



DUSK OF THE DEAD



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DUSK OF THE DEAD

This adventure opportunity expands upon the Kar Mandri way station presented in *Frاندor's Keep*, a setting for use with Kenzer and Company's *HackMaster* fantasy roleplaying game.

This is a HackMaster adventure for four to six characters of 5th-7th level each.

GM's Background

IF YOU PLAN TO PLAY THIS ADVENTURE, STOP READING *NOW*. THIS INFORMATION IS FOR THE GAMEMASTER'S EYES ONLY. READING FURTHER IS NOT ONLY CHEATING, BUT WILL RUIN ANY ENJOYMENT YOU WILL HAVE PLAYING THIS ADVENTURE.

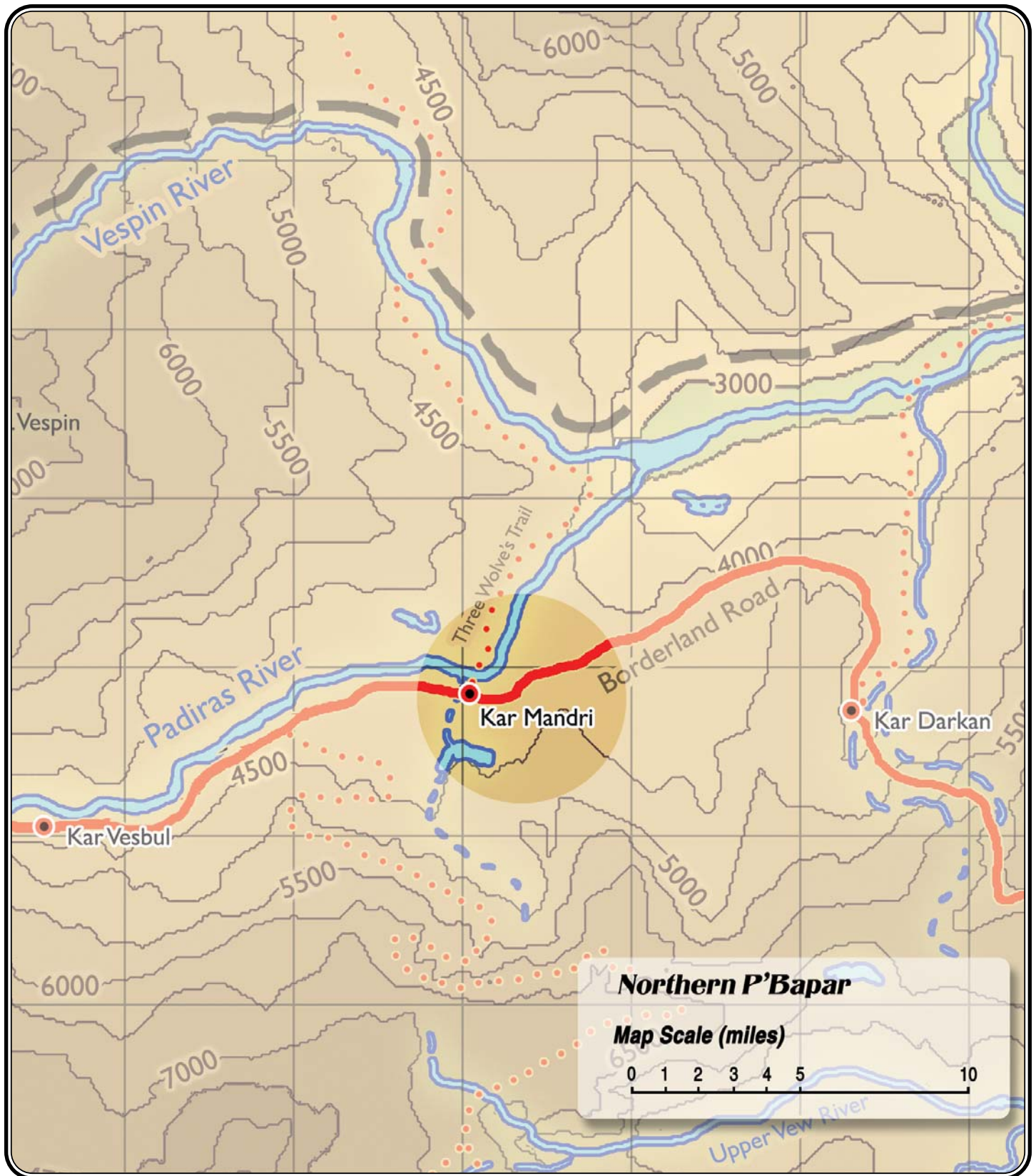
A purger from the House of Scorn by the name of Kalab Sanar dwells near Frاندor's Keep (see The Mines of Chaos for a complete description). He has been operating in the area for some time carefully unfolding his plans for domination of the region. While the player characters at this point are certainly oblivious to this most dangerous enemy of Frاندor's Keep, they have unwittingly been helping Earl Reyifor and the rest of the authorities of the Keep deter this threat. Purger Sanar knows that certain agents of Frاندor's Keep (the PCs) have been surprisingly effective at thwarting some of his carefully sown plans (this information gained through his contacts or even via direct conversation with the characters in the guise of one of his aliases). In response, he planned and executed an attack on the Kar Darkan way station in order to distract the Keep's officials' attention from his actions. An added side benefit of this assault is the logistical interdiction that will compel the redeployment of Keep resources (troops) into caravan protection activities instead of patrolling the woods or defending the Keep itself.

The day before the characters arrive at the way station, Kalab executed his nefarious plan. He, along with a handpicked detachment of followers, set forth purportedly to loot and plunder several of the human settlements under the protection of Frاندor's Keep. During the arduous journey through the trackless mountains he sowed the seeds of racial animosity between the mixed band of goblins, orcs, hobgoblins and a gnole. This simmering tension he kept from boiling to the surface until the time was right. As they approached Kar Mandri, he allowed the frothing interspecies hatred to reach its climax and a vicious internecine battle ensued. Though appearing to act as neutral intermediaries, he and his acolytes intervened in such a manner as to ensure that the various humanoids slaughtered one another. Those few who lived, albeit wounded or crippled, he slew personally. (Later, upon returning to the Mines of Chaos, he related that all those who followed him were ambushed by a platoon of the Keep's men-at-arms acting in concert with many of the hated mercenaries that have been slaughtering the humanoid's kin for months. The cries for blood vengeance echoed long into the night.)

Having completed the preparatory stage of his plan, they then gathered the corpses and at the stroke of midnight the evil priest animated them as zombies. This undead troop was marched to a staging area in the woods abutting the lonely way station.

Under the full moon, his minions used stones from the ruined tower to construct a hasty staircase alongside the back of the way station sufficient for the zombies to amble over the seven foot fieldstone wall.

As dawn broke, he released the walking dead from their assembly area directing them through the early morning fog. They descended upon the inhabitants of the way station just rising from their last blissful slumber.



In this grizzly episode they slaughtered and consumed the lodgers, proprietors and their servants with the sole exception of young Lara Weliz who clings precipitously, but as yet unseen, to the roof of her home.

Getting the Players Involved

This adventure takes place within the area described in [Frاندor's Keep](#) and references specific locations and individuals from that scenario. Hopefully, your players have traveled along the Borderland Road from Vew to

Frاندor's Keep and stayed at the way stations along the way. Ideally, they have had the opportunity to interact with the proprietors of these establishments and established personal ties (or, at the very least, know their names!) If, far ahead of running this adventure, you can lay the groundwork for these relationships, the adventure will be far more visceral and effective.

With a little luck and planning on your part, your players may even be in the habit of traveling to Vew or Sabden rather than remaining mere transient residents of the Keep in between their adventures. In these hamlets, the PCs can procure goods cheaper and with better selection than at the Keep as well as a broader outlet for liquidating valuables acquired near the Keep. Further, in those places, characters will find more variety available for training and the learning of new skills. Characters wishing to maximize their take and improve their lot will undoubtedly use this road often. With a little encouragement, you can ensure that they will stay over at Kar Mandri several times -- this last stay will then simply be a natural and expected event, one they'll likely even look forward to.

The characters should arrive late in a long day of travel as an early dusk settles in due to gathering storm clouds. A light drizzle begins falling a few moments before the PCs near the way station.

If you cannot manage such a set-up, there are a few other ways to lure the PCs to this adventure, although these methods are inferior as they may provide clues to the players that something is not quite right. As such, you must do your best to obfuscate the real location these rumors are meant to steer the players towards. These should always be one of the other way stations (either Kar Darkan for eastbound traffic towards Vew or Kar Vesdul for those heading west to Frاندor's Keep). Kar Mandri should be seen as an incidental stopover on the way to the adventure!

You can use General Information rumor #9 (page 23 of *Frاندor's Keep*), or any of the following new rumors to lure the PCs to Kar Darkan.

"I heard there's a bunch of bloodthirsty bandits lurking on the Borderland Road just past the Kar Darkan (or Vesbul) way station and they're hitting caravans leaving those safe locales." (Partly true. There are bandits throughout the region, but none currently operating near the way stations.)

"A couple of merchants found a goblin body on the road out some ways from Kar Darken (or Vesbul). 'Course, when I say a body, what I really mean is only a bit of bone and a lot of blood. A real scene o' carnage, I heard tell." (True; the goblin was killed by his superior after a fight broke out, and fed to the wolves.)

"I heard that rascal Rikar is shaking down the way stations for hard coin as protection money. I wish someone could help out old Ealon Pifor [Kar Darkan] (or, alternatively, Old Jaes Mondaly [Kar Vesbul])." (False -- for now; Rikar has his hands in too many different schemes to bother with a side venture such as this.)

"Somebody ought to give a kick to that drunk layabout bounty hunter Larzon Bayz. Seems that hill giant he was braggin' about baggin' is making trouble again. Threw a boulder into Kar Darkan (or Kar Vesbul). The earl's offerin' a reward of 500 silver coins for its head. Bet something that big leaves tracks deep enough for any idiot to track it." (Partially True; there is a reward of 500 silver for the giant's head but Nalagarl the Hill Giant (see [Knights of the Dinner Table #152](#)) has not been throwing boulders at the way stations).

These rumors may goad the players into following the Borderland Road either east toward Vew (or west if currently in Vew or one of the hamlets further afield). You should ensure that the travel is uneventful prior to the PCs approaching the Kar Mandri way station and that their expectations are for adventure to occur the following day after a necessary but routine layover at this way station.

Important Scenario Note: After watching the slaughter, Purger Sanar judged that the duplicitous butchery of his erstwhile followers coupled with their subsequent transformation to zombies and the employment of said to eat the innocent inhabitants of Kar Mandri alive was a sufficiently heinous act to condemn the premises as unholy ground. Before departing the scene, he and his acolytes performed a dark ritual invoking this blasphemous curse on the way station. Until the ground can be sanctified, **all attempts at turning undead are made with a -4 penalty.**

Advice on running this adventure

This adventure will run fairly smoothly and the players will drive all the action if you set the initial pacing properly and remember a few details. When the players arrive, they should go straight to the front doors and enter – just the same as they do every time they enter a building. This is the point when the adventure really begins – not before, not after. As soon as you read the boxed text description for the Main Hall they should realize something is amiss. From here, all of your pacing and descriptions should be made for dramatic effect. If they lock the zombies from the copses out of the Main Hall, make sure you describe the harrowing scratching and moaning coming from just the other side of the door. How the door bumps and the wood groans from the weight. The truth of the matter is that the zombies cannot push through the barred door, but the characters don't know that – keep them nervous.

It is also important that the players feel surrounded. After locking out the zombies, they should slowly realize they locked themselves inside with a bunch of zombie horrors that want to eat them. Describe the rain falling heavier, the thunder clapping and the lightning flashing. If they barricade themselves in the main hall and block the cellar, they'll eventually need to fight through one group or another to escape. One of them may notice the girl on the roof – this should force the hand of any hero into making a daring rescue (note that the roofs are slick with rain!). From there, greed should force them to search for the merchant's chest.

Keep the mood grim and spooky. The players should be anxious about opening any doors as it could worsen their position, yet, they need to find a way out. As far as pacing, keep it slow and deliberate, like the zombies themselves. Continue to describe the wind howling and the other elements – rain, thunder, and lightning flashes. Include the zombies scraping, moaning and bumping, knocking relentlessly.

Corpses in the Copses

1) First Copse of Trees

Encounter: 6 zombies (600 EP)

Potential Yield: 1 club, 2 cp, 6 tc

Several non-descript clusters of hardwood trees, typical of the area, grow near the way station. The only thing that sets this copse apart from the usual stands of birch is that it marks the final hiding place of a former way station occupant. He fled here, but was caught while resting. He tried pitifully to fend off the undead with a club, but succumbed and was eaten alive. Now all that remains are some bones, bits of shredded clothing and his ineffectual club. Six zombies wait motionless here in this dense stand, shielded from view by the trees. It is highly improbable that the PCs will notice these zombies prior to entering the way station (these being the same cluster of trees that were always present in all previous stopovers at Kar Mandri).

If the PCs explore the grove after the zombies have left the area, read (or paraphrase) the following text aloud:

As you enter the wooded area, you spy a bit of earth littered not only with fallen branches and leaves, but also a corpse. A sickening disarray of shredded clothing, splintered bones and spilled blood surrounds the body. There is barely any flesh remaining.

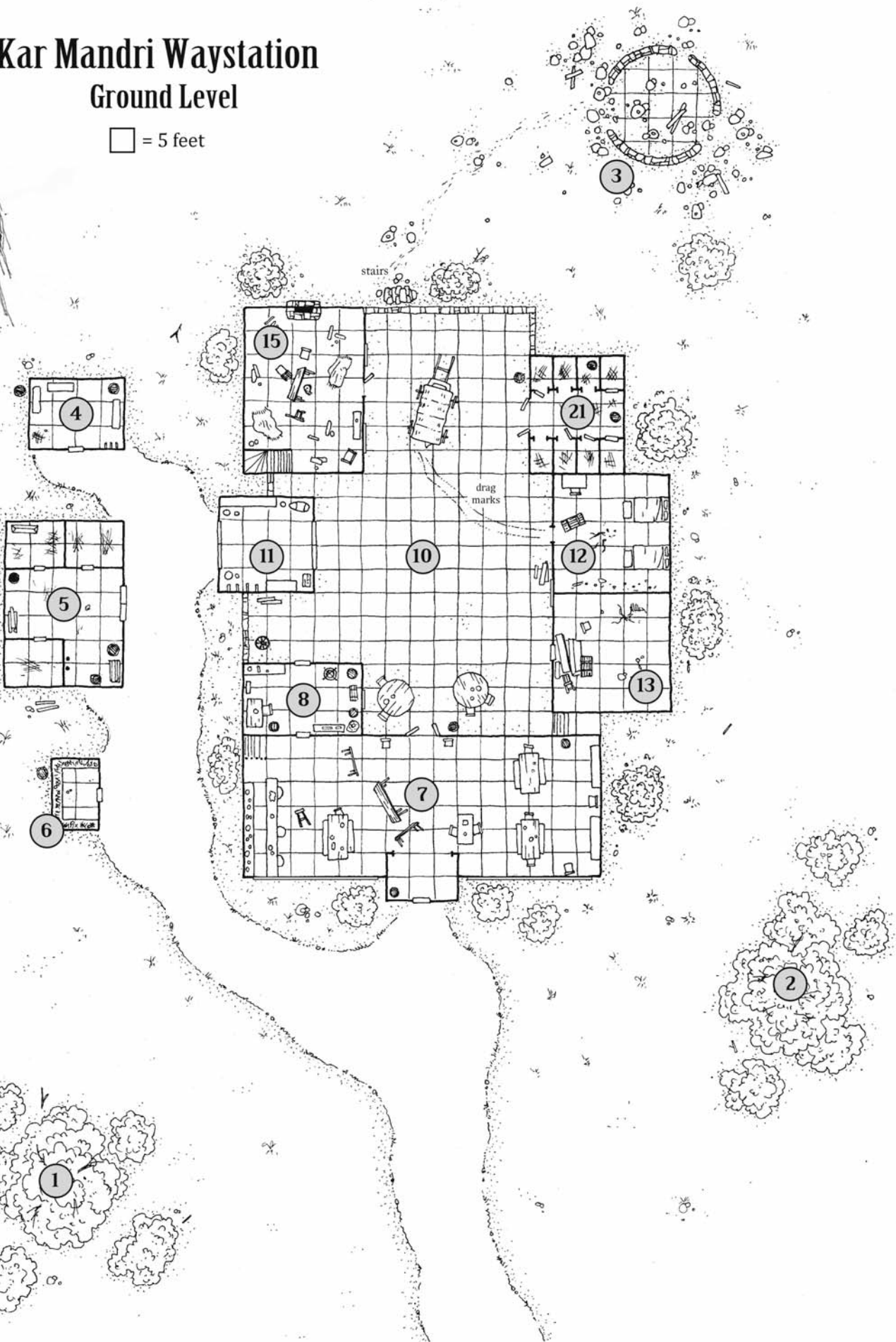
- ▶ Searching the ground nearby locates a club. The victim dropped his weapon when he perished.
 - ▶ Searching under the trees reveals a gore-soaked belt pouch. Anyone willing to scrape off the entrails and open the still-wet pouch will find 6 trade coins and 2 cp. The pouch was flung away from the body as it was being devoured.
 - ▶ A successful Tracking skill check finds a trail made by 7 booted men or humanoids leading from the way station to this grove. This is typically a Difficult check (no modifier), though if it takes the PCs more than 24 hours (since the time of the slaughter) to investigate, increase to Very Difficult (+10% to roll).
- If the PCs investigate this grove prior to entering the way station -- a very, very unusual situation unless

Kar Mandri Waystation

Ground Level

N

□ = 5 feet



they routinely check every tree when marching, effectively increasing their travel time by 30-fold wherever they go, the zombies will be encountered immediately and will move to attack any PCs entering this small copse.

6 Zombies (100 EP each): HP 33 each; Init 6; Spd 10; Rch 1'; Atk +4; Dmg 1d4p (bite; after two successful grab attacks); Def 0; DR 8; ToP n/a; WF 3; Size M; Move 5 ft./sec.

2) Second Copse of Trees

Encounter: 6 zombies (600 EP)

Potential Story Award:

- Surmising what befell the victim (25 EP)

This area is very similar to Area 1. This grove has a slightly larger clearing with a stump for cutting wood and a woodsman's axe. This is where the way station would cut its firewood.

A clearing within this stand of birch trees opens to reveal blood-spattered earth and a horrific scene of entrails, bones and clothing strewn over the split firewood. Flies buzz about the area, clustering on the internal organs and grizzly chunks of meat that were obviously not long ago a living man. A woodcutter's axe embedded into a tree stump provides an unwelcome juxtaposition of normality into this otherwise gruesome visage.

- ▶ Searching the ground locates two kitchen knives. The victim here tried to fend off the undead with these weapons.
- ▶ A successful Tracking skill check finds a trail of seven humanoid or human booted feet leading from the way station front doors to this grove. This is typically a Difficult check (no modifier), though if it takes the PCs more than 24 hours (since the time of the tragedy) to investigate, increase to Very Difficult (+10% to roll).

If the PCs investigate this grove prior to entering the way station, the zombies will be encountered immediately and will move to attack any PCs entering this small copse.

6 Zombies (100 EP each): HP 33 each; Init 6; Spd 10; Rch 1'; Atk +4; Dmg 1d4p (bite; after two successful grab attacks); Def 0; DR 8; ToP n/a; WF 3; Size M; Move 5 ft./sec.

3) Tower Ruins

Potential Story Awards:

- Deducing that someone created a makeshift staircase (50 EP)
- Deducing that the zombies gained access in this manner (300 EP)
- Surmising that someone watched the slaughter from this vantage point (100 EP)

Behind the way station stands an ancient watchtower crumbling back into its constituent components through weathering and lack of maintenance. Many stones lie scattered about, though the choicest ones have been recycled to build portions of the way station foundation and fireplaces. The main foundation of the tower along with most of the lowermost walls including its inner stone stairway still stands. This is where Purger Sanar stood and observed the carnage when his macabre minions overran the station slaughtering all within.

A pile of less-than-day-old human fecal material and used pine cones rest next to a two-foot tall stone block alongside the tower's wall, evidence that someone other than undead was recently here.

- ▶ A successful Tracking check (Very Difficult; +10) reveals that a lone booted individual climbed the tower's stairs sometime within the last 24 hours.
- ▶ A successful Tracking check (Trivial; +90) reveals that about two score of booted men or humanoids milled about the perimeter of the tower within the last 24 hours.
- ▶ A successful Tracking check (Easy; +80) reveals that the boots were of wildly varying sizes from smaller than man-sized to much larger (though at least half are human-sized and the balance tending towards small).
- ▶ A successful Animal Herding or Animal Husbandry check (Average; -40) or Tracking check (Easy; -80) reveals that the feces are less than 24 hours old. (Adjust this time as needed, depending on the length of the PCs' explorations.)

Kar Mandri Way Station Exterior

The way station itself is walled in, either from actual seven-foot walls or the exterior walls of the various buildings. Two sets of doors can be found along the exterior. The first, the main entryway, leads to the Main Hall. This is the door the PCs and other travelers generally use to enter and register to lodge at the way station. They remain open during daylight hours. The other double doors provide access to the inner courtyard for mounts and wagons; the walled compound was designed to provide protection for pack animals and goods as well as travelers. These doors generally open during the day, typically whenever travelers' mounts or wagons leave the way station. It's not, however, unusual for them to be closed.

A dozen masonry blocks are stacked near the back wall creating a make-shift staircase.

Outbuildings

There are several outbuildings of various sizes surrounding the way station.

4) Tool Shed

This shed seems to be a bit worse-for-wear. The roof is in poor shape, allowing the damp to seep in, and no doubt also a variety of small creatures and insects. However, the door is locked by a large padlock, and still seems capable of keeping out intruders.

The key to the padlock is on a peg in the main hall ([Area 7](#)).

▶ The door can be opened with a successful Lock Picking check (Average; -40%) or Feat of Strength (vs. d20p+5). Three minutes of work with an axe will also permit entrance. The woodcutter's axe located in the second copse of trees ([Area 2](#)) is an excellent tool with which to gain forced entry.

Inside are several worn, but still functional tools and farming implements: a hoe, three wooden buckets (one is leaky due to badly warped planks), carpenter's tools (iron hammer, mallet, auger, crosscut saw, chisel, plane, broad hatchet), a pitchfork, two shovels (one has a slightly loose handle), an ax-hammer, a pile of firewood, a bag of sawdust, a tree saw, an old hand saw, a box of nails, a small bucket of tar, a dented lantern (usable and full of lamp oil) and a pick.

Should someone re-occupy the way station at a later date, these tools will be needed for operation.

5) Barn

The barn holds the livestock for the way station (but not mounts for travelers, those are stored in the stables attached to the courtyard). It has a large bar holding the large double doors in place. The bar in turn is locked by a large iron, slightly rusted padlock. The key is in the main hall ([Area 7](#)).

The inside of this particular barn appears no different than the multitude of other barns scattered across the region. Three stalls contain a pony and a handful of goats and sheep. A pair of geese honk angrily at a barn cat as it runs past them and disappears into a small hole in the outer wall, barely big enough for it to pass through.

A rickety-looking slatted wooden ladder ascends to an upper level shrouded in gloom. Hay spills over the top of the ladder and ensconces its feet.

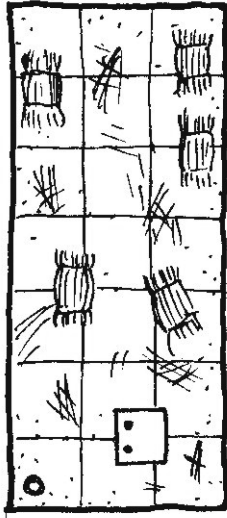
▶ The door can be opened with a successful Lock Picking check (Average; -40%) or Feat of Strength (vs. d20p+10). Eight minutes spent chopping at the doors with an axe will also permit entrance.

A pony, three goats (two female), four sheep, two geese and a barn cat (a good mouser) occupy this barn. The animals have not been fed today.

Hayloft: If any character climbs the ladder read:

The ladder creaks and groans under your weight, but holds well enough. It leads to rather full hayloft. The wind howling through the worn roof, coupled with the fresh rainwater stirs up a musty, damp odor. Shadows dance on the ceiling and darkness fills the far corners of the loft.





Barn Hayloft

Any character actually climbing into the loft will spook the dark gray barn cat:

With a shriek, a dark form pounces from the heap to your left and scurries across your path.

The cat can be struck with any attack roll over 12. Any wound for 5 points or more will kill it; a wound of 3 or 4 will cripple it. If let be, the cat will run past the character and hide until they leave. There is nothing of value here.

6) Chicken Coop

This small coop holds six chickens and a rooster. If a PC thinks to check, there are 4 eggs.

7) Main Hall

Potential Yield: two women's riding cloaks (4 cp each), 11 sp

As you step into the main hall, you see the room is in a curious state. The only windows, those on the outer and inner courtyard walls, are shuttered.

One table is overturned and a few benches are out of place near the door, though other undisturbed tables bear several seemingly untouched meals.

A well-polished bar lies along one wall. Strewn haphazardly atop it, near a set of stacked mugs and a wooden keg, is a discarded rag. Three empty stools sit in front of the bar, as if waiting for patrons. A lone mug sits by itself on the bar, where a fourth stool lies toppled over on the floor. Behind the bar is a row of pegs on which hang a cloak and other small objects.

A desk stands near the adjacent wall, bearing a book, inkwell and quill. A wooden chair rests on either side of the desk.

The doors to the courtyard stand open as well.

Allow the PCs to explore the main hall and wonder about its curious state. The door the characters entered from as well as the courtyard doors are both open. Investigation of the front door reveals a stout wooden bar that can be emplaced to secure this entrance.

The meals on the undisturbed tables are a breakfast from this morning and, though now cold, are no less palatable than when they were served. This, of course, bespeaks that they are barely edible as the porridge was vastly overcooked by the proprietress Liari as per normal. The PCs can consume them with no ill effects other than a strong regret that they did not opt for other means of sustenance.

The writing desk has no drawers or secret compartments. The book is actually a sign-in ledger.

▶ PCs literate in Kalamaran can read the last entry in the ledger. From the previous day, the entry notes a merchant caravan owned by someone named Aritak. A side note indicates Aritak was accompanied by eight guards. The entry prior, also from the same day notes that a guest named Olita with another guest, a daughter named Guleen arrived before or possibly with the caravan as the entry is the same day but preceding that of the merchants.

Inspecting the bar reveals that the stack of mugs are clean. The keg of ale has been tapped and seems to be about half full (it can be consumed with no ill effects). The (flat) mug of ale resting on the bar is three-quarters full. Several clean wooden dinner sets can be found under the bar (wooden dinner wear and utensils, worth only a trade coin for the lot).

Five pegs are on the wall behind the bar. The first two each hold a worn but still useful riding cloak (light

Timing of the zombie attacks

It's important to keep track of the various free zombies (i.e., those not locked in a room) and when and how they are alerted by the characters. Generally any loud noise, shouting or certainly combat will alert any zombies in the way station or the cellar.

Those in the copses: The dozen zombies in the copses of trees become alerted to the character's presence as they pass down the road to the front door. While the characters are searching the main room trying to understand what happened to the occupants, the zombies from the two copses of trees will be advancing on the Main Hall. A smart group will by now have had someone on watch. If so, they will see the zombies approaching when they are still a good 10 seconds away. It is important for the party to have a chance to bar the door; the adventure will play out best if they have a sense of entrapment in the building. If they simply destroy the dozen zombies and flee the area, they will miss out on the adventure completely (see [Aftermath](#) – in the first playtest session, the D-team did exactly that. They fled and the zombies terrorized the countryside. A group of soldiers later destroyed the zombies and found the treasure!). If the characters do not block the front door, they will become engaged in a pitched battle in or around the Main Hall.

The dozen in the cellar: The zombies in the cellar will become alerted immediately by any loud noises, shouting or combat in the Main Hall or Courtyard.

They will not hear noises in any of the other buildings, however. Once alerted, these zombies will batter down the cellar door in 60 seconds, however, they cannot exit at all if the stairway is filled with heavy furniture (or at least not for a week, but they will need lights or noises to attract them). After smashing through the door, they will be in the Main Hall in 10 seconds and the courtyard in 20 seconds.

Those adjacent to the courtyard: The zombies adjacent to the courtyard will become alerted immediately by any loud noises, shouting or combat in the Main Hall or Courtyard. In the case of the Main Hall, they will advance on the courtyard-side door to the main hall within 30 seconds. A party making noise in the courtyard will immediately attract zombies from all of the open doorways.

- ⇒ Private Room A ([Area 12](#)) → 2 zombies
- ⇒ Doten Weliz's House: Main Room ([Area 15](#)) → 3 zombies
- ⇒ Daughter's Bedroom ([Area 18](#)) → 2 zombies
- ⇒ Servant's Quarters ([Area 19](#)) → 2 zombies
- ⇒ Stable ([Area 21](#)) → 4 zombies

In this case, read:

You hear a shuffling, scraping noise from all directions and see dark forms ambling into the various doorways surrounding the courtyard!

blue and light gray respectively). A pocket in the light gray cloak holds a pouch with 11 sp. Two other pegs hold key rings (the first has two keys, one for the tool shed ([Area 4](#)) and the other for the barn ([Area 5](#)); the other ring has spare keys for the private rooms). The final peg is bare.

Wide (seven foot) wooden stairs lead down to a door (to the earthen cellar, but the door must be opened to discover where the door leads).

While the PCs are investigating this room, the zombies lurking in the copses of trees (area 1 and 2) will be advancing on the way station in the dusky light having been aroused by the passage of the characters. They will stagger in through the open front door and attack unless it has been barred.

▶ If the PCs post a guard in the front door, he will automatically see the zombies approaching from the copses of trees. If posted inside the main hall, he may miss them as the doorway restricts his field of vision. In this case, an easy Observation check (+80%) is required to notice the approaching threat.

▶ If the PCs did not leave a guard, an Average Hearing check (+40%) alerts those inside that the zombies approach. In this case, the zombies will already be within 20 feet of the front entrance.

An alert group of player characters may bar the doors to the main hall, effectively preventing the zombies from entering. In this case, they will bang and claw at the door (though, unknown to the players, they will not succeed at forcing the door open).

The hoard will persist in this activity for no less than an hour after all signs of human occupation cease (i.e. complete silence and no lights) before returning to their positions in the coves.

8) Kitchen

Potential Story Awards

Deducing that the goblin is actually a slain zombie (100 EP)

This room appears to be a small kitchen. Cooking pots, utensils and the like fill the left side of the room, while the right contains various sacks, jars and boxes. Two legs of what seems to be relatively fresh mutton hangs suspended from the ceiling.

A short, squat decomposing corpse wearing badly damaged leather armor lies in the center of the floor. The fingers of his left hand, save for his thumb, lie scattered about the floor. His right hand still grips a piece of cloth.

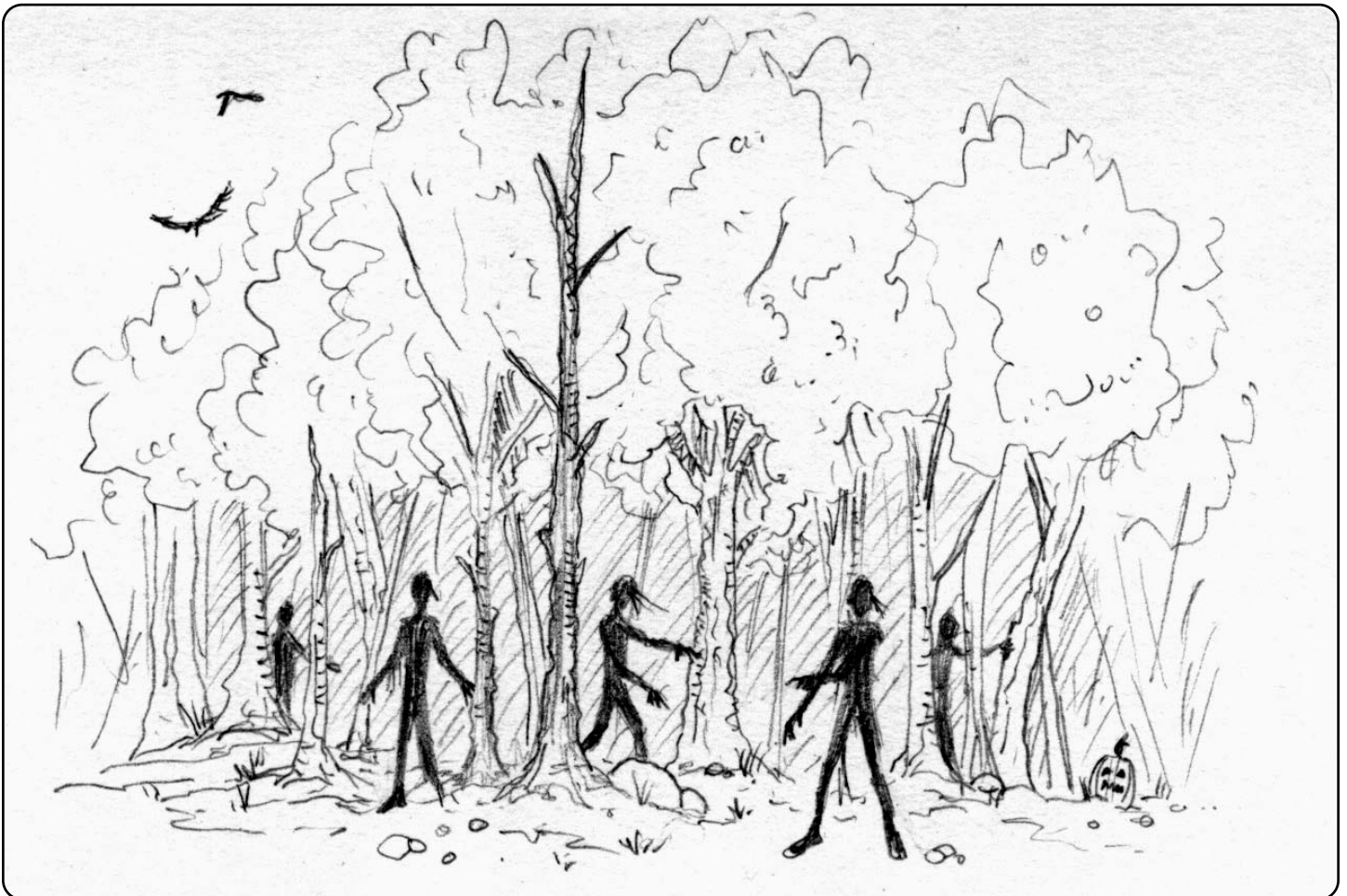
A small door and window lead out of this room to the courtyard.

Cooking pots, utensils and the like fill the left side of the room, while the right contains small sacks of flour, barley and oatmeal (7 lbs each), a few ceramic gallon jars (pickled beets, vinegar, cooking oil, honey), two sacks of beans, several small crates of fruits and vegetables (apples, squash, onions, carrots and cabbage), four 15 gallon kegs of beer and two legs of relatively fresh mutton.

The body is that of a male goblin. The cause of death appears to be grievous chest wounds, but he also sports a large gash in his head, with a chunk of flesh still hanging loosely by part of the outer skin.

▶ A successful Scrutiny check (easy) reveals that there is no pool of blood surrounding the corpse. This is most unusual given that the goblin apparently died from severe lacerations.

The goblin died in the internecine battle between Kalab Sanar's band of humanoids (a gnole pierced his sternum with a glaive). Later reanimated as a zombie, the occupants of the way station fought him off, creating the gash in his thigh, skull and severing the fingers. It is quite possible that inquisitive players will



10) Courtyard

Potential Yield: wagon (125 sp), suit of human-sized plate mail, 58 beaver pelts (1 sp each), 9 fox pelts (1 sp each)

Potential Story Awards:

- ❑ Finding the drag marks left by the chest (50 EP)

Through the double-doors from the main hall you can see a large courtyard. This is the main courtyard of the way station. Through here, access can be gained to all of the buildings of the station. Two large tables and four chairs sit near the main hall. A large covered wagon stands near the back wall, two of its four wheels blocked to prevent rolling. One corner of the wagon cover is unsecured and flaps in the wind.

The tables were used for dining and carousing on warm summer nights. Anyone glancing around will see that the doors to several of the lower-floor rooms are open (closer inspection reveals they were forced).

The wagon is rather barren of trade goods as the merchant caravan is returning from Frandor's Keep after selling off their stock at the fortress. It appears to be full of hay (fodder for the horses). However, some digging will reveal a suit of plate mail (which Aritak was unable to find a buyer for) and a collection of fur pelts (these being one of the few trade items of interest to buyers back in P'Bapar). There are 58 beaver pelts (1 sp each) and 9 fox pelts (also 1 sp each).

- ▶ A successful Tracking check (Trivial difficulty; -90%) reveals that a heavy object with a hard edge (such as a box or chest) was dragged from the wagon toward Private Room B ([Area 13](#)). Only make this check if the players state they are examining the ground around the wagon!

Any loud noise, artificial light (to wit, torches or lanterns) or other commotion in this area - or in the Main Hall ([Area 7](#)) - attracts the zombies from each of the adjacent areas (except for those trapped in Private Room B ([Area 13](#)) and the Tack Room ([Area 11](#)):

- ⇒ Private Room A ([Area 12](#)) → 2 zombies
- ⇒ Doten Weliz's House: Main Room ([Area 15](#)) → 3 zombies
- ⇒ Daughter's Bedroom ([Area 18](#)) → 2 zombies
- ⇒ Servant's Quarters ([Area 19](#)) → 2 Zombies
- ⇒ Stable ([Area 21](#)) → 4 zombies

11) Tack Room

Encounter: 1 zombie (100 EP)

Potential Yield: 2 riding saddles (20 sp), tack and harness for six horses (178 cp)

Potential Story Awards:

- ❑ Avoiding combat by leaving the zombie sequestered in this structure (100 EP)

Just across from the kitchen is the tack room. Guests lead their wagons and horses through this area and on into the courtyard, the equines final destination being the stables across the courtyard ([Area 21](#)). The tack room has two sets of large double-doors, one set of which leads to the outside and is barred from within. The other set of doors leads to the courtyard and is closed but unlocked.

The room is filled with pegs, shelves and saddle horses that currently hold saddles, tack, harness and other gear.

A lone caravan guard made his last stand in this room. He ran in and closed the door, but didn't realize that a zombie was already in the room. What remains of his corpse is splayed across the floor while his nemesis stands slack-jawed in the center of the room.

If the PCs make noise in the courtyard, but later quiet down, make a Hearing check (average +40%). If successful, read or paraphrase the following text:

From behind the large double doors comes the sound of frantic scraping.

If the PCs open either door, the zombie lurches out and moves to attack the first individual within reach.

If the party examines the room, read:

The tack room contains neatly stowed but clearly worn tack and gear, including two riding saddles as well as tack and harness for four large horses. On the opposite wall hangs a longbow.

The tack room currently holds the caravan's tack and gear, including two riding saddles as well as tack and harness for the wagon's four draft horses. The items are worn but usable. The wear does not decrease the value in any way.

▶ The longbow is unusual being of elven manufacture. Five years ago, a half-elven ranger staggered into Kar Mandri with many savage wounds. Doten's daughters insisted on nursing the handsome warrior back to health despite their father's intransigence that the vagabond had no hard coin to pay for lodging. When, after a month, the man was fit to travel, he insisted on giving his most treasured possession to the innkeeper as a show of thanks for his family's kindness. Won over by the ranger's scruples (he did not take advantage of Doten's eldest daughter Tegin despite the fact that she actively flirted and encouraged him to do so), he thankfully accepted the gift despite having no use for it. He simply hung it in the tack room unaware that it is a +1 weapon.

Zombie (100 EP): HP 30; Init 6; Spd 10; Rch 1'; Atk +4; Dmg 1d4p (bite; after two successful grab attacks); Def 0; DR 8; ToP n/a; WF 3; Size M; Move 5 ft./sec.

12) Private Room A

Encounter: 2 zombies (200 EP)

The door to this private room has been torn from its hinges. The window is shuttered tight. Inside are two zombies. They battered down the door in an attempt to gain access to the adjacent private room, where they could hear the merchant and his men. They are currently still scratching at the wall shared by the private rooms, unless they have heard noises in the courtyard in which case they would have already left the room and entered the courtyard (and thus may not be here if previously encountered).

After the zombies are defeated, read or paraphrase the following text.

The lone window is shuttered and lets in only the dimmest illumination. Aside from the battered door leading from the courtyard, this room is fairly intact and nondescript. Against the east wall are two beds, still made, with an open footlocker at the foot of each. Plaster, dust, and wood shavings cling to the floor and bottom portion of the southern wall. A scoring runs along the entire wall at chest height.

The scoring is the obviously a byproduct of the undead scratching at the south wall in an effort to

reach the merchant and his guards these past dozen hours or so. The footlockers are empty as this room was not actually rented. There is no sign of any hidden items herein.

2 Zombies (100 EP each): HP 33 each; Init 6; Spd 10; Rch 1'; Atk +4; Dmg 1d4p (bite; after two successful grab attacks); Def 0; DR 8; ToP n/a; WF 3; Size M; Move 5 ft./sec.

13) Private Room B

Encounter: 2 zombies (200 EP)

Potential Yield: 3 broadswords (42 sp), 4 daggers (8 sp), 4 belt pouches (4 cp), blue silk bag (1 sp), gem (500 sp), 30 mink pelts (150 sp), 2 gp, 151+3d4p sp, 1036+24d6p cp, 681 tc, letters of credit (150 sp)

Potential Story Awards:

- Deducing the identity of the victims (50 EP)
- Deducing how the battle proceeded and why the zombies are missing digits, et. al. (50 EP)

The door to this room remains intact (barred on the other side by a solid chest and two beds piled against it), but the window shutters have been ripped off. Two human and one hobgoblin corpse litter the floor as well as bits of bone, entrails, armor and uniforms. Fingers, hands and arms litter the area around the window.

It is here that Aritak the merchant and the balance of his guards made their last stand. They locked the courtyard door and barricaded it with both beds and a heavy chest. When the zombies managed to claw through the shuttered window, the guards fell upon their outstretched limbs. Eventually, five zombies managed to crawl through the window. While the guards fought valiantly, destroying three of their foes, the zombies proved too savage, ultimately dragging down and feasting on their victims. Now only two zombies remain (one's left hand is cleaved lengthwise and the other is missing its left thumb – though these injuries do not present any hindrance for the zombies).

▶ The door is locked and may be opened with a successful Lock Picking check (Average; -40%) or Feat of Strength (vs. d20p+6).

▶ After picking the lock, the door remains blocked as it is barricaded with furniture. It may be opened with a Feat of Strength (vs. d20p+14).

Once the zombies are defeated, read or paraphrase the following text.

Light from the open window streams into this grim room. A large bloodstain soaks the packed earthen floor. All of the furniture (two beds, two small desks, four chairs and three chests) appears to have been piled in front of the entrance. The shutters have been shorn off of the window and lie haphazardly on the ground amidst an array of fingers, hands and arms lying strewn around the window area.

A decaying hobgoblin and two human corpses litter the floor along with bits of bone, entrails, armor and shredded cloth pieces from an unknown number of victims.

The beds, aside from being turned on their sides, are nondescript, as are the simple wooden chairs and writing desks. Two identical leather-bound chests are unlocked and empty. The third is smaller and metal-bound as well as locked. The heavy locked chest is filled with furs and coins: 30 mink pelts (5 sp each), 143 sp, 1032 cp and 681 trade coins. It also contains a leather valise in which can be found letters of credit for the following businesses located in Frandor's Keep: *Anari's Arms* - 100 sp, *Dasas' Goods* - 25 sp and *The Prancing Pegasus Inn* - 25 sp. These letters may be exchanged for goods or services from the appropriate merchants.

A secret compartment in the bottom contains a small blue silk bag (1 sp) holding a single large amethyst (500 sp value).

The two human and the hobgoblin corpses are missing whole and parts of digits, hands and arms, and both humans have grievous head wounds. These are the fallen zombies that forced their way through the window at the cost of their limbs, severed by the defenders' weapons.

▶ If anyone tries to piece together the other remains their efforts reveal that four more humans also perished here as there are four additional skulls.

A careful examination of the cloth pieces reveals several bits of colored cloth.

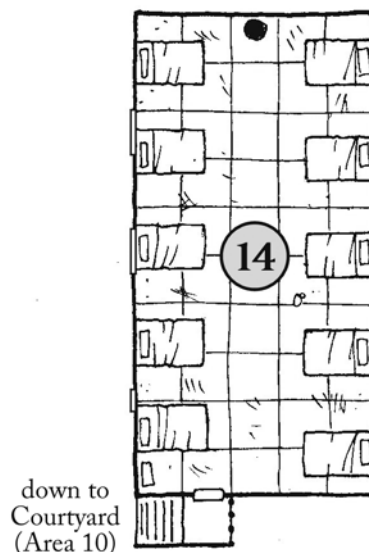
▶ A successful Appraisal: Textiles check (Easy; -80%) reveals that most of the cloth pieces are linen while a few of the more colorful bits came from woolen clothes.

A search of the room produces (all tossed randomly about the room) three broadswords, four daggers, three small wool pouches with d4p sp and 8d6p cp each, a small leather pouch with a broken leather thong holding 2 gp, 8 sp and 4 cp and the key to the chest.

2 Zombies (100 EP each): HP 28, 22 ; Init 6; Spd 10; Rch 1'; Atk +4; Dmg 1d4p (bite; after two successful grab attacks); Def 0; DR 8; ToP n/a; WF 3; Size M; Move 5 ft./sec.

14) Upper Common Room

Encounter: 3 zombies (300 EP)



This room is typical of most inn common rooms. It contains ten crude beds, arranged in neat columns against the walls. Only two appear to have been slept in.

Three zombies are stuck in this room milling about. These zombies ascended the stairs and entered the room. When the wind slammed the door shut, they were stuck here. If the sounds of combat or bright lights or other commotion is heard in the courtyard, they shamle over to the closed, barred windows and bang into them, but cannot climb out or escape.

The mattresses are of straw-filled burlap, as are the pillows. Both are worthless.

3 Zombies (100 EP each): HP 33 each; Init 6; Spd 10; Rch 1'; Atk +4; Dmg 1d4p (bite; after two successful grab attacks); Def 0; DR 8; ToP n/a; WF 3; Size M; Move 5 ft./sec

Innkeeper's Residence

This is the home of the proprietor, Doten Weliz, and his immediate family and staff. Doten, his feisty eldest daughter Tegin, and the handyman Korane perished defending the lower level. The surviving family and staff fled to the upper level (and, save for Doten's youngest daughter Lara, met their demise there).

Ground Floor

The door to the proprietor's house stands wide-open. On the bottom floor are three blood-soaked zombies standing motionless. If they hear loud noises, shouting, or see bright light or other zombies or people moving about the courtyard, they will move to investigate. If not lured out, they will attack any who enter the building.

This two-story cottage must surely be the home of the innkeeper and his family. The way station business seems to have brought him some wealth, for the half-timbered house is large and solidly constructed. It even has glass in the windows and a fine, tall chimney! Unfortunately, even such a sturdy construction may not have saved his family, for the front door stands wide open.

15) Main Room

Encounter: 3 zombies (300 EP)

This large, disheveled room bears obvious signs of a struggle, as evidenced by overturned furniture, broken crockery, scattered firewood and fire-place-tending tools. Two fancy woolen rugs lie crumpled on the wooden floor, a deck of playing cards scattered across them. The scent of blood touches your nostrils, and the stickiness of it covers large portions of the floor. Flies buzz through the area.

In the southwest corner, you see a staircase leading to the upper level.

An overturned table and several upholstered chairs occupy the center of the room. A well-worn upholstered coach, a wooden chair and a rocking chair round out the furniture.

A cursory search reveals a large amount of blood and several smaller smudges on the carpet farthest from the door. A severed head, that of a formerly very attractive young woman with long auburn hair, rolled under the table and is easily spotted on any casual search of the room (Tegin's remains). Two sets of human (male) remains can be pieced together – the bones, gnawed and picked clean are dispersed randomly about the room.

3 Zombies (100 EP each): HP 33 each; Init 6; Spd 10; Rch 1'; Atk +4; Dmg 1d4p (bite; after two successful grab attacks); Def 0; DR 8; ToP n/a; WF 3; Size M; Move 5 ft./sec.

Upper Level

The upper floor consists of a landing and three bedrooms. Teman, the family's manservant, tried to hold the zombies from gaining the landing but was overwhelmed.

16) Landing

The stairs lead up to a landing. The upper stairs run crimson with a sticky carpet of drying blood. The remains of some poor, unfortunate victim spatter the walls and ceiling at the top of the stairs. Three open doors lead to what are obviously bedrooms.

Roof (20)



Proprietor's House
(Upper Level) -

17) Servants' Quarters

Encounter: 2 zombies (200 EP)

Potential Yield: dagger (2 sp), knife (5 cp), small leather belt pouch (1 cp), various clothing (8 cp), 4 cp

Potential Story Awards:

Deducing the identity of the remains (50 EP)

This bedroom is the sleeping quarters of three servants (now deceased).

An unadorned bedroom lies through the open doorway. Filling the room are three plain beds, neatly made, each with a chest at its foot.

The mattresses and pillows are stuffed with straw.

The first chest contains commoner clothing (wool), old, threadbare, stained in various spots and worthless. Under the neatly-folded clothes is a dagger in a leather sheath.

The second chest contains commoner clothing (wool), old, threadbare, stained in various spots and worthless but the left front pocket of a pair of trousers conceal a knife.

The third chest holds commoner clothing (wool), old, threadbare, stained in various spots and worthless plus a small leather pouch at the bottom, strings drawn tightly and wrapped around it. The pouch contains 4 cp and the top two knuckles of a blackened middle finger, complete with nail (the handyman lost it in an accident in the shed, but keeps the finger because he believed he would need to be buried with it in order to be made whole in the afterlife).

18) Daughters' Bedroom

Encounter: 2 zombies (200 EP)

Potential Yield: costume jewelry

Potential Story Awards:

Deducing the identity of the remains (50 EP)

Two zombies stand in this room. If anyone makes a lot of noise on the landing, in the other bedrooms or coming up the stairs (shouting, stomping, etc.), these two zombies come out to investigate, attacking the first creature they see.

This is the room where Liari and Vana, Doten's wife and middle daughter respectively, met their end. After deliberately attracting the zombies from the master bedroom with their cries so as to permit the youngest daughter, Lara, time to escape to the roof, they locked the door thinking this sufficient to ensure their safety. Though Liari encouraged her daughter to attempt a similar escape, the girl completely lost her composure and, oblivious to her mother's frantic commands, hid sobbing in the wardrobe.

As the flimsy interior door strained under the furious zombie battering, Liari desperately tried to manually reinforce it. She proved no match for the undead monsters who soon burst into the room tearing the woman limb from limb.

The monsters were then drawn to Vana's sobs, tearing apart the pine wardrobe to get at the frightened teenager.

Splintered wood around the door jamb indicates that the door to this room was forced from the outside, although the door still hangs from its hinges.

If the PCs explore the room, read or paraphrase the following text.

The dominant feature of this room is a large pine wardrobe. The doors have been battered in, one resting on the floor about 4 feet in front of the wardrobe while the other, splintered in the middle, lies wedged inward. A jumble of sticky crimson-stained clothing, riddled with sinew, bones and scraps of entrails, spills from the pine furnishing onto the carpet.

Rounding out the furnishings are two beds (the one on the right a bunk bed) with untucked sheets, a large chest, and a small writing desk with stool.

Much of Liara's blue smock and apron is still recognizable, if bloody. The girls' clothing stored in the wardrobe, much of it now bloody rags, is intermingled with Vana's remains as her lithe body was ferociously devoured.

▶ A character that has visited the way station before this tragedy can attempt an Intelligence check (vs.

d20p+10) to recognize either Liara's garb or (more likely) the rather low-cut collection of bodices found in the daughters' wardrobe.

The chest contains simple clothing and a few personal effects of Tegin, Vana and Lara (old worn dolls, twine bracelets and three pieces of worthless costume jewelry – the latter only discernable as such with a successful Appraisal: Gems & Jewelry check).

2 Zombies (100 EP each): HP 33 each; Init 6; Spd 10; Rch 1'; Atk +4; Dmg 1d4p (bite; after two successful grab attacks); Def 0; DR 8; ToP n/a; WF 3; Size M; Move 5 ft./sec.

19) Master Bedroom

Potential Yield: Dagger +3, 6 gp, 38 sp, 288 cp

A large four-poster bed dominates this room. A chest of drawers, armoire and cedar chest round out the furnishings. Curtains billow in the wind, partially obscuring a wide-open window.

The bed has a nice feather mattress and two feather pillows. The linens, however, are fairly old, a bit coarse and stained. The chest of drawers contains male peasant clothing, every-day and work clothes. The bottom drawer has two pair of leather boots. The wardrobe contains peasant women's clothing, aprons, bonnets and the like as well as three pair of leather flat-soled shoes. The cedar chest contains neatly folded linens, a wool blanket, three pair of children's shoes (leather, badly worn -- merely momentos), a dagger in a sheath and a coffer.

▶ The dagger is very finely crafted (+3) and bears the following inscription, "*To Doten Weliz for 30 years of exemplary service to the Earldom. – Earl Reyifor*". The Earl presented this token of his esteem to Doten last year commemorating his long service to the Reyifor family. Doten and his family survived the invasion of the Northern Orc League eight years ago and quickly rebuilt the way station thereby greatly facilitating the rebuilding of Frandor's Keep. To Doten, this item is nothing more than a fine memento.

Any senior official at the Keep, if shown the item, will immediately recognize it for what it is and demand its return.

A Note on the Weather

The precipitation has caused the rooftops to become slick. While Lara did indeed climb out onto the roof, she did so hours ago, prior to the rain.

Any climbing around on the roofs or other walls will be negatively impacted by such slickness. Note, however, that climbing on a roof is a trivial affair (relative to a sheer surface). The following modifiers apply:

- ▶ Climbing on sloped roof: trivial (+90% bonus) climbing check
- ▶ Climbing on slick surfaces: 40% penalty to climb check
- ▶ Climbing while carrying Lara (or other person): 40% penalty to climb check

All penalties are cumulative.

▶ The coffer is locked and may be opened with a successful Lock Picking check (Average; -40%) or Feat of Strength (vs. d20p+10).

The coffer contains 6 gp, 38 sp and 288 cp, the complete life savings of the proprietor.

20) Roof

Potential Story Awards:

Rescuing Lara (500 EP)

The lone survivor in the complex is hiding on the roof, stranded on the slippery, wet shingles in the driving rain. This survivor can be spotted from the courtyard or any of the other building windows if any character bothers to look up at the roof (she is sitting a mere 3 feet from the edge).

The girl is unlikely to be recognized as one of the "dancing girls" that made the way station so famous to locals as she is completely disheveled. However, should a PC *specifically inquire* about this connection, you should permit them to make this association.

Suddenly, you catch an unexpected glimpse of something – no, *someone* – on the roof of the house.

A girl with fiery red hair and wearing a skimpy outfit sits, knees tucked under chin, arms wrapped tightly around her bare legs. She rocks herself gently, but sits precariously near the edge -- a mere few feet above one of the windows of the main house.

Lara's mother and older sister abetted her escape to the roof by sacrificially attracting the zombies about to corner her in the master bedroom. What Lara has seen and heard since then has traumatized her, and she does not respond to shouts or movement.

If the players manage to save the girl, she will be distraught, suffering from post-traumatic stress disorder. She will cling to the first PC to show her compassion and refuse to leave his side, physically gripping the character's cloths, gear, limb, hand, whatever is handy. This attention may not be entirely unwelcome for Lara is quite beautiful.

At this point, anyone who has visited the Kar Mandri way station (and not been deliriously intoxicated the entire stay) will recognize her as one of the dancing girls. Should anyone think to ask, she appears much younger than they may recall her being.

Despite often successful attempts at appearing older to travelers, Lara is just fourteen and emotionally still a young girl. If she sees a zombie, she trembles all over, unable to move or speak. If slapped or shaken, she panics and begins to scream hysterically, "*They're coming to eat us – just like they ate the others! Aaaaaaaahhhh!*" (and so forth). Of course, this attracts any remaining zombies in the area.

▶ A character can attempt to forcefully or soothingly bring Lara out of her catatonic state with either a successful opposed Intimidation or Art of Seduction check (both vs. her Resist Persuasion of $d\%+23$).

If someone can focus Lara's attention and question her, the players can learn a few things. She saw the merchant and his men drag something heavy from the wagon into the way station (and from the roof, the rut marks from the corners of the large chest can be seen clearly).

She knows that her family tried to defend the house (the roof she was hiding on) while many of the guests tried to lock themselves in the main hall of the way station. She has no idea where the zombies came from.

She was in the upper floor of the house when her mother frantically implored her to escape out the master bedroom. From atop the roof she saw and heard the carnage.

Lara implores, begs, cajoles and demands that the PCs find her family. She describes her mother as wearing a deep green kirtle and a net over her brown hair, which was wound in a bun atop her head, her father as a stout ginger-haired man and her sisters as having similar features to herself. If the PCs do not or cannot find them, Lara will wheedle them endlessly until they search for her, growing more and more hysterical, ultimately shouting at them. She will not be satisfied until the group searches for 12 hours or more. She will fall into a melancholic state if shown her family's remains – particularly her eldest sister Tegin's severed head.

If left unattended at the conclusion of the adventure, she will eventually find her way to Koroven before being preyed upon by flesh peddlers and ending up as a prostitute. *This result penalizes all good-aligned characters 2 Honor.*

Lara Weliz: N Baparan human female; HP 15, Init +2, Def +1, DR 0, ToP 5/ 5; language (Baparan 72), resist persuasion 23; Quirks: Post Traumatic Stress Disorder

21) Stable

Encounter: 4 zombies (400 EP)

The doors of the stable stand open, the left creaking ever so subtly with the wind, the right thrown wide, bottom stuck firm in the hard dirt. A swarm of flies fill the area, momentarily lit upon the blood spattered surfaces, then buzzing into a tempest when disturbed by wind or movement, only to resume feeding shortly thereafter. Bones litter the area while crimson-soaked hay, blood, gore, bits of fur and entrails swathe not only the ground but all surfaces, even hanging from the roof supports.

The two farthest stalls remain closed shut while the nearest six stand open, the two middle doors on the left now lay amongst the carnage, obviously forced from their hinges, while the nearest on the right has been splintered asunder.

A great battle took place here between a swarm of zombies and the stabled horses. Wild with fear, the horses kicked and trampled in an effort to flee. If anyone cares to examine the bones, six horse skulls in all can be found.

The second stall on the left and first one on the right each contain a corpse (orc and goblin, respectively). The goblin, discernable as such only from the size and hands, has almost no visible head remaining, it having been knocked almost off the torso by a frantic horse. The orc's chest bears two mighty wounds and his hand is missing (it can be found stuck in a bridle near the back of the stable).

▶ A successful Monster Lore check can determine the race of a corpse. The difficulty varies per corpse (Average; 40% for the goblin, and Trivial; -90% for the orc). Characters that have previously encountered orcs or goblins can identify the corpses with a successful Intelligence check (vs. d20p+5 for the orc, and vs. d20p+10 for the goblin).

Any sound or commotion from the courtyard or loud noises from any other area, attracts the attention of these zombies, now finished with their gruesome meal.

4 Zombies (100 EP each): HP 33 each; Init 6; Spd 10; Rch 1'; Atk +4; Dmg 1d4p (bite; after two successful grab attacks); Def 0; DR 8; ToP n/a; WF 3; Size M; Move 5 ft./sec.

Conclusion

Potential Story Awards:

- Burning the zombie remains (100 EP)
- Giving a proper burial to all the remains found (200 EP)
- Ensuring that Lara Weliz is properly cared for (*e.g. finding a ward for the orphan*) (500 additional EP)
- Defeating all of the zombies (2200 EP) *or* Defeating all of the zombies not trapped within rooms but leaving the rest for the reoccupiers of Kar Mandri to destroy (1500 EP)

The best possible conclusion for the PCs is to save the girl and eliminate the zombie threat. If they leave the zombies here, they'll need to inform the authorities or the zombies will destroy at least two more caravans before word gets out.

Aftermath

Should the players destroy all of the undead, they put an end to this particular horror but remain unaware of its mastermind, although they may have some valuable clues that can be used in the Mines of Chaos campaign adventure. A clever group can also discover the identity of the merchant (his name Aritak is recorded in the ledger in [Area 7](#)). Asking around Frandor's Keep, Vew or either remaining way station will reveal that he is a merchant hailing from P'Bapar in the employ of the noble Galbron family. Should the players manage to return his trade goods and the merchant and guards' bodies for burial (or a report that a proper burial was provided for on-site), the grateful Galbron family will provide a reward:

⇒ One mount (with full saddle, tack and gear) for each character (up to 7 total) – horses for all but for dwarves and smaller who receive ponies

▶ Note: The Galbrons do not have an exact accounting of what Aritak was carting back to P'Bapar nor the financial results of his expedition to Frandor's Keep. They will not question any shortages preferring to take the characters at their word. After all, what manner of curs would travel all the way to P'Bapar only to return a portion of the property they recovered?

Should the players include the mink pelts and the amethyst in the goods they return to the Galbrons, the Lady Galbron will be extremely pleased that the mission she assigned Aritak was successful. She is greatly desirous of having a mink stole and a new piece of jewelry set with the stone. In gratitude, she will offer the following additional reward:

- ⇒ A mage scroll with d3+3 spells of levels d3p+4
- ⇒ The suit of platemail (which Aritak was obviously unable to sell anyway)
- ⇒ 20 gold coins each

Each character gaining her favor will also receive +1 Fame as Lady Galbron tells tales of their bravery and deeds. Additionally, all good characters will receive +2 Honor, Neutrals +1 Honor, evil -1 Honor.

There are a number of alternative conclusions to the story based upon player actions and various degrees of failure. These are not mutually exclusive and can be mixed and matched.

Zombies shambling free: If the players leave 6 or fewer zombies undestroyed, the undead molest one more caravan but it will escape with only a few casualties. Seven to twelve zombies will annihilate a whole caravan and nearly a second one before the authorities are alerted and a local mob is sent to deal with the menace. More than a dozen zombies will feast upon two caravans, completely obliterating them and remain at-large in the countryside (having chased a third caravan unsuccessfully). They're a serious hazard with which either soldiers from Frandor's Keep or elsewhere must deal -- or perhaps some more capable heroes.

Loss of business: When the players return to Frandor's Keep, if they spread the word about what they encountered, they will earn themselves a few free drinks and hearty congratulations from the soldiery. However, they also raise the general level of fear in the area, causing outgoing merchant traffic to temporarily slow for the next week, as the locals wait to see if any fresh horrors are immediately forthcoming.

The remaining way stations also experience less business, causing them to charge the PCs higher rates and treat them more roughly when they visit. Players who feel slighted and try to explain that they aren't responsible for the drop in commerce will not be believed whatever evidence they present.

Framed themselves for murder: Prefect Ganitak sends an armed guard to bring the PCs in for a full debriefing. After all, an inert human zombie just looks like a dead human, and he has no proof that the PCs didn't simply slaughter everyone in the way station and invent the zombie story to explain it away. If the PCs are convincing (they can simply point to the slain humanoids, even if not zombies they are the more likely aggressors), he lets them go free with his thanks.

Damage to the Earl's property: If the way station is completely destroyed due to the player's actions or if they looted the station (including tools, gear, sundries, livestock, etc.) such that it cannot operate, Lord Reyifor will be highly put out. If the characters attempt to sell off the goods in Vew or Frandor's Keep, agents of Lord Reyifor will come to purchase the items. After inventorying the goods and packing them

on wagons, they will curtly thank the characters for retrieving his Lord's chattel and will pay a 10% value reward (but not nearly what they might have been expecting or even what price may have been agreed directly with the agent – the agent is only authorized to provide a finder's fee of 10% as a reward, a generous offering in his mind as Lord Reyifor is certainly within his rights to simply take back all of his goods. If the way station buildings have been damaged, the goods are simply confiscated as Reyifor will now need to pay to rebuild as well as repopulate this important outpost.

A business license: If the way station remains intact, a grateful Lord Reyifor may offer the characters a license to operate the way station. In this case, they will have a nice base of operations near the Keep, but will also have responsibility for maintaining and running the business. Unless the characters wish to retire and settle here, they will need to hire some non-player characters to run the operation while they are away adventuring. Future threats both external and internal (e.g., embezzlement), can provide a lot of entertaining play value.

Appendix: Looter's Guide

If your players have not yet outgrown the "Tear out the sinks and copper wiring" form of looting, there are additional items of incidental value that may be salvaged from Kar Mandri. They are listed hereafter instead of in the main description since the presumption is that adventurers of sufficient mettle to tackle this scenario are no longer swarthy scroungers.

Bear in mind that many of these items are essential to the functioning of Kar Mandri and their wholesale theft will surely render the way station functionally inoperable even if the building is left intact. If Lara Weliz was rescued, she is too traumatized to notice that her 'saviors' are robbing her blind (she is now the sole legal heiress after all)! However, if she obtains a ward, she will recover sufficiently from the trauma in a couple of month's time to dispassionately recall the events of that night. Her ward will then seek restitution with the full legal authority of Earl Reyifor backing his claim.

Disposing of these items also presents a challenge. To receive the full value listed, individual buyers will have to be found. Since, presumably, the PCs do not own a store they will have to set up what is essentially a flea market stall in either Vew or Sabden. It will take weeks

to sell off these items. Haggling over trade coins is definitely not the work of honored heroes. As such, PCs will lose a point of honor per day that they engage in this rudest form of commerce. To drive the point home, have townsfolk visit and inquire as to what happened to them that they have sunk to peddling used furniture. *Weren't they somebody once?*

An alternate means of converting these goods to cash is to sell the lot off to a wholesaler. This will immediately draw suspicion for any such individual will surely know where these goods came from (the Earldom of Reyifor isn't that big). They will notify the Earl's officials who will soon visit to confiscate the merchandise (see "Damage to the Earl's Property" in the Aftermath section).

2) Second Copse of Trees

Looter's Yield: 2 kitchen knives (3 cp each), wood axe (1 sp)

4) Tool Shed

Looter's Yield: hoe (2cp), 2 buckets (5 cp for both -- one drips a bit), various carpenter's tools (30 cp), pitchfork (2 cp, handle is warped), 2 shovels (4cp for one, the other has a loose and dented head making it worthless), ax-hammer (new, 7 cp), tree saw (3 sp), pick (7 cp), hand saw (9 cp), tar (1 cp), nails (5 cp)

5) Barn

Looter's Yield: pony (30 sp), 3 goats (3 sp), 4 geese (2 cp), 2 sheep (4 sp)

6) Chicken Coop

Looter's Yield: 6 chickens (3 cp), rooster (8 tc)

7) Main Hall

Looter's Yield: set of wooden dining items (1 tc), wooden furniture (24 cp), ink and quill (3 cp)

8) Kitchen

Looter's Yield: sack of rye flour, barley & oatmeal (2 cp each), sack of beans (3 cp), various cooking pots and utensils (9 sp), 4 beer kegs (3 sp each)

9) Cellar

Looter's Yield: 3 barrels of ale (5 sp each), 2 kegs of beer (3 sp each), keg of brandy (60 sp)

10) Courtyard

Looter's Yield: 2 tables (24 cp), 4 chairs (12 cp)

15) Main Room

Looter's Yield: 2 rugs (8 sp), table (4 cp), 6 upholstered chairs (1 sp each), wooden chair (1 cp), rocking chair (4 cp), couch (3 sp), deck of cards (4 cp)

19) Master Bedroom

Looter's Yield: four-poster bed (28 cp), armoire (50 cp), chest (10 cp), coffer with Good lock (2 sp), various clothing and coverings (8 sp), feather bed (4 sp), feather pillows (1 sp)

CREDITS

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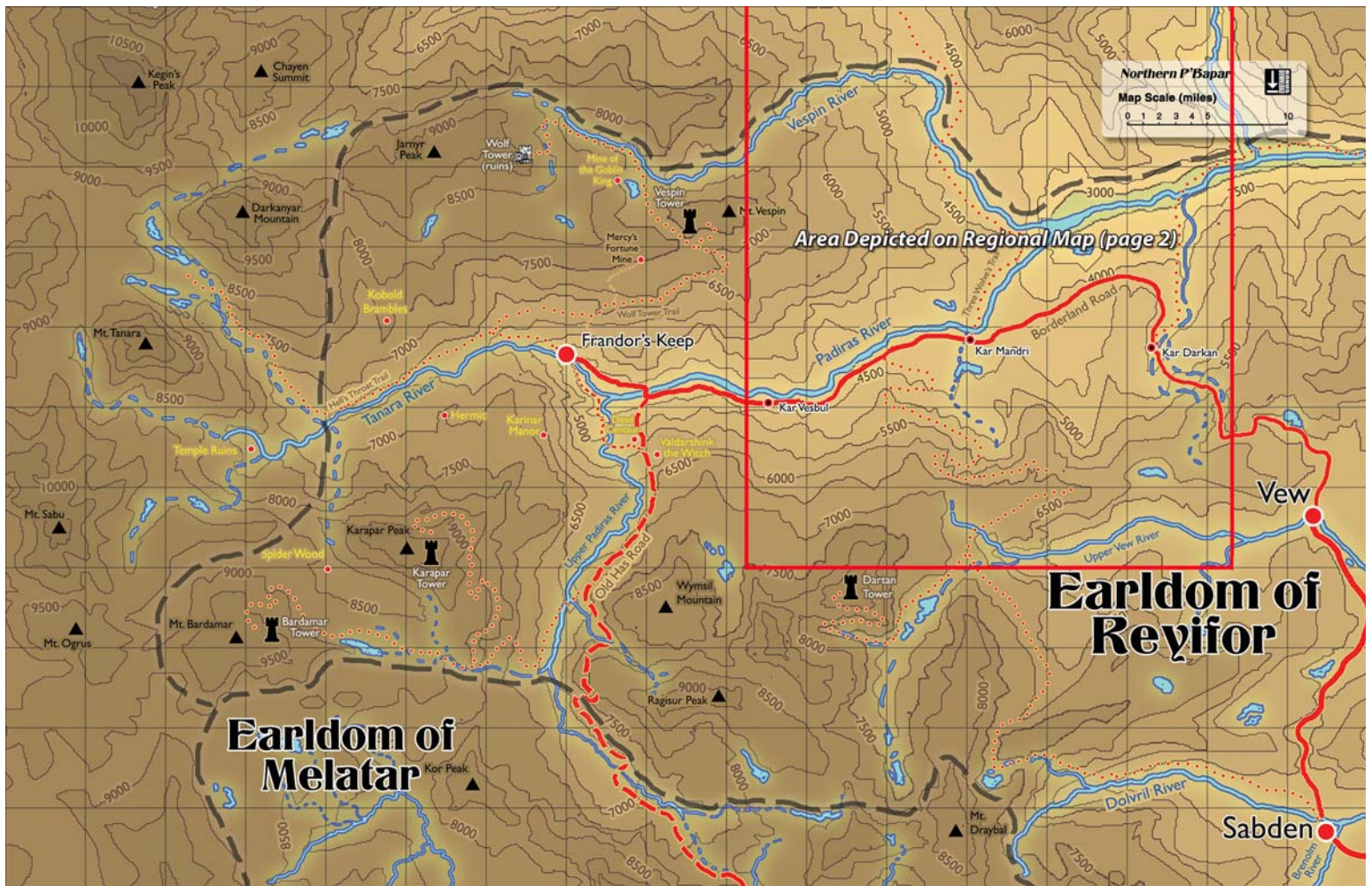
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Illustrations: (cover) Anthony Carpenter, (interior) Craig Zipse

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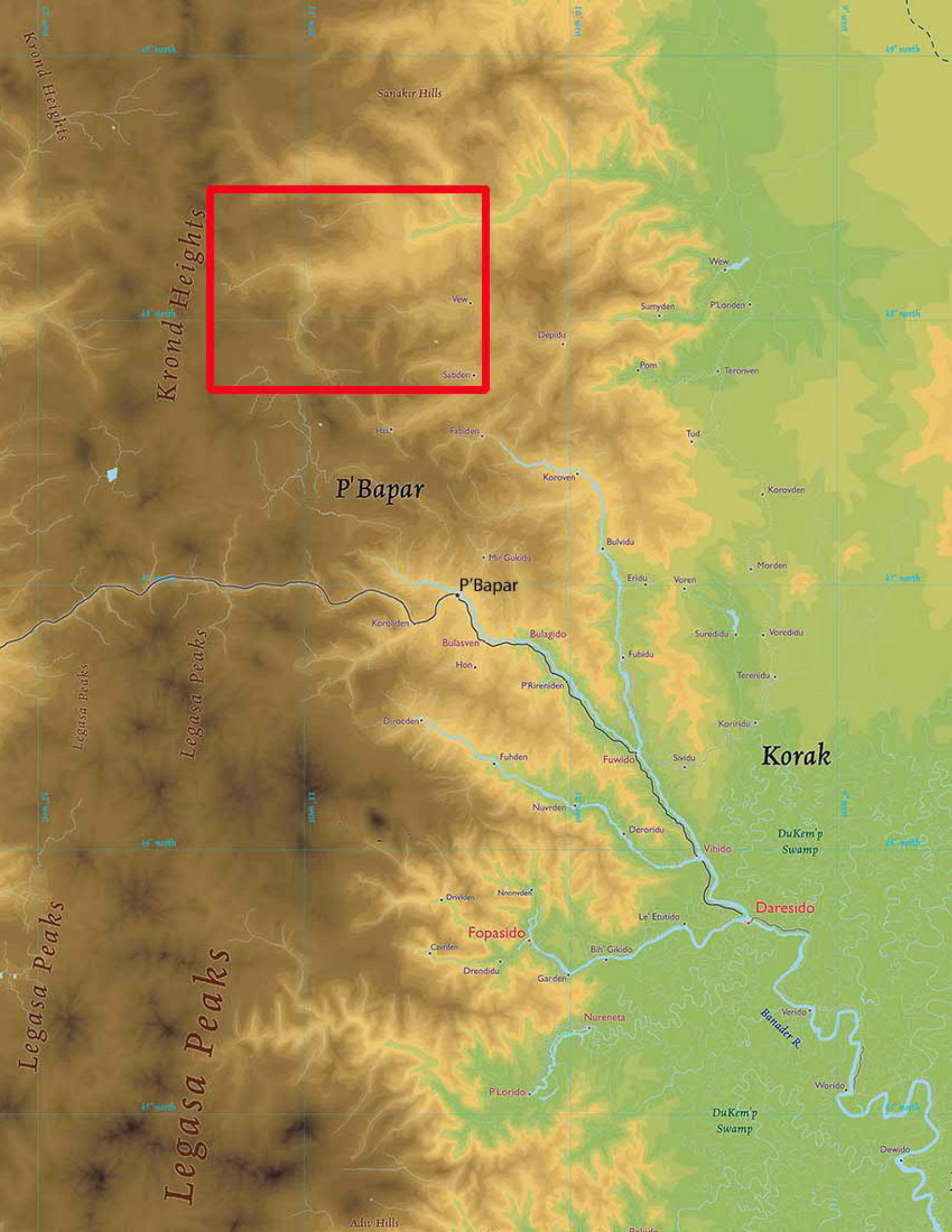
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The maps depicted on this and the following page provide greater context for the events occurring in this scenario. The map above shows the Earldom of Reyifor, the focal point of the Frandor's Keep mini-campaign setting into which *Dusk of the Dead* is integrated.

The following page places this setting itself in a wider geographical context. The Earldom of Reyifor is the northernmost province of the Archduchy of P'Bapar, itself a small nation in the northwest portion of a region of *The Kingdoms of Kalamar* known as "The Wild Lands".

References made in the text to the town of Koroven (southeast of the Earldom of Reyifor) and the grand city of P'Bapar (due south of the hamlets of Vew and Sabden) are shown on this larger map.



P'Bapar

P'Bapar

Korak

Fopasido

Daresido

Kronid Heights

Legasa Peaks

Legasa Peaks

Legasa Peaks

Sanakir Hills

Adio Hills

Banader R.

DuKem'p Swamp

DuKem'p Swamp

Vew

Sabden

Depidu

Pom

Wew

Sumyden

PLonden

Terowen

Tud

Koroven

Korovden

Bulvidu

Mir'Gukidu

Morden

Koroliden

Bulasven

Bulagido

Eridu

Voren

Suredidu

Voredidu

Hon

P'Rirenden

Terenidu

Dirodden

Fuhden

Fubidu

Korridu

Navnden

Fuwido

Sividu

Deronidu

Vihidu

Dnylden

Nnoyden

Le' Etutido

Cariden

Drendidu

Garden

Bih' Gikidu

Nureneta

P'Lorido

Verido

Worido

Dewido

Dusk of the Dead was developed using buildings from Crystal Caste. You can purchase a properly scaled 3-D version of the structures depicted on the maps directly from this fabulous vendor.

Crystal Caste.

The Farmhouse



Quantity in Basket: *None*

Code: **40000**

Price: **\$171.00**

Quantity:

[Add To Basket](#)

The Farmhouse come with the following modules: The Barn: Measures 5" wide by 11 ¼" long. Double doors swing open and closed on front and back of barn. Back side has attached shed that also has moving doors. Both rooms have a removable roof. Detail is phenomenal! The Gatehouse: The detailed building has pass through double doors front and back. There is also a swinging gate in the wall and the roof is removable. Comes with an L shaped section of wall that can be used in multiple configurations. The Cottage: Measures 4" by 5 ¾" and is a two story building. Swinging doors front and back with five detailed windows. Tudor style over-hang on second story. Roof removes to allow easy access to the inside. The Stable: Measures 4" wide by 12" long. Main building has two swinging single doors on the front. Right side has exterior stairs that lead to a second story where there is functional door. Left side has large double doors for maybe a smithy or tack room. Removable roof too.

<http://tinyurl.com/cc-farmhouse>