the tunnel maker, is revealed in a later scenario. The tunnel cannot be followed, as it was started in-place, the tunnel maker then intersected the chamber, realized the tunnel was not as secure as anticipated, and then abandoned it. The "mortared off" areas are actually caused by the reaction of the acids used to create the tunnel, and are in reality solid rock. The tunnel is only as long as pictured on the map, and does not go anywhere.

If Bursus or the Agent are still alive, and questioned about the tunnel, they are just as much in the dark as the PCs. Neither was present when the tunnel was formed. They left the tomb

guarded, but the guard has disappeared. If the PCs have played NYR5-S04, the guard would be Gosen Beourn, who featured prominently in that scenario. If the PCs have not played in that scenario, the missing guard is unimportant and will not reappear.

Once the PCs have finished their exploration of the tomb, you can go to the Conclusion.

## Encounter X – The Ongoing Nightmare

This encounter should only be used if the PCs fail to follow up on the curse and decide to do other things instead. On each night (or rest period) have the PCs roll a Will save. If they all succeed against a DC of 15, nothing happens. If even one PC fails, another creature out of their vision will appear and attack. Roll initiative normally.

### APL 2 (EL special)

**Otyugh:** hp 36; see *Monster Manual* page 204.

### APL 4 (EL special)

**Belker:** hp 38; see *Monster Manual* page 27.

### APL 6 (EL special)

**Destrachan:** hp 60; see *Monster Manual* page 49.

Again, continue to use this encounter as many times as is required to get the PCs back on track. This encounter is not worth additional xp to the PCs, as it is directly related to the curse that they are choosing to ignore. Therefore it is not included in the total ELs for the scenario.

## Conclusion

Once the PCs have recovered the figurines, they can easily remove the curse by returning them to the niches in the slave master's burial chamber.

If Bursus was captured, the PCs can turn him over to the authorities. He will be held in prison for several days, fined heavily, and then released as a non-violent offender. A few weeks later, he will sell

his house and move from Heartland. Bursus' agent, if he remains alive, will leave the smuggling trade and return to his former career as a tutor in the Duchy. The PCs will likely never see him again.

If Bursus was killed, his house is claimed by the crown and eventually sold. The outcome of this will be addressed in later scenarios set in the Heartland area.

## The End

## Critical Events Summary

The following questions should be answered on the Nyronid web site:

- Did the PCs return the figurines to the burial chamber?
- Was Bursus killed or captured?
- Was the location of the tomb revealed to any official group (such as for meta-org membership)?

## 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 One – The Vision

Experience objective – defeat the summoned creature.

APL2	90 xp
APL4	120 xp
APL6	180 xp

### Encounter Two – The Search

Experience objective – survive or bypass the trap on the door.

APL2	60 xp
APL4	120 xp
APL6	180 xp



### Encounter Three – The Trail Out of Town

Experience objective – defeat the goon ambush.

APL2	120 xp
APL4	180 xp
APL6	240 xp

### Encounter Four – The Tomb

Experience objective – defeat Bursus and his ally.

APL2	120 xp
APL4	180 xp
APL6	240 xp

### Story and discretionary roleplaying award

Objective(s) met – learn of the art smuggling operation, and removal of the curse by returning the figurines.

APL2	60 xp
APL4	75 xp
APL6	50 xp

### Total possible experience:

APL2	450 xp
APL4	675 xp
APL6	900 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.

### Encounter Three:

APL 2: Loot – 395 gp, Coin – 10 gp, Magic – 0 gp.

APL 4: Loot – 395 gp, Coin – 10 gp, Magic – two cloaks of resistance +1, two amulets of natural armor +1 333 gp.

APL 6: Loot – 2 gp, Coin – 10 gp, Magic – +1 studded leather armor (2), cloak of resistance +1 (2), amulet of natural armor +1 (2), +1 short sword (2), +1 repeating heavy crossbow (2), 1,395 gp.

### Encounter Four:

APL 2: Loot – 645 gp, Coin – 10 gp, Magic – 0 gp.

APL 4: Loot – 1,645 gp, Coin – 10 gp, Magic – two cloaks of resistance +1, two amulets of natural armor +1, +1 short sword 750 gp.

APL 6: Loot – 12 gp, Coin – 10 gp, Magic – +1 mithral chain shirt, cloak of resistance +1 (2), amulet of natural armor +1 (2), +1 short sword, +1 ring of protection (2), 2,475 gp.

### Total Possible Treasure

APL 2: L: 1,040 gp; C: 20 gp; M: 0 gp

Total available: 450 gp

APL 4: L: 2,040 gp; C: 20 gp; M: 1,083 gp

Total available: 650 gp

APL 6: L: 14 gp; C: 20 gp; M: 3,870 gp

Total available: 900 gp

## Items for the Adventure Record

**It was good for something:** by revealing the tomb's location to the proper authorities, you have earned their favor. You may join any one of the following Nyronid regional meta-orgs on a special probationary basis, whether you meet the membership requirements or not:

Rel Mord University

Patrons of the Arcane Wanderer

Licensed Adventurer

This period of special membership is free, but all TU costs still apply. This membership is only good for one calendar year from the date on which this scenario is played, after that time all normal costs and membership requirements apply as usual.

**Thanks of the Town:** you continue to make friends in the town of Heartland. You are granted free Normal upkeep in any scenario beginning primarily in the Heartland area. If you also possess the Thanks of the Town favor from NYR5-S04, the upkeep granted is Rich rather than Normal.

**A feeling of something more:** While you can't place your finger on it, the presence of the tunnel tells you there is something else destined to happen in Heartland. This heightened sense of awareness that the unexpected can crop up in ordinary seeming circumstances grants you a one-

time +10 Insight bonus to a single initiative roll. The bonus can be taken after the result of the roll is determined. Cross off this reward when used.

### Item Access

APL 2:

Hand of the Mage (Adventure, DMG 900 gp)

Brooch of Shielding (Adventure, DMG, 1,500 gp)

APL 4: (all of APL 2 plus the following):

Mithral Chain Shirt (Adventure, DMG, 1,100 gp)

Immovable Rod (Adventure, DMG, 5,000 gp)

APL 6: (all of APLs 2-4 plus the following):

+1 Mithral Chain Shirt (Adventure, DMG, 2,100 gp)

### New Rules Items

**Danger Sense:** This feat allows you to re-roll one initiative roll per day.

**Jack of All Trades:** This feat allows you to make a roll against any skill as though you were trained in it (treated as having at least 1/2 rank in any skill)

**Quick Reconnoiter:** This feat allows you to make one free Spot or Listen check each round, and active Spot or Listen checks are move-equivalent actions. It also adds +2 to Initiative rolls

## Appendix One – APL 2

### Encounter Three

**Goons (2):** Male Human (Oeridian) Rgr2; Medium Humanoid; CR 2; HD 2d8+4; hp 17; Init +3; Spd 30 ft/x4; AC 16 (+3 armor, +3 Dex), touch 13, flat-footed 13; Base Atk +2; Grapple +4;

Atk +6 Two-handed ranged (1d10; 19-20/x2, Masterwork repeating heavy crossbow), or +5 One-handed melee (1d6+2; 19-20/x2, Masterwork short sword);

AL NE; SV Fort +5, Ref +6, Will +0; Str 14(+2), Dex 16(+3), Con 14(+2), Int 10(+0), Wis 10(+0), Cha 10(+0);

*Skills and Feats:* Climb +7, Handle Animal +5, Hide +8, Knowledge (nature) +7, Move Silently +8, Spot +5, Survival +5; Exotic Weapon Proficiency (Crossbow, Repeating Heavy), Point Blank Shot

Favored Enemy: Elves

*Equipment:* Masterwork Repeating Heavy Crossbow, Masterwork Short Sword, Masterwork Studded Leather, 10 bolts in two 5-packs

### Encounter Four

**Mage Agent Skali:** Male Human (Suel) Wiz2; Medium Humanoid; CR 2; HD 2d4+2; hp 9; Init +2; Spd 30 ft/x4; AC 17 (+4 armor, +2 Dex, +1 deflection), touch 13, flat-footed 15; Base Atk +1; Grapple +0;

Atk +1 One-handed melee (1d4-1; 19-20/x2, Masterwork dagger);

AL CN; SV Fort +2, Ref +3, Will +5; Str 8(-1), Dex 14(+2), Con 12(+1), Int 16(+3), Wis 12(+1), Cha 12(+1);

*Skills and Feats:* Concentration +6, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (nobility) +8, Knowledge (religion) +8, Spellcraft +10; Combat Casting, Dodge

*Equipment:* +1 Ring of Protection, Masterwork Dagger, +1 Cloak of Resistance, Hand of the Mage, Brooch of Shielding

Spells Prepared (4/3; base DC = 13 + spell level): 0 — [detect magic, light, prestidigitation,

ray of frost]; 1<sup>st</sup> —[mage armor, shield, shocking grasp];

**Cat Familiar:** Female Cat; Tiny Animal; CR -; HD 2d8; hp 4; Init +2; Spd 20 ft/x4; AC 19 (+4 armor, +2 Dex, +2 size, +1 natural), touch 14, flat-footed 17; Base Atk +1; Grapple -11;

Atk +5/+5 melee (1d2-4; 20/x2, 2 claws) AND +0 melee (1d3-4; 20/x2, bite)

AL CN; SV Fort +2, Ref +4, Will +4; Str 3(-4), Dex 15(+2), Con 10(+0), Int 6(-2), Wis 12(+1), Cha 7(-2);

*Skills and Feats:* Balance +10, Climb +8, Hide +16, Jump +10, Listen +3, Move Silently +8, Spot +3; Improved evasion, Share spells, Empathic link, Weapon Finesse, Stealthy, Low-light vision, Scent

**Bursus Cebras:** Male Human (Oeridian) Rog3; Medium Humanoid; CR 3; HD 3d6+6; hp 20; Init +8; Spd 30 ft/x4; AC 16 (+4 armor, +2 Dex), touch 12, flat-footed 14; Base Atk +2; Grapple +3;

Atk +4 One-handed melee (1d6+2; 19-20/x2, +1 Short Sword);

AL N; SA 2d6 Sneak Attack; SV Fort +3, Ref +5, Will +2; Str 12(+1), Dex 14(+2), Con 14(+2), Int 14(+2), Wis 12(+1), Cha 10(+0);

*Skills and Feats:* Appraise +8, Gather Information +6, Hide +7, Knowledge (history) +5, Listen +7, Move Silently +7, Search +8, Sense Motive +7, Spot +7, Tumble +7, Use Magic Device +6; Improved Initiative, Jack of All Trades, Quick Reconnoiter

*Equipment:* +1 Short Sword, Masterwork Chain Shirt

## Appendix One – APL 4

### Encounter Three

**Goons (2):** Male Human (Oeridian) Ftr2/Rgr2; Medium Humanoid; CR 4; HD 2d8+2d10+8; hp 33; Init +7; Spd 30 ft/x4; AC 16 (+3 armor, +3 Dex), touch 13, flat-footed 13; Base Atk +4; Grapple +6;

Atk +8 Two-handed ranged (1d10; 19-20/x2, Masterwork repeating heavy crossbow), or +6/+6 Two-handed ranged (1d10; 19-20/x2, Masterwork repeating heavy crossbow, Rapid Shot), or +7 One-handed melee (1d6+3; 19-20/x2, +1 Short Sword);

AL NE; SV Fort +8, Ref +6, Will +0; Str 14(+2), Dex 17(+3), Con 14(+2), Int 10(+0), Wis 10(+0), Cha 10(+0);

*Skills and Feats:* Climb +7, Handle Animal +5, Hide +13, Knowledge (nature) +7, Move Silently +8, Spot +6, Survival +5; Exotic Weapon Proficiency (Crossbow, Repeating Heavy), Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Hide)

Favored Enemy: Elves

*Equipment:* Masterwork Repeating Heavy Crossbow, +1 Short Sword, Masterwork Studded Leather, 10 bolts in two 5-packs

### Encounter Four

**Mage Agent Skali:** Male Human (Suel) Wiz4; Medium Humanoid; CR 4; HD 4d4+4; hp 17; Init +2; Spd 30 ft/x4; AC 17 (+4 armor, +2 Dex, +1 deflection), touch 13, flat-footed 15; Base Atk +2; Grapple +1;

Atk +2 One-handed melee (1d4; 19-20/x2, +1 dagger);

AL CN; SV Fort +3, Ref +4, Will +6; Str 8(-1), Dex 14(+2), Con 12(+1), Int 17(+3), Wis 12(+1), Cha 12(+1);

*Skills and Feats:* Concentration +8, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (nobility) +10, Knowledge (religion) +10, Spellcraft +12; Combat Casting, Dodge, Mobility

*Equipment:* +1 Ring of Protection, +1 Dagger, +1 Cloak of Resistance

Spells Prepared (4/4/3; base DC = 13 + spell level): 0 — [*detect magic, light, prestidigitation, ray of frost*]; 1<sup>st</sup> — [~~*mage armor, shield, shocking grasp*~~ x2]; 2<sup>nd</sup> — [~~*Melf's acid arrow*~~ x2, *mirror image*];

**Cat Familiar:** Female Cat; Tiny Animal; CR -; HD 4d8; hp 8; Init +2; Spd 20 ft/x4; AC 19 (+4 armor, +2 Dex, +2 size, +1 natural), touch 14, flat-footed 17; Base Atk +2; Grapple -10;

Atk +6/+6 melee (1d2-4; 20/x2, 2 claws) AND +1 melee (1d3-4; 20/x2, bite)

AL CN; SV Fort +2, Ref +4, Will +5; Str 3(-4), Dex 15(+2), Con 10(+0), Int 7(-2), Wis 12(+1), Cha 7(-2);

*Skills and Feats:* Balance +10, Climb +8, Hide +16, Jump +10, Listen +3, Move Silently +8, Spot +3; Improved evasion, Deliver Touch Spells, Share spells, Empathic link, Weapon Finesse, Stealthy, Low-light vision, Scent

**Bursus Cebras:** Male Human (Oeridian) Rog5; Medium Humanoid; CR 5; HD 5d6+15; hp 37; Init +8; Spd 30 ft/x4; AC 17 (+4 armor, +2 Dex, +1 deflection), touch 12, flat-footed 15; Base Atk +3; Grapple +4;

Atk +5 One-handed melee (1d6+2; 19-20/x2, +1 Short Sword);

AL N; SA 3d6 Sneak Attack; SV Fort +5, Ref +7, Will +3; Str 12(+1), Dex 14(+2), Con 16(+3), Int 14(+2), Wis 12(+1), Cha 10(+0);

*Skills and Feats:* Appraise +10, Gather Information +8, Hide +10, Knowledge (history) +6, Listen +9, Move Silently +10, Search +10, Sense Motive +9, Spot +9, Tumble +10, Use Magic Device +8; Improved Initiative, Jack of All Trades, Quick Reconnoiter

*Equipment:* +1 Short Sword, Mithral Chain Shirt, +1 Cloak of Resistance, +1 Ring of Protection, +2 Amulet of Health, Immovable Rod

## Appendix One – APL 6

### Encounter Three

**Goons (2):** Male Human (Oeridian) Ftr3/Rgr3; Medium Humanoid; CR 6; HD 3d8+3d10+12; hp 48; Init +7; Spd 30 ft/x4; AC 19 (+5 armor, +3 Dex, +1 natural), touch 13, flat-footed 16; Base Atk +6; Grapple +8;

Atk +10 Two-handed ranged (1d10+1; 19-20/x2, +1 Repeating Heavy Crossbow), or +9 One-handed melee (1d6+3; 19-20/x2, +1 Short Sword);

Full Atk +10/+5 Two-handed ranged (1d10+1; 19-20/x2, +1 Repeating Heavy Crossbow), or +8/+8 Two-handed ranged (1d10+1; 19-20/x2, +1 Repeating Heavy Crossbow, Rapid Shot), or +9/+4 One-handed (1d6+3; 19-20/x2, +1 Short Sword);

AL NE; SV Fort +9, Ref +8, Will +3; Str 14(+2), Dex 17(+3), Con 14(+2), Int 10(+0), Wis 10(+0), Cha 10(+0);

*Skills and Feats:* Climb<sup>1</sup> +9, Handle Animal +5, Hide<sup>1</sup> +15, Knowledge (nature) +8, Move Silently<sup>1</sup> +8, Spot<sup>1</sup> +8, Survival<sup>1</sup> +6; Exotic Weapon Proficiency (Crossbow, Repeating Heavy), Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Hide)

Favored Enemy: Elves

*Equipment:* +1 Repeating Heavy Crossbow, +1 Short Sword, +1 Amulet of Natural Armor, +1 Cloak of Resistance, +1 Chain Shirt, 10 bolts in two 5-packs

### Encounter Four

**Mage Agent Skali:** Male Human (Suel) Wiz6; Medium Humanoid; CR 6; HD 6d4+4; hp 25; Init +2; Spd 30 ft/x4; AC 19 (+4 armor, +3 Dex, +1 natural, +1 deflection), touch 14, flat-footed 16; Base Atk +3; Grapple +2;

Atk +3 One-handed melee (1d4; 19-20/x2, +1 dagger);

AL CN; SV Fort +4, Ref +6, Will +7; Str 8(-1), Dex 16(+3), Con 12(+1), Int 17(+3), Wis 12(+1), Cha 12(+1);

*Skills and Feats:* Concentration +10, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (nobility) +12, Knowledge (religion) +12, Spellcraft +14; Combat Casting,

Dodge, Mobility, Spell Focus (Evocation), Craft Wondrous Item

*Equipment:* +1 Ring of Protection, +1 Dagger, +1 Cloak of Resistance, Brooch of Shielding, +2 Gloves of Dexterity, Hand of the Mage

Spells Prepared (4/4/4/3; base DC = 13 + spell level, 14+spell level for Evocation): 0 — [*detect magic, light, prestidigitation, ray of frost*\*]; 1<sup>st</sup> — [~~mage armor~~, *shield, shocking grasp* x2]; 2<sup>nd</sup> — [*Melf's acid arrow* x2, *mirror image* x2]; 3<sup>rd</sup> — [*Haste, Lightning Bolt*\*, *Vampiric Touch*];

\* Evocation Spell

**Cat Familiar:** Female Cat; Tiny Animal; CR -; HD 6d8; hp 12; Init +2; Spd 20 ft/x4; AC 19 (+4 armor, +2 Dex, +2 size, +1 natural), touch 14, flat-footed 17; Base Atk +3; Grapple -9;

Atk +7/+7 melee (1d2-4; 20/x2, 2 claws) AND +2 melee (1d3-4; 20/x2, bite)

AL CN; SV Fort +2, Ref +4, Will +6; Str 3(-4), Dex 15(+2), Con 10(+0), Int 8(-1), Wis 12(+1), Cha 7(-2);

*Skills and Feats:* Balance +10, Climb +8, Hide +16, Jump +10, Listen +3, Move Silently +8, Spot +3; Improved evasion, Deliver Touch Spells, Share spells, Empathic link, Weapon Finesse, Stealthy, Low-light vision, Scent, Speak with Master

**Bursus Cebras:** Male Human (Oeridian) Rog8; Medium Humanoid; CR 8; HD 8d6+24; hp 58; Init +8; Spd 30 ft/x4; AC 20 (+5 armor, +3 Dex, +2 deflection), touch 13, flat-footed 17; Base Atk +6; Grapple +7;

Atk +8 One-handed melee (1d6+3; 19-20/x2, +2 Short Sword);

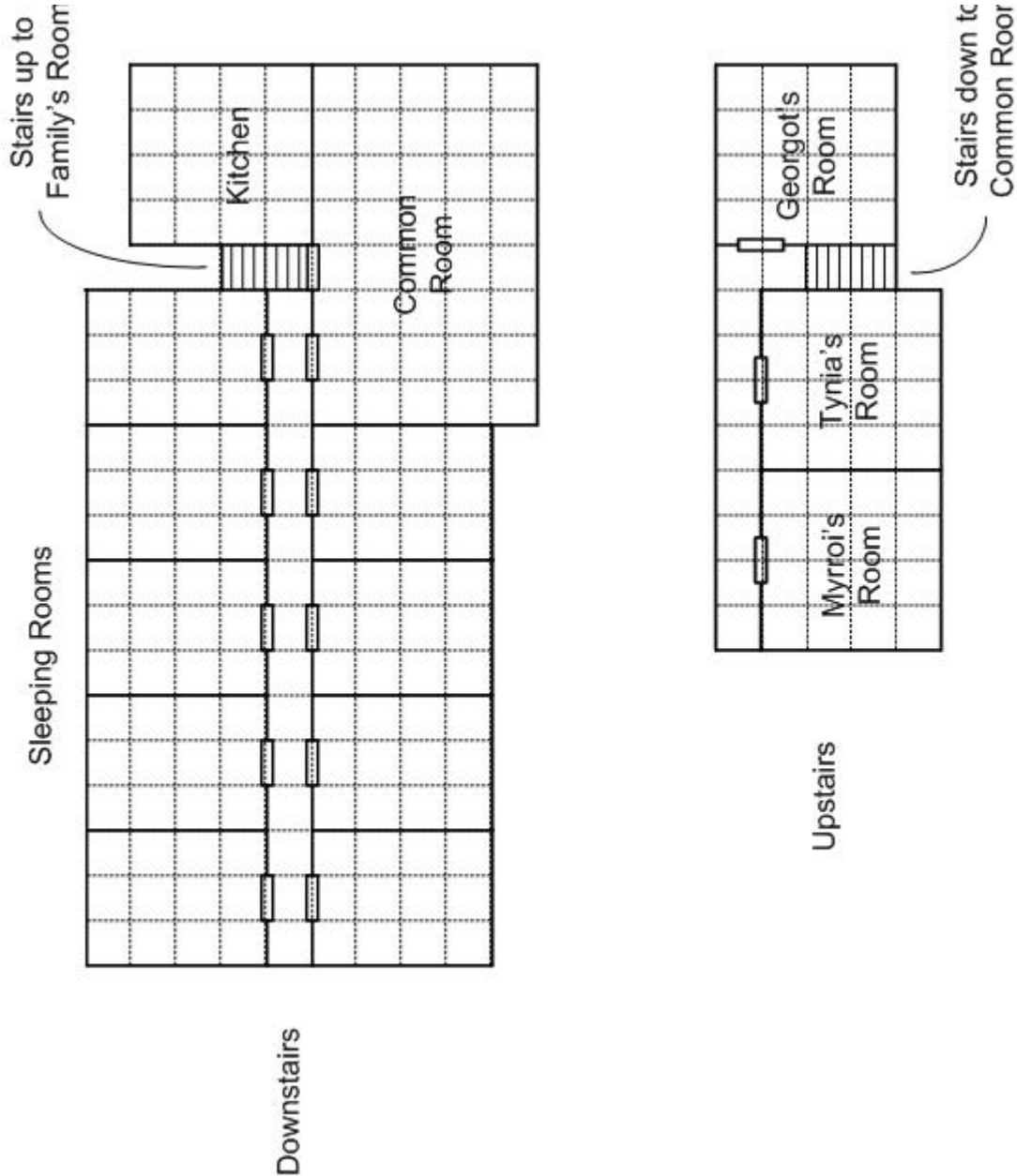
AL N; SA 5d6 Sneak Attack; SV Fort +7, Ref +11, Will +6; Str 12(+1), Dex 16(+3), Con 16(+3), Int 14(+2), Wis 12(+1), Cha 10(+0);

*Skills and Feats:* Appraise +13, Gather Information +11, Hide +13, Knowledge (history) +7, Listen +12, Move Silently +13, Search +13, Sense Motive +12, Spot +12, Tumble +14, Use Magic Device +11; Danger Sense, Improved Initiative, Jack of All Trades, Quick Reconnoiter

*Equipment:* +2 Short Sword, +1 Mithral Chain Shirt, +2 Cloak of Resistance, +2 Ring of

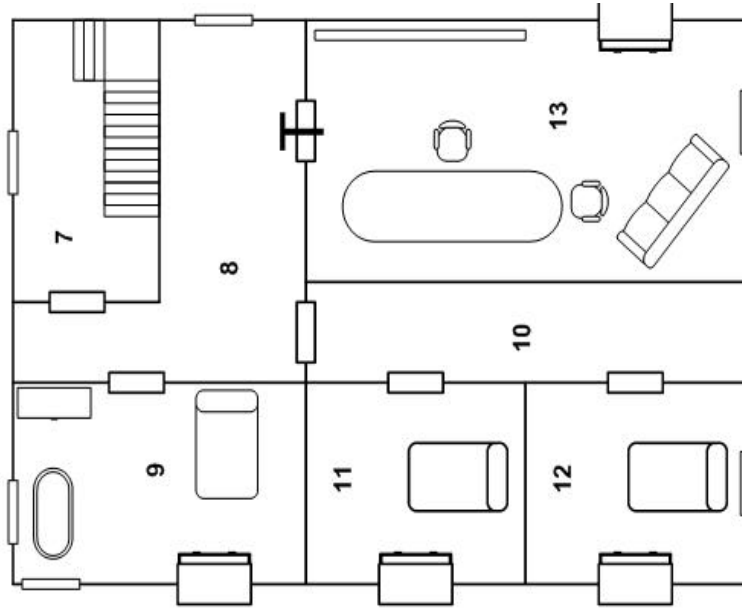
Protection, +2 Amulet of Health, +2 Gloves of  
Dexterity, Immovable Rod

# DM Map #1 – The Heartland Inn

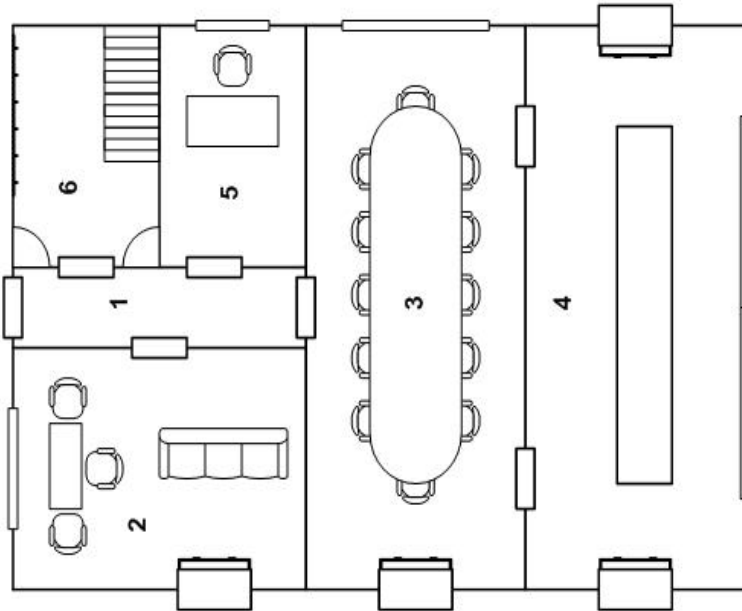


## DM Map #2 – Bursus' House

Bursus House - Upper Floor

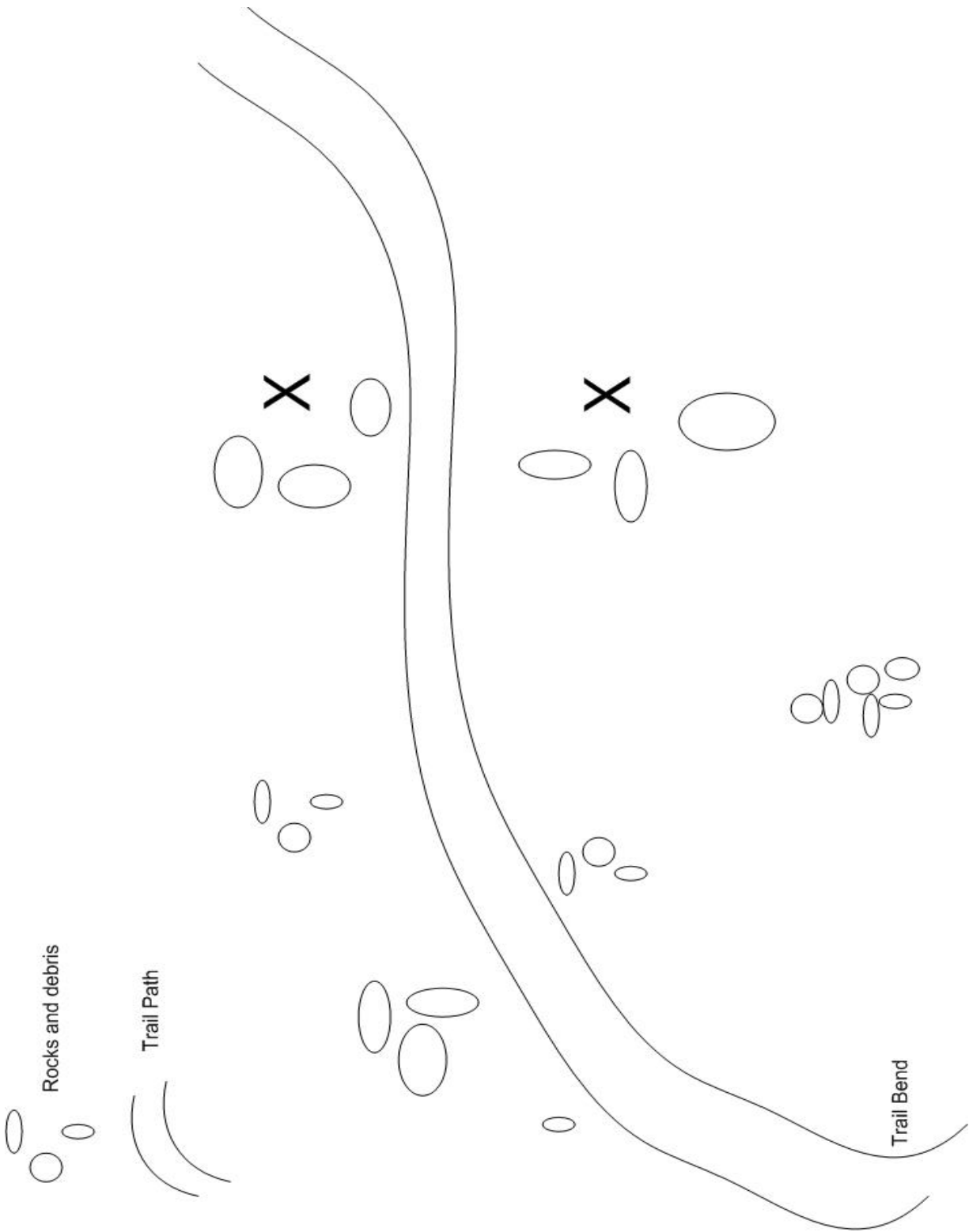


Bursus House - Lower Floor

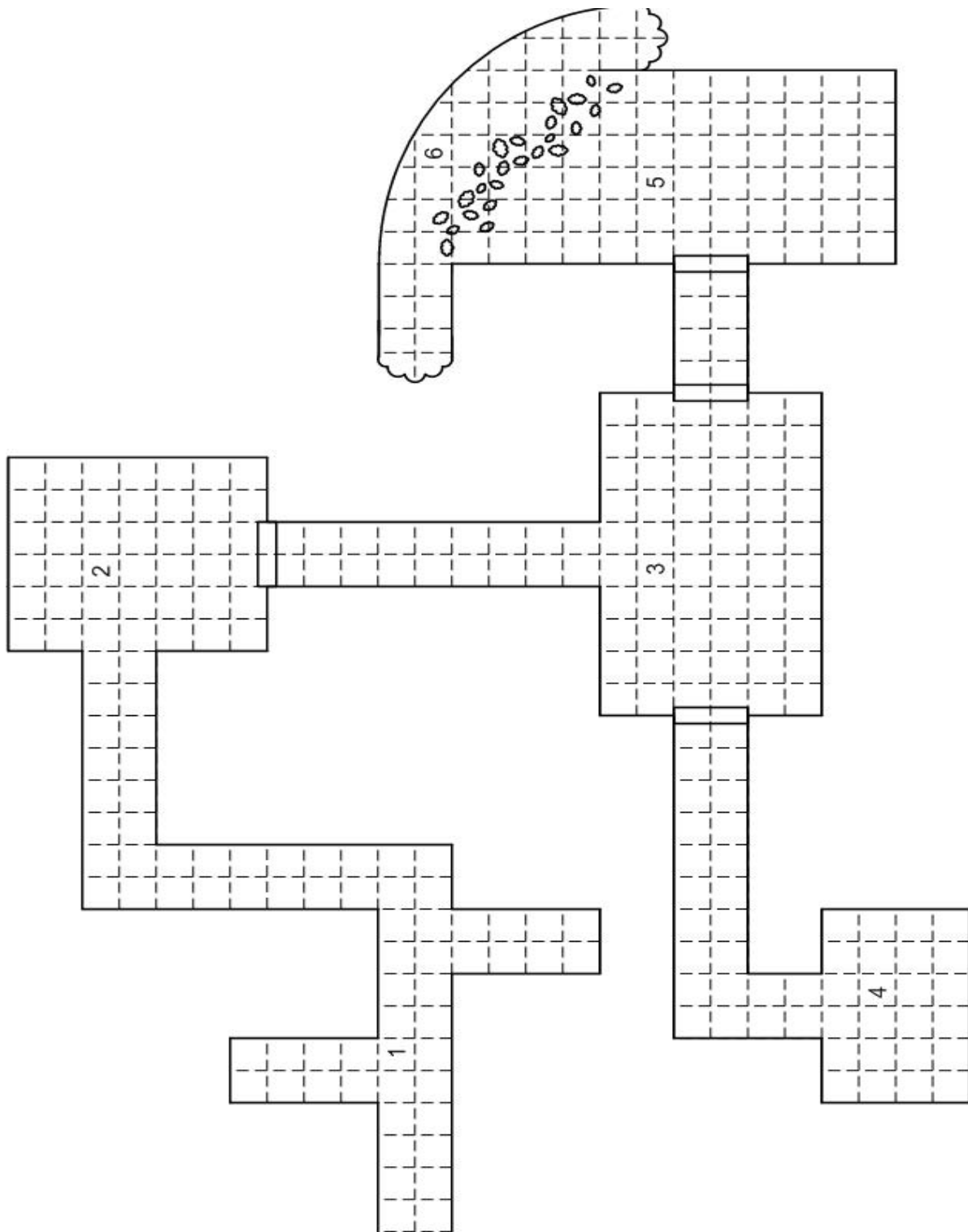




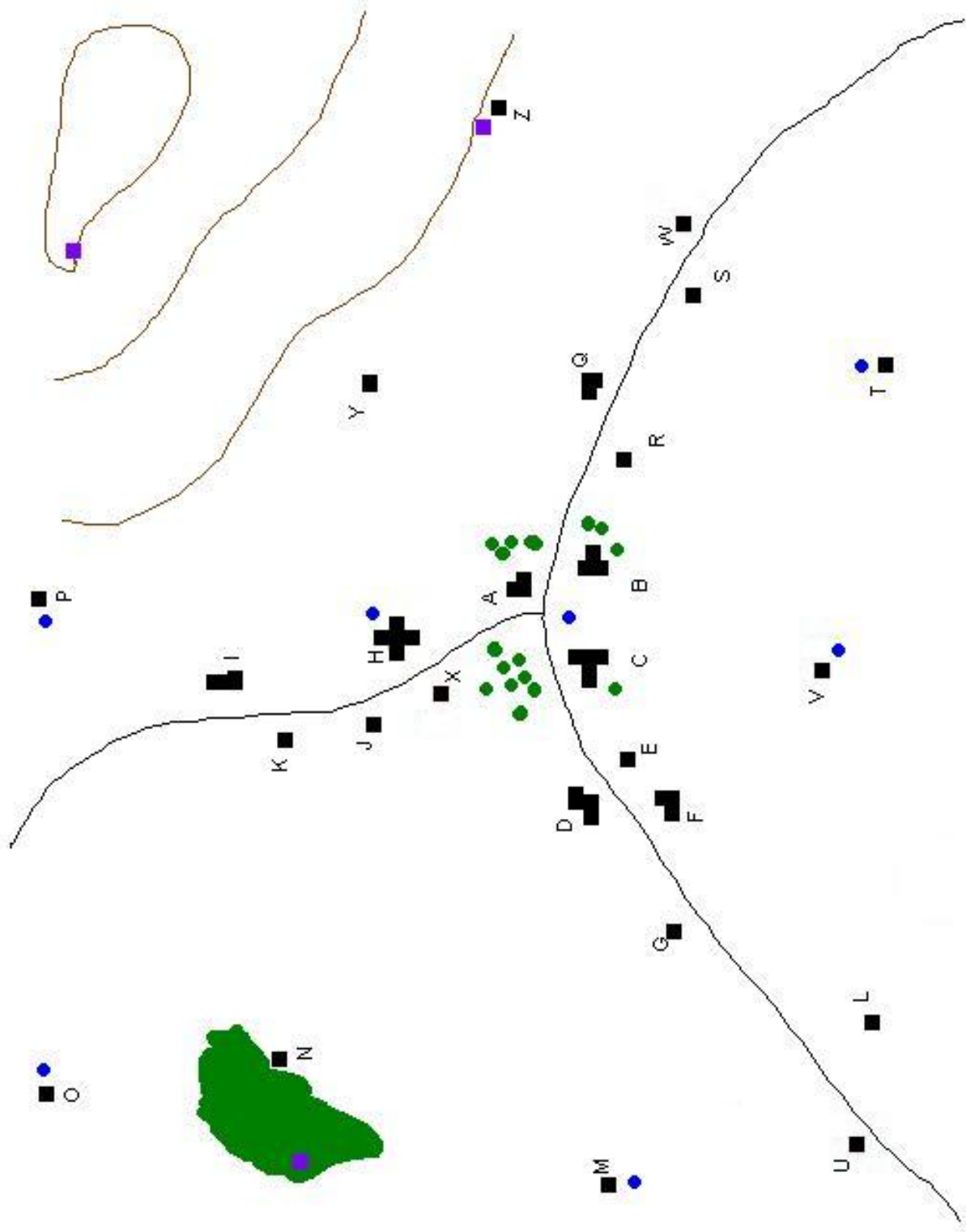
**DM Map #3 – The Trail**



# DM Map #4 – The Tomb



# DM's Map of Heartland



## Map Key for Heartland

**Heartland (Hamlet):** Conventional; AL LG; 100 gp; Assets 520 gp; Population 130; Mixed (Humans 79% [Oeridian 60%, mixed 40%], Halfling 9%, Elf 0.8%, Half-Orc 1.5%, Gnome 1%, Dwarf .9%).

*Authority Figures:* Mayor Geogot Satinne (LN male human Expert 2/Ftr1); Knight Commander, Sir Varduun Koonth (LG elderly male human Ftr9).

*Important Characters:* Rohrn Fyrad (LG female human Clr5/Ftr1 [Heironeous]); Olagh Tunnelwalker (N male dwarf Wiz4); Aeslip Symantine (CG male elf [high] Rog4).

Refer to the previous map letters for the following encounter areas. The (blue) round dots represent wells. The (purple) squares represent openings into the ground, and do not feature in this scenario, nor should they be mentioned to the PCs at this time.

- A. Heartland Travelers' Inn – original settlement of the area. Once nothing more than a simple rest stop for travelers headed between Rel Mord and the northern lands, a small town grew up around this inn. The town gets its name from the inn. The proprietor, Geogot Satinne (40), is also the mayor of the town – although the position carries little real power. His wife died last year from the KOI while away from town visiting family. Their only son was with her and also succumbed, although their two daughters Myrroi (17, and quite the cook) and Tynia (12 and a fledging bard) had remained behind with Geogot and survived. They help out around the inn, although Myrroi is starting to look for a husband. Tynia is happy remaining at the inn for now.
- B. “The Center Of It All” General Store – second town building. The general store is built around a smithy built to service the many travelers that arrived at the inn. The store is an offshoot of this building. Geogot's sister-in-law Simonarri Ergon (37) once managed the store, but has become increasingly withdrawn since the death of her sister. Now her son, Timorus (20), manages it in her place, and does a rather respectable job of it. Should things get out of hand, his father, Bann Ergon (38), still manages the smithy and watches over the customers.
- C. Garrison Fortlet – not much more than a sturdy watchtower, the fortlet is hardly ever used, except on rare occasions when the townsfolk have one of their infrequent town meetings. Several years back the kingdom maintained a small garrison from the Ninth Legion here, but King Lynwerd's reorganization removed nearly all troops from the area. The fortlet is still well supplied and maintained by Sir Varduun Koonth, an elderly and retired knight of the realm. Any royal or military meta-org members will find the place quite accommodating (free normal upkeep).
- D. Koonth Manor – Sir Varduun (75) resides here, along with a few servants and retainers. Having fallen in love with the area (and with one of the townsfolk) years ago, Sir Varduun retired here when he stepped down from active duty. Quite senile and locked in the past, he believes it is always 561 CY, the year he was promoted to Knight Commander by King Archbold. His wife Olviette (66), manservant Simsh (58), and maid/nurse Kantie (47) also reside at the manor full time.
- E. Burned Husk – Once intended as a stables for the fortlet, it was never completed and remained empty for many years. Used as a no-cost alternative to the inn, it played host to hundreds of drifters, vagabonds and ne'er-do-wells over the years. That all changed about three years ago when a fire set by one of these travelers got out of control and burned the majority of the building. Only this small corner (about the size of a single room) remains, and even it is heavily damaged.

- F. Heartland School – A simple, single-room schoolhouse. Olagh Tunnelwalker (55), a dwarven graduate of Rel Mord University, is the teacher. He resides at area G.
- G. Olagh Tunnelwalker's House – A young dwarf, Olagh is unusual in that he lives far away from his family and clan. He will not speak about it, being a rather close-lipped and shy fellow. He is also something of a fledgling mage – a possible tutor for the PCs in the future.
- H. Chapel of Heironeous – the town's house of worship. Overseen by Rohrn Fyrad (42), a seriously devout warrior woman. She is a bit biased towards other women, and has accepted only female altar attendants. Currently the position is filled by Myral Prestad, who lives at area I.
- I. Ayrlyn Prestad's Home – a wealthy merchant in his late forties, and often away from town on business. His wife Fornal (38, and quite the gossip), and daughter Myral (15, and aiming to enter the priesthood of Heironeous), both live here as well. Myral is in school during the midday, has chores at other times, and performs her religious duties whenever she can.
- J. Olma's Home – Olma is an old widow (65) and busybody. She has an opinion on everything, but her eyesight and hearing are so poor that she'll not be of much use to the PCs. She also makes up stories, and can often be found having a cup of tea with Fornal Prestad.
- K. Vivena Torer's Home – Vivena (22) lost her husband in the recent fighting at Rel Mord, and is treated quite well by the townsfolk. She is still in mourning, but her stunning good looks guarantee that she will find another husband whenever she is interested. She is also several weeks pregnant, but has only started to figure this out. Her siblings manage a farm at area M.
- L. Aeslip Symantine's Brewery – Aeslip is a mature (175) but spry elf. He attempted adventuring in his youth, but discovered the joys of alcohol long before he realized fame and fortune. He is missing one leg below the knee, but gets along famously on his wooden peg leg. He will not talk about his misfortune unless the PCs join him in a drink (he samples nearly as much of his product as he sells to the inn). Then he will tell a fanciful tale about battling a bullette near Kerrinn – quite embellished, but nearly all true. After the loss of the leg, he settled here and took up the art of brewing – using grain from the local farmers.
- M. Terrus Mildan's Farmstead – A simple farm growing grain and other staples. Terrus (35); his wife Myrna (33); daughters Niri (14), Sprinu (12) and Gursi (6); and sons Repti (10) and Wurn (8); all work and live on this farm. The children are all fairly young, and can all be found at the schoolhouse during the midday. Otherwise their homework and chores keep them quite busy and mostly out of trouble. Myrna is also the older sister of Vivena Torer (see area K), and can often be found visiting and consoling the young woman.
- N. Mongrelmen Encampment – Three mongrelmen have erected a semi-permanent shelter out near this grove of trees. They are escapees from a late experimental program conducted under Sewardt's regime. They are not evil, and would prefer to be left alone, but they keep a very low profile as most of the townsfolk are scared of the group. This does not apply to Timorus and Bann Ergon, who treat them with respect and keep the general store open late one night each week so that the leader of the trio can trade for goods. The three have each forgotten or left

behind their old names and have taken grandiose names as replacements – mostly out of spite of their current condition. Kobolodus is their leader and the brains of the group (intelligent rogue). Orctavius is the groups' muscle, dumb as a post, and totally devoted to Kobolodus. Goblimina is Kobolodus' mate and a fledging druid. She is also several months pregnant. Their names are hints as to their general appearance.

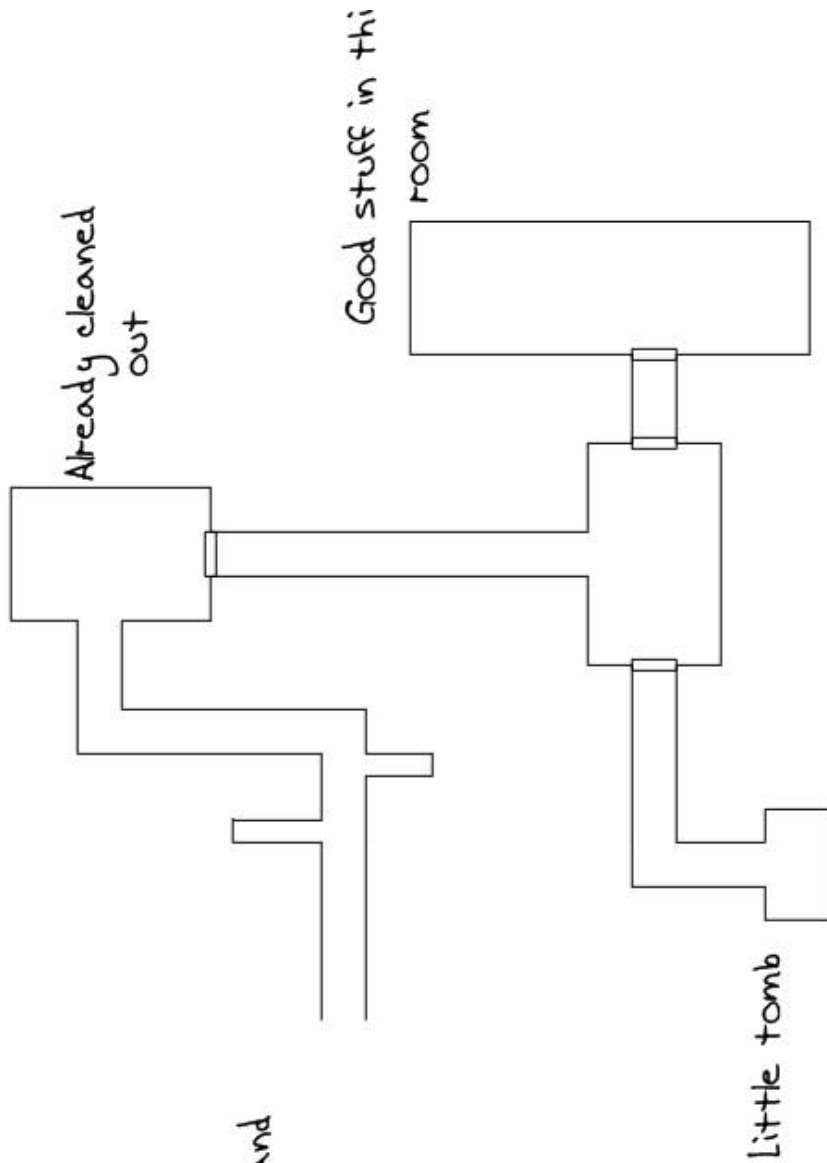
- O. Varion Silvus's Farm – A young couple just getting started, Varion (23) and Cerna (21) Silvus established this farm after fleeing Rel Mord during the early days of the coup. So far they've managed to grow mostly dirt and rocks, but they are having fun and truly enjoying the hard work.
- P. Harbaw Leafender's Farmstead – The only Halfling family in town, the Leafenders grow the typical grains and staples, but also do a brisk business in pipe weed. They number twelve. Harbaw (66) and Sophe (60), and their ten kids: Dren (m, 22), Fertu (f, 20), Gorbav (m, 18), Deblis (m, 17), Arven (f, 17 and Deblis' twin), Arbold (m, 16), Miira (f, 14), Mamina (f, 12), Tarv (m, 10), and little Xenia (f, 5 – and named in honor of the queen).
- Q. Bursus Cebras' House – A rather well to do gentleman, Bursus (30) is rather well liked by everyone in town. He is friendly, open, and nice to everyone. He has a friendly rivalry going with Myrroi over cooking, as he dabbles in making gourmet meals. So far Myrroi seems to be winning the rivalry, judging by how often Bursus eats at the Inn. He's also made a number of no-interest loans when people have needed a bit of help. He lives mostly alone, having only a maid (see area T) come in and tidy up when he is out of town "managing his affairs elsewhere". Most people in town simply assume he inherited his money and needs to check on investments in Rel Mord or in the Duchy of Urnst. In reality, Bursus is something of a thief and smuggler. Once a minor adventurer, he learned fairly rapidly that some collectors would pay good money for ancient artifacts and art objects. Abandoning the adventuring lifestyle, he pretended to settle down and spend his "inheritance." His trips out of town are to visit various hidden Flan tombs with some hired (and easily cowed) muscle, and recover whatever artifacts he can sell. One of these hired workers was featured as the main villain of the first scenario, while Bursus himself is the "villain" of the second.
- R. Malbeth Legba's Home – Malbeth (40) is an unusual fellow. Born blind, he was sent as a child to live at the Monastery of the Broken Rocks. Unable to maintain the rigorous training expected of those monks, he eventually made his way out to Brackenmoor Monastery where he spent most of his life. He amassed quite the collection of herbal knowledge and was prepared to spend his remaining years in the swamp. However, word reached him concerning his mother who was dying of a wasting illness. He arrived and spent several years caring for her – but was unable to heal her, nor were the prayers of Rohrn (area H) any more effective. Malbeth has remained behind following his mother's death, and tends an eclectic herb garden, treating the locals of minor ailments too trivial for full clerical healing.
- S. Morb the Horsetender – Morb (28) is a very simple man, rather slow on the uptake, and not particularly friendly to anyone. He loves horses though, and cares for them as if they were his own children. Anyone that also loves horses can engage him in conversation, and find him to be very knowledgeable. He lives alone, although there are usually three or four horses present and being cared for. Most of the townsfolk bring him their horses for farrier work.
- T. Sumpth Totteno's Farm – Another of the working farms, the Totteno family grows potatoes and other root vegetables. Sumpth (44) and his wife Roona (41) have four children: Tomad (m, 24), Sumpth Jr. (m, 22), Jorn (m, 18), and Druna (f, 14). Druna is the youngest, and the only one still in

school, where she can be found during the midday. From time to time, she goes to Bursus' home (area Q), where she does light maid duties for extra coins. Bursus has left a key with the family, which lets her into the main house, but certain rooms are still off limits (and locked). Bursus is never home when Druna acts as the maid. Being the typical inquisitive young girl, she has explored as much of the house as she has access to, and discovered nothing unusual or criminal. He also has the family over for festivals, treating them all to a gourmet meal (Bursus is quite the cook it seems).

- U. Pront Avap's Farm – Normally a quiet farmstead, this is the scene of the first murder. Pront (39) and his three children normally live here, Pront's wife having died giving birth to their third child. The eldest are twins, Matag (m, 16) and Girne (f, 16), about to graduate from school, and looking forward to adult life. The youngest, Aslad (m, 9), was something of a troublemaker (his father let him get away with too much out of deference to his dead wife), and frequently skipped school to collect bugs and otherwise act like the typical nine-year-old. He was killed in the introductory scenario NYR5-S04.
- V. Town Grain Silo – The town's grain silo is simply a way of storing the grain the town grows before it is shipped off to Rel Mord for sale. The silo is typically only in use during the harvest season, standing empty most other times. About once or twice a season the factor for one of the merchant houses will arrive, set prices, and check on the status of the silo. If harvest is in process, he will also purchase the produce and arrange for transport.
- W. Ernya's Sewing – Ernya, an old spinster (61), and her elderly bed-ridden father (82) lived in this house. The PCs should be steered away from this house, as it could contain spoilers for the introductory scenario NYR5-S04. PCs that have already played in that scenario will know the story.
- X. Gosen Beourn's Home – This house is currently empty and unused. The town will keep the PCs distracted from exploring this area. It does not feature in this scenario, and giving more information would represent a spoiler for NYR5-S04.
- Y. Gige Somnam's Vineyard – Gige (34), his wife Pulte (36), and their four hired hands: Lam (24), Shett (23), Forgh (25), and Eadur (30) grow a wide variety of grapes in fields heading up the nearby hill. They mostly sell these in Mowbrenn, but they do make a few bottles of wine for local consumption.
- Z. Dulaman's Mine – Dulaman Bretan (56) is something of an old coot. He has spent the last thirty years "working" what he calls his mine. In reality, it is little more than a small cave where he spends his time drinking and having imaginary conversations with Brightmane, his equally ancient mule. From time to time he comes back into town for supplies, taking a wide circuitous route, "so no one can follow him," even though everyone knows where he is most of the time. He's harmless, but can be played for laughs.

# Player Handout #1 – The Map

Rough map of the tomb



That way to Heartland  
➔

It is really close to town

Bursus, here is the map I promised you. A package will follow with some goodies from the tomb. You can get some good prices for some of the items in here.



## Player Handout #2 – The Burned Fragment

Bursus,

Hopefully the figurines have made it to you now. This is quite the work we've made. Be careful with the figurines, as I believe them to be cursed.

Jan prayer we came up with. I hope you open the package and should be fine.

can get quite a bit for items - assuming you're right buyers.