THE CURIOUS CASE OF NEEDLEFORD STATION

- (1) Makeshift barricades block the only other entrance to the village. Two guards stand watch. The Station Chief, Jokel, a plump human with a golden beard and bald head, walks past the guards and limps toward you. J: The station has been overrun, but we have no idea by what or whom. Our few soldiers went in, but never came out. It's been two weeks of nothing but darkness, and I cannot find my sister, O'Quill, but I know she lives. Once we are back in business, I can provide you with 80 gold for your troubles. Will you help?
- (2) Church: The foyer is empty. Grand Hall to the left, Sanctuary to the right.

GH: 2 Acolytes search the area. Back door leads outside.

San: Stained glass windows blown out. Pews remain untouched, but scattered piles of bones lay on the floor. A Specter appears at the altar, raises 4 Skeletons. Specter drops glowing crystal upon defeat.

- (3) Inside completely collapsed. Nothing to find.
- (4) A humble, single-floor house. 3 Swarms of Rats. A single locked, but chewed up, diary is near the bed.

Entry: Dear diary, I think he's close to finding out. It would break his heart, but only because he would assume it's about him. I hope [unreadable] doesn't do anything rash.

(5) Two-story house: Bedroom, Kitchen, Common Room, Upstairs bedroom.

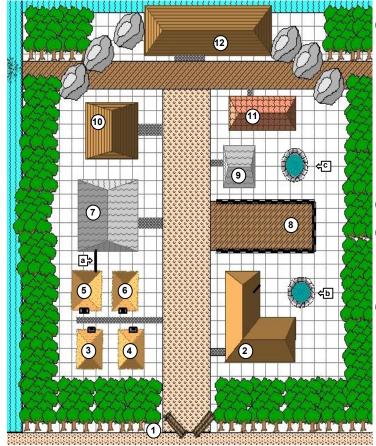
Bed: Pack of gems in floor boards

K: 2 Constrictor Snakes

CR: Busted chairs and tables

UB: Bed, open window, dead body with arrow in it. Body has 2 tomes: crude sketches, Royal Proclamation allowing free travel in the kingdom. Perception check to see rope attached to second floor window of tavern.

(6) House completely empty. Cellar door closed. Cellar is dark and musty, 3 large stones protrude from the ground. Any interaction turns them to 3 Dark Mantles.



Needleford Station has sent word for help in their dire situation. Evil has taken over the village and blocked the only mountain pass in the region. Can your brave warriors solve the mystery and restore peace to the area?

> Upon approach, the sky turns dark and cloudy. It is sinister, but calming. Dense, impassible forests surround most of the village. The station's mountain path is blocked by unbreakable boulders.

Any number of items or magical gear can be a reward for various battles or dropped by enemies

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- **7** Tavern: 8 Thugs fight each others in pairs. They are silent except for the back and forth punching.
 - 2 Specters cackle from the balcony, each control half the thugs. Upon defeat, the thugs wake up confused, but friendly.

One specter will retreat to the backroom; gains double health, drops glowing crystal. BR: Fire trap, dex check, room starts on fire.

Old bronze shield with werewolf on it in room, +2 Def against undead.

(8)**Stables**: Busted carriages and dead horses

9 Apothecary: Smashed glass everywhere. Box with 5 gold in corner. 2 unbroken vials among the glass shards, roll precision. Fire breath potion and Iron Skin potion.

(10)Chief's House: Main floor, Upstairs MF: Stairs facing away in NW corner. Row of plants contains **Shrieker**, which alerts 3 Guards upstairs.

Up: Ghoul guards glowing chest, does not come downstairs if alerted. Chest contains glowing crystal, 2 throwing axes, 3 throwing daggers, 40 gold, 2 health potions.

- (11) Armorer: Prokar, a tall goblin, runs the shop. He's oblivious to what has been happening, but wonders why he hasn't had any customers. Can sell a limited supply.
- (12) Station: Magical field blocks any attempt at entry unless the 3 glowing crystals have been acquired, together they break the field. Egarmis, a clever mage in tattered robes, hovers above 2 Acolytes, 4 Cultists, 2 Ghouls. *If O'Quill was not saved, she is locked in chains at Egarmis' side. Egarmis will curse at you, toss a smoke bomb, and disappear. Defeat of the enemies will release the station from the evil spell.
- Rope leads to tavern window, will allow sneaking access. O'Quill is hiding in the basin. She will begrudgingly
 - disclose her love for Teetona, her brother's biggest competitor. [Teetona, a female dark elf, hired Egarmis] Common well.

*Two packs of 3 Wolves roam the village.