



FRIENDS IN NEED

A Shadow of the Weird Wizard Quest for Novice Heroes



There are good reasons for many adventurers finding their start in the tavern. These natural gathering places bring together people from all walks of life, people who, once sufficiently lubricated, might share stories, rumors, and, just maybe, secrets. Where else can you find a wizard lurking in a corner, a strange man with the mud of the road still staining his cloak, or a band of adventurers looking for a place to rest their heads before moving on?

Friends in Need makes use of such a familiar backdrop to launch a quest for novice heroes, but all is not as it seems. Enemies stand at all sides and terrible danger awaits the unwary.

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BAIT THE HOOK

For the last few weeks, people who visit Traveler's Rest have been disappearing. Search parties formed to find the missing return empty-handed. Missing people does business no favors, and there's talk of hiring a ranger to investigate the matter. But, so far, it's just talk. Hiring help takes coin and business has slowed enough that parting with a few coins on a traveler seems a good way to throw money away. So, the Rest's staff and its regulars keep quiet about the troubles and hope the troubles just go away on their own.

The disappearances began a few weeks ago when a budding necromancer named Pyram Peek headed off to search for an old graveyard up in the nearby hills. Instead of finding a repository of dead bodies, he found an attercop, a monster that was overjoyed by the meal that had stumbled into its lair. But, before the attercop could tuck in, quick-thinking Peek rattled off a plan that would benefit both him and the monster. In return for his life, Peek would bring people to the attercop. The monster could drain them all dry, and Peek would claim the bodies, turning them into undead. The attercop weighed the loss of one meal against the promise of many to come, so he let the necromancer go.

Since then, the necromancer has been a regular guest at the Traveler's Rest and has made friends with the others that gather each night. He explains that he's come to the region to investigate some archeological sites important to his work. He's quick to tell adventuring types about the treasure-filled tombs nearby, directing them to the attercop's lair. When he lacks for suitable victims, he resorts to kidnapping locals and dragging them off. He fears that if he goes too long without feeding the monster, it might come after him. He just needs a bit more practice at animating the dead and when he finishes, he'll slip away, with no one the wiser.

ENTER THE CHARACTERS

The characters have a chance to take on the quest when they stop at Traveler's Rest. The simplest way to involve the group is for them to stop here on the way to someplace else. The characters have a night at the tavern, learn about buried treasure, and head off to find it. A more direct method involves having someone hire the characters. Plenty of people have gone missing and those people have relations, lovers, friends, and connections who have an interest in their well-being. A reward of 5 sp per character awaits the group if they find out what happened to this missing person. Whether or not the vanished person was consumed by the attercop or found some other fate is up to you.

TRAVELER'S REST

A walled compound, Traveler's Rest, offers food and accommodations, goods and services, and much more to the weary traveler. It was established nearly one hundred years ago as one of a series of coaching inns forming a chain across the borderlands. Banditry and monsters, combined with a lack of investors left all but Traveler's Rest in ruins.

A 3-yard-high wall wraps around a cobbled courtyard and six buildings. A double gate, wide enough to permit the most elaborate carriage stands at the front, remaining open during the daylight hours, and closing at midnight. The tavern sees a great deal of customers from the locals working the neighboring farms, so the place stays busy year-round. Most days, one can find a carriage or two, a few covered wagons, and maybe a cart crowding the courtyard.

To the left of the entrance stands a barn, with hayloft, and attached stable. The Rest has a few cows that they keep for milking, pigs, and a great many chickens. The stable holds plenty of stalls for horses.

Locals draw water from a well just past the barn. It drops 10 yards to the water's surface. Although safe to drink, it has a metallic taste.

Behind the well and against the back wall stands the owner's residence, a two-story cottage built from stone and roofed with slate shingles. The main floor holds a sitting room, bedroom, and water closet, while the upstairs holds four bedrooms for servants. All rooms feature simple, though well-made, furniture and the walls hold portraits of various relatives and ancestors.

To the right of the entrance stands the forge, tended by a skilled blacksmith and expert at shoeing horses, with a general store attached. The store sells common goods. For uncommon and rare items, make a luck roll. For a rare item, roll with 1 bane. On a success, the store has one item. On a failure, it doesn't.


The inn stands against the compound's back wall. The tavern juts out to the front on the right side. One door offers access to the tavern and from inside the tavern guests can make their way to their rooms in the inn. The tavern has several tables with chairs, booths, and a bar running along the side. A small kitchen produces much of the food, but there's always a pot filled with bubbling "brown" hanging in the hearth. A small room with a desk and a wall full of keys with slots for correspondence stands next to the hall leading to the inn itself. The inn offers a dozen private rooms divided between the first two floors and a large common room on the third with cots for up to 24 guests.

THE STAFF

Argyn and Marya Meel used their inheritance to purchase the Traveler's Rest from the previous owner, an old man named Bent, who had run the place into the ground. The Meels have worked their fingers to bone repairing and maintaining the place, hoping to eventually turn a profit and leave something behind for their children. The Rest has become their whole lives. They would do anything to protect their home and family.

Without Marya Meel, Travelers' Rest would have failed. She works hard, has a head for numbers, and a disposition others find pleasant. At just 5 feet tall and with a matronly appearance, she has taken more than one unruly guest by surprise when she pinches their ear and walks them out the front door.

Her husband, Argyn, lacks her charm and friendliness. A gruff man, tall, slightly stooped, and lanky, he says little, and prefers to work in the kitchens or at maintaining the property. He avoids customers when he can and when he cannot he has little to say. He keeps his reddish-brown hair cut short and wears a bristly moustache.



The Meels have three daughters: Anya (21), Rani (18), and Tella (16). All work at the Rest. Anya works in the kitchens with her father. Rani runs the stables. Tella currently works as a server in the tavern. The three inherited their father's rust-red hair, but their mother's stature.

In addition to the family, the Rest employs thirty people. These workers include the blacksmith and apprentice, three people who work in the general store, five stable hands, three maids, a pair of cooks, four servers, and two bartenders, five guards, and the rest handling miscellaneous duties, filling in where needed. Some of the characters might become important and receive fuller descriptions later.

THE GUESTS

Local farmhands and workers descend on the Rest near dark. Some stop by once or twice a month, while others come every day. Most head home a few hours before midnight, but the Meels look after the people who overdo it and give them a place to sleep off their excess in the common room. Also, the Rest keeps the drink and food prices low for locals, as they help keep the business open during the slow times of the year.

The Rest does brisk business as travelers come and go from the nearby in all but the wettest days of the rainy season. Merchants, peddlers, tinkers, and artisans make up the majority, but a traveling knight with entourage, mercenaries, and others who make their livings doing dangerous things appear now and then. Visitors find the locals welcoming and eager for news.

LIES AND LIBATIONS

The quest begins when the characters reach Traveler's Rest. The guards welcome them, while stable hands come forward to tend to their mounts, if they have them. Guards direct the characters to the tavern, informing them they can secure rooms from Marya Meel at the desk near the stairs. If the characters arrive during the day, Pyram Peek (see below) drinks coffee at the bar, while one of the servants sweeps the tavern floors. After dark, the tavern becomes crowded, with servers hustling between the tables and booths. In either case, they find Marya Meel as welcoming as the guards. She provides them with the rooms they need, has a pair of boys carry up the bags, and gives them keys, if they opt for a private room, or directions to the common room at the top of the stairs. She encourages the guests to return for dinner, praising her husband's skill in the kitchen.

Once the characters settle in, they're free to do whatever they like while they're at the Rest. Ideally, the players have a chance to roleplay with you playing the part of various persons of interest, described in the following pages, but they can also gamble, gather rumors, and discover clues about the happenings here and, if you like, hooks for future quests. All the action happens in the tavern, though characters who opt to engage in other activities might spot curious developments as the night unfolds.

The group's first night at the Rest finds the tavern busier than usual. In addition to ten local folks, there's a traveling knight with his young squire, members of a caravan, a traveling magician, a minstrel, and a band of adventurers who call themselves the Silver Coins Company.

With so many characters in play, managing who talks to whom, what information should come out, and keeping the identities of all these people straight asks a lot from even an experienced Sage. Here's the thing: the people in the tavern count as set dressing until the players choose to interact with them. When you go to a bar or a restaurant in real life, you're not likely to shake hands and chat up everyone there. So, none of these other people are important unless you decide to make them important. The only thing that must happen is for the characters to meet Pyram Peek and from him learn about the treasure buried under the Green Hills. All other scenes are optional.

PYRAM PEEK

Tall, thin, late twenties, black hair, in need of a shave, dirt under fingernails, clean smell

Someone with his natural talent and capability could have done great things, but for all the talent bestowed on Pyram Peek (**expert magic-user**; with knowledge of the following Necromancy spells: Animate Corpse, Grave Grasp, Pieces and Parts, and Eaters of the Dead) it came with no sense of obligation, no moral imperative to help anyone but himself. Pyram Peek craves power and believes the dark art of Necromancy offers him a chance to secure it. He hopes to build a vast army of undead and use this army to carve out a kingdom for himself.

Peek keeps his ambitions and methods secret and has told everyone that he has come to the region to investigate some burial sites left by a vanished people in the Green Hills. Locals avoid the hills, as they're said to be infested with giant spiders and other monsters. As proof of his excavations, he's shown off his "finds," old coins, a helmet, and a rusty sword he plucked from a grave a few weeks back.

Most people take him at his word and his celebrity among the locals seems to be growing. Few have put together that the disappearances began not long after he came to the Traveler's Rest. The few who doubt him are detailed in the following pages.

The necromancer noticed the group when they arrived and decides to recruit them for his next "expedition." At some point after the group comes to the tavern, Peek introduces himself and buys them drinks. He explains that he has a lead on a treasure buried in an old tomb up in the Green Hills and needs able-bodied people to protect him while he excavates the site. He's quick to point out that his interests are scholarly; he's keen to find out what happened to the people once indigenous to this part of the borderlands and believes the tomb holds the answers he seeks. He offers to pay the characters for their time (he has no funds to do so, but keeps this to himself) and, if they are agreeable, invites them to meet him at dawn.

Characters armed with magic useful for ferreting out lies and false information can get a sense that Peek is up to no good, but he's skilled enough at deception that he makes no missteps in his offer: he appears to be a scholar with a genuine interest in archeology. If any characters keep an eye on the other patrons, they notice that Mikka (see below) seems to be watching the conversation and that Candace, the bartender, smirks when she glances over at Peek.

SILVER COINS COMPANY

The Silver Coins Company established themselves a few months back after wiping out an infestation of drakes that had depleted the goat population of a mere speck of a village about a week's walk from Traveler's Rest. With pockets still bulging with coins earned for their efforts, the Silver Coins have come this way in search of ever bigger rewards. This group shows up at night on the same day that the characters arrive, and the Coins settle in the tavern, listening for rumors in hopes of finding a lead for more work.

MIKKA

Short, slender, young, smirking, hair cut to stubble

Mikka (**adventuring archer**) founded the Silver Coins and leads the group still. More than anything, she wants fame and glory, to add her name to those great heroes of the previous generation. She boasts about her companions and adds plenty of embellishments to the stories she tells about their first quest—she calls the drakes dragons, for example.

When Peek gives his sales pitch to the characters, Mikka eavesdrops. Later that night, she finds Peek and offers him the services of the Silver Coins for half the fee he was willing to pay the group. Peek doesn't care who accompanies him, as he intends to hand them over to the attercop, so he agrees.

PWYLL

Shifty, young, short, witty, and tough

The Company's "burglar," Pwyll (**adventuring criminal**) got his start pinching purses in Eastport but made a quick exit after he ran into trouble with the Temple of Fetch for not paying his dues. He took up with Mikka and the rest of the company for want of something better to do. A survivor, he's in this for the money.

SASH

Tall, muscled, handsome, stiff

For as long as she can remember, Sash (**adventuring priest**) dreamed of joining the Redeemers. She spent her childhood as a ward in a temple of the High One and learned to fight after marauders burned the temple to the ground. She's wandered ever since, and took up with the Silver Coins in the hopes of doing some good and earning enough to purchase a suit of armor worth wearing. She dislikes most everyone in the group and she has nothing nice to say about Pwyll. She plans to leave the group after their next job.

PYRE

Mysterious, clothed in red from head to toe, speaks in whispers

Not even Mikka has seen Pyre's face. Secretive Pyre (**adventuring fire mage**) joined the Silver Coins late, lending a hand in fighting

the drakes, and, for now, follows them. Pyre wears a mask of a demon face. When they need to eat or drink, they lift the mask from the bottom. The other Silver Coins tolerate the magician but have little love for them.

BRUTUS

Loud, ugly, mean-spirited, roll of fat on the back of neck

No one in the Silver Coins likes Brutus (**adventuring soldier**). In fact, most people he meets come to share the Coins' opinions of him. However, Brutus knows how to fight and he's quick to engage the enemy, either because he has great courage or boundless stupidity. He drinks whenever he can, and his personality grows sourer with each tankard he puts down. Before the end of the night, Brutus and Reginald shout at each other and fight if not for the quick wits of the staff to pull them apart.

CANDACE, BARTENDER

Smart, pretty, terse, no-nonsense, perceptive

Candace (**enforcer** with Intellect 11) has a hard time putting down roots. After she stays somewhere for a few weeks or months, but never more than a year, she packs her belongings and hits the road, looking for someplace else to live. Candace has worked behind the bar at the Rest for about six weeks and already finds the place stifling.

She does her job well and she's always aware of what's happening in the bar. Her attention to detail has helped her see through Pyram Peek's façade and recognize him as the scoundrel that he is. She's caught him in a few lies and noticed that everyone that has gone missing talked to him first. She brought up her concerns to Marya Meel, but the woman never acted on them and even dismissed them as if they were unimportant.

A character who befriends Candace might receive a warning about Peek. She tells the character how she doesn't trust Peek and thinks he's hiding something. She can reveal that Peek has been hanging around for as long as she's worked here and that he's spoken to many people, particularly adventuring types, mercenaries, and fortune hunters. She's never seen again anyone who has worked with him. She hasn't confronted him as she thinks he might be dangerous.

SIR REGINALD

Pompous, certain, attractive, fancy

One of the Thorn Knights come to the borderlands to locate the missing heir, Sir Reginald (**knight**) has become demoralized by a string of recent failures. He and his squire, Marissa (**soldier**), ran into trouble when they tried to bring a bandit chieftain named Invidian the Fallen to justice for his crimes of murder and arson. The knight, squire, and two pages chased down their quarry and landed themselves in a trap from which they only just escaped, having left their pages dead on the battlefield. Reginald and Marissa have been at the Rest for a few days, during which time they have been recovering from their injuries.

Pyram Peek approached Reginald the night before, but Reginald was not interested in “tomb robbing.” In fact, the two men exchanged heated words, before Peek gave up and slunk off for the bar. Reginald has forgotten all about the confrontation, and instead regales the locals with tales of heroism and adventure, tales that elicit more than a few eye rolls from his squire.

RUMORS

From conversation or eavesdropping, the characters can learn some or all the following rumors, plus any others you wish to introduce.

THE MISSING

All the locals know something about the recent rash of disappearances that have befallen the community. The characters can learn the following facts.

Four travelers and two locals have vanished.

The travelers include a pair of adventurers bound for Four Towers, an itinerant priest of Lord Death, and a bard.

The locals include Ruddy Jonn, a strapping, young lad who talked big and was a known boaster. The other was young Philomena Stroup, a noted healer and herbalist.

Although most people figure the travelers just went on their way, none gave any indication about leaving and they all took their room keys with them. When the maids checked their rooms, they found personal effects, baggage, and some coin.

The Meels have talked about hiring a ranger to look into the matter but have not yet done so.

MONSTER SIGHTING

Galloping Gus, a goatherder with a fondness for fermented goat milk, claims a lion has been killing his goats. He’s found their carcasses, all torn up and mutilated. He offers a reward of 5 gp to anyone who brings him the lion’s head. No lion stalks the goats; a mantichore has done all the killing. The monster drifted into these parts and has been picking off the poorly tended goats, one at a time. The mantichore lairs in a bone-strewn den somewhere in the Green Hills.

RED POX

Refugees have brought some new kind of sickness to the borderlands. Supposedly, the disease covers its victims’ bodies with x-shaped red blisters. People in a nearby town took in the newcomers and the disease sickened everyone there a week later. Locals recommend avoiding that place until the sickness runs its course.

DIVERSIONS

Characters looking to gamble do not have to look too hard. The Rest offers plenty of diversions, from darts to cards to dice. If you want to keep things simple, have the players declare how

much they want to wager and then make a luck roll to determine how they did during the night. On a critical success, the character wins four times the amount wagered. On a success, the character wins twice the amount wagered. On a failure, the character loses the wager. On a critical failure, the character loses twice the amount. Characters can only wager the coin they have.

If you have time and the players are interested, you can use this opportunity to play real games of chance such as klondike or poker. The rules for these games are easily found.

WIZARD SLAYER

The local dice game is called Wizard Slayer and has five to seven players. Each player has 4d6 cp with which to gamble. In the game, each player antes 1 cp and then rolls two 6-sided dice and adds them together. Then, each player can wager some amount of coin that they will slay the wizard with their next throw. Anyone can drop out—called surrendering, but once all wagers have been made, those who wager roll two more dice and add the total of that roll to the one previous.

Anyone who gets a total of exactly 21 slays the wizard and wins, taking all the wagered coin. If there are multiple winners, they divide the spoils. Anyone whose total exceeds 21 is “killed” by the wizard and forfeits the wager to the wizard’s cauldron. Anyone whose total is less than 21, can wager again and roll two more d6s, adding the number rolled to the previous total, with the results being the same as the previous roll. This continues until everyone’s killed by the wizard or someone slays the wizard. If the wizard slays everyone, all the previous bets are added to the wizard’s cauldron and the game starts over with new antes.

EARLY DEPARTURE

A few hours before dawn, the Silver Coins Company departs Traveler’s Rest in the company of Pyram Peek, regardless of whether the man had a deal with the group. The staff does not become aware of the Silver Coins’ departure until mid-morning when the maids go to tidy their rooms, only to find them empty. Of Peek, there is no sign. If any character became close to one of the Company members, the character finds a note slipped under their door. You can present this note in a way that makes sense for the relationship, but it should be clear that the Company signed on with someone after being promised a substantial reward.

The characters have a few options for their next steps.

WAIT: The characters can stay on at Traveler’s Rest for as long as they like. The Silver Coins never return and neither does Peek. After three days, a character should overhear a local exclaiming that he saw some zombies milling about in the Green Hills and that he’s never going back there.

SIDE-QUEST: The group can investigate the disappearing locals or hunt down the mantichore. Asking farmers and other locals about the disappeared folk ought to point the group toward the Green Hills. The group could stumble across the attercop’s lair while hunting the mantichore.

PURSUE THE COMPANY: If the group decides to look for the Silver Coins, they can do so, but the rival adventurers have a considerable head start. It takes 6 hours on foot to reach the Green Hills. If the characters have steeds, they can reach the

hills in about 4 hours. The trip takes the group across several farms, where people working can report seeing the Silver Coins passing this way. The characters should find signs of a camp where the Coins rested and had a meal, and from there can find tracks that lead up into the hills.

OTHER PERILS

You can use the following combat scenes to add tension to the quest. Have the first happen about an hour from the hills and the second while the characters are climbing the hills.

ROTTEN REVELERS

The characters spot, about a quarter mile away, a group of people walking toward them. These travelers move at a slow pace, but seem to shift their direction to meet them. These travelers are **5 zombies**, an acting troupe of dead human performers brought to unlife by freakish magic. The characters can smell the rotting bodies when the zombies come to within 100 yards, though any character with Keen Scent can smell them at 200 yards. The characters can see that these people are undead at 50 yards distance, or 100 yards for characters with Keen Vision. Characters can outpace these creatures without much trouble, but the zombies follow after them and, unless dealt with, the zombies might cause the group trouble later when contending with the attercop and its dread servants.

BLOODTHIRSTY BATS

A colony of vampire bats haunt the Green Hills, groups of them lairing in the various shallow caves dotting the hillocks' slopes. The attercop and its spider allies feed on these creatures when humanoid victims become scarce. After the group nears or reaches the hills, **6 vampire bats** come swooping out of the dark to attack and fight until destroyed.

THE TRAP

As he has done several times, Pyram Peek leads his victims to the attercop's lair, where the monster makes short work of them. The circumstance the group finds depends on when they arrive.

THE GROUP BEATS THE SILVER COINS:

In this situation, the group takes the job and somehow prevents the Silver Coins from stealing it out from under them. When Peek and the characters reach the cave entrance, Peek feigns illness and fatigue. He urges the group to scout ahead. If they do, and as they fight the attercop and giant spiders, Peek strikes from behind and drags off the first character to become incapacitated. Unless stopped, he kills this character and then performs a ritual. When he finishes, he turns the character into a **zombie**.

Cunning characters might decide Peek is up to no good, in which case Peek calls forth the 3 zombies he has hidden away and fights the characters until it's clear he cannot win, at which point he runs or surrenders.

AN UNLIKELY REUNION

Here, the group catches up to the Silver Coins before they enter the attercop's lair. The Silver Coins are not about to give up the treasure, so a heated exchange is likely to happen and might culminate in a fight. Peek suspects the attercop cannot handle both groups, so he sides with whichever group seems to be the strongest.

It's possible, though, that the Coins and the group come to an agreement to split the treasure, in which case they can venture into the place together. If this happens, Peek waits outside as above, but he calls forth the hidden undead servants as described above, sends them into the cave, and then he hurries away.

SILVER COINS ARRIVE FIRST

The most likely outcome is for the Silver Coins to get to the cave first. They waste no time in entering the lair, but become overwhelmed by the spiders, attercop, and undead. You decide the fates of these adventurers, assigning one to each. If the player's group has more than five members, discard one of the results and have Pyre join forces with Peek.

- Unconscious, cocooned in spider silk, and hanging from the ceiling.
- Dead, drained, and partly eaten.
- Missing.
- Injured and hidden somewhere in the lair, waiting to escape.
- Killed and turned into a zombie under Peek's control.

Peek might still be near the attercop's lair, depending on when the group arrives, but he likely takes off, with or without Pyre.

THE FALSE TOMB

The attercop lairs in a tomb ransacked by grave robbers years ago. The entrance appears about 40 yards up the steep slope of a hill, being nothing more than a rectangular hole framed in stone blocks. Pedestals stand on either side of the entrance, but the statues they once held lay in pieces down the slope and at the bottom, all but lost in the undergrowth.

ANTECHAMBER

A 5-yard-wide, 10-yard-deep antechamber extends beyond the entrance. A single, 3-yard-wide column rises from the floor up to the ceiling 5 yards overhead. Webs crisscross the chamber and a myriad of tiny spiders creeps through the darkness.

Three steep staircases descend from this chamber: one to the left (west), one to the right (east), and one on the other side of the column (north). Webbing chokes each, though some tearing shows passage at some point. They all end in darkness.

THE COLUMN: Inspecting the column reveals carved writing on the surface in the language of the Living Statues. It tells of all the crimes committed by the bestial warrior interred here and curses his name. The wrongs include the names of people killed by this warlord, the places he despoiled, and the societies wiped out on his command. The warrior's name has been chiseled away.

SPIDERS AND WEBS: The venomous spiders creeping through this room pose no danger to the characters unless they meddle with them.

WEST STAIRS

The stairs descend some 10 yards before the webs become too thick. Fire clears them. Hacking at them with edged weapons can also remove them, but the clinging webs foul the blades and impose 1 bane on rolls to attack with them until cleaned with alcohol.

Beyond the dense webbing is a raised platform, 1 yard wide, 2 yards long, and 1 yard high. The platform's top holds a statue of a human. Carvings appear on the walls, floor, and ceiling throughout. An urn sits on the floor in front of the platform, facing the stairs.

PLATFORM: A **living statue** reclines on the platform. Iron bands festooned with magical symbols hold the neck, chest, both arms, and legs. Anyone with professional knowledge of magic recognizes them as protective symbols of some kind. A character that also gets a success on an Intellect roll with 1 bane knows that they keep the statue inert.

Breaking any one of the bands (Health 20) defeats the magic and frees the prisoner. The long ages and imprisoning magic all but erased the being's memories and the only thought the creature retains is hatred for flesh-and-blood creatures. The living statue attacks the group if freed, pursuing them through the tomb until it or the characters are all dead.

WALL CARVINGS: The carvings on the wall channel magic from the surrounding areas to sustain the bindings holding fast the living statue. A character with professional knowledge of magic knows this. A character inspecting the carvings while under the effect that reveals auras around magical effects sees streams of magical energy flowing from the surfaces into the platform and the bands.

URN: The urn contains sacrifices made to the living statues' gods to gain their aid in containing this prisoner. Any character opening the urn finds it is full of dust, bits of bones, and one random oddity.

NORTH STAIRS

The stairs descend 20 yards into a web-filled room, the lair of the **attercop**. The room is about 10 yards wide and 10 yards deep. Six cocooned bodies hang from the ceiling, while desiccated remains of animals and people appear all over the floor. Four curtains of webbing, that reach the 5 yards from ceiling to floor provide total cover to anything behind them and it's behind one of these curtains that the **attercop** waits.

EGG SACS: The four sacs hold hundreds of immature giant spiders (harmless).

CORPSES AND DEBRIS: Bodies of the dead cover the floor creating challenging terrain throughout the room. Anyone that spends 1 hour sifting through the mess discovers 1d6 sp per character in the group, along with one random oddity. There's also a sword, a quiver of four arrows, and an Elixir of Healing contained in a small glass bottle.

EAST STAIRS

The stairs descend 10 yards and, again, end in a web-filled room, 10 yards wide and 10 yards deep with cracked and pitted walls. Webs carpet the floor, covering five lumps. Hiding in the four largest cavities in the walls and ceiling are **4 giant spiders**. If flesh-and-blood creatures enter this room, the spiders come forward to attack.

SUSPICIOUS LUMPS: The lumps are all that's left of the magical guardians left by the people who fashioned the tomb to maintain the place and punish robbers. Each lump is a queer-looking humanoid made from metal with limbs that end in tool appendages. If touched, roll a d6. On a 4 or higher, the lump unfolds to become a hostile **small awakened object** that treats all flesh and blood creatures as enemies. On a 3 or less, the magic animating the object has failed and it becomes an ordinary object.

CONCLUSION

Ideally, the quest ends once the characters destroy the **attercop**, but it can also end when the characters expose Pyram Peek and bring him to justice, or the characters abandon the plot to do something else. Some possible consequences follow.

RESCUED RIVALS: For each member of the Silver Coins that the characters rescue, the adventurer becomes a professional connection for the group.

THE NECROMANCER: If the characters defeat Peek, they find on his body an Inscription of the Animate Corpse spell from the Necromancy tradition, along with a 2 gp, 12 sp, and 36 cp. If the characters fail to deal with the necromancer at the tomb, they might decide to hunt him down and bring him to justice. If not, Peek becomes a notorious bogeyman in these parts, and tales of his growing magic and malevolence spread far and wide.

THE ATTERCOP: If the characters fail to deal with the **attercop**, the monster continues to prey on people exploring the Green Hills. The group might return to this place at a later point to destroy it or hear about the horrors it perpetrates when passing through this area in the future.

RECOVERED BODIES: Recovering any of the bodies cocooned in the lair and returning them to Traveler's Rest enables the locals to bury their lost loved ones. In return for the characters' efforts, they receive free room and board for the next downtime period the group spends here.

