

BNM4-03

Bright Sun

A Two-Round D&D LIVING GREYHAWK[®] Bone March Regional Adventure

Version 1.0

Round One and Two

by Spyridon D. Giannoutsos

Meta-Regional Reviewer: Paul Looby

Circle Reviewer: Creighton Broadhurst

The PCs are charged with the responsibility of clearing up a part of the dwarven abandoned mine residing in the County of Knurl, so that it can be used by miners once more. With the ore running fluently from the hills, the village of Nlul might be able to raise funds so that it can be in a position to repel the orc invasion. An adventure made for APLs 2-8.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Preparation

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

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

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

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

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

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

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard two-round Regional adventure, set in Bone March. Characters native to Bone March pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep and Luxury upkeep are not available at the village of Nlul. If starting from the city of Knurl however, Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Traitor! It is possible that a PC could be exiled from the county of Knurl, during BNM4-02 Run Like Hell! Please warn the character that a return to the county is punishable by death. If the character decides to take his chances then roll a d100. There is only a 10% (Knurl), 15% (Nivlek) and 20% (Nlul) chance that the character won't be spotted by the authorities. Otherwise the character is arrested and held for execution and the only way to get out of it is by making a DC 25 Escape Artist check. Even with a successful Escape Artist check, the PC cannot take part in the adventure, but gets away with his life! The authorities of Knurl are fanatical and do not accept bribes.

Adventure Background

It's been almost half a year since Landed Lord Lynette decided to do something about the orcs have begun to gather around the village of Nlul.

Operations commenced during the spring of the year 594 C.Y. when several bands of adventurers were mustered in Nlul to strike at the orcish outposts. The full details of these events are described in BNM4-01 First Blood.

Later during the summer of the same year, Lord Lynette started notifying his allies at Nivlek and Knurl of the situation arising on his frontiers. Again adventurers were called upon to protect the safety of various wagons carrying important documents and plans for the operations against the orcs. The full details of these events are described in BNM4-02 Run Like Hell.

As the fall of the year approaches, Landed Lord Lynette is aware that the orcs might try an all out attack during the heart of winter. Therefore, he wants to prepare his little village for war as soon as possible.

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

to attack must succeed at a DC 10 Handle Animal or

The Village of Nlul

The adventure starts at the village of Nlul. If the PCs are starting their adventure from the city Knurl, then the DM should use the alternate introduction. Nlul is home to a population of around 500 souls, mostly human, of Oeridian (mainly), Flan and Suel origins.

There are four important buildings: the Inn named the Sunny Stone, the general store, the smith and a small temple of Pelor.

The inn is owned by Avenal Astra, a tall Oeridian man with an impressive beard. This is the place for the PCs to rest, sleep, or learn the latest gossip. Even if it's the only inn in town, it's very decent thanks to the efforts of Avenal.

The general store is owned by Elizar Gwydre, a sweet Oeridian woman. A player can buy anything, allowed by *Living Greyhawk Campaign Setting* rules and under the villages GP limit of 200 gp, except weapons.

The smith of the village is Kae. Either the PC's know it or not, Kae is a member of the Shield of Knurl, an organization that watches over Nlul and its inhabitants. If the PCs want weapons or armors this is the place to come. Again only arms and weapons under the village's gp limit of 200 gp may be purchased.

The temple is owned by Darian Mara, a Suel man, who can perform healing services and other blessings of his god up to 3rd level spells, with the appropriate costs described in *Living Greyhawk Campaign Setting* rules.

Finally there is of course the Garrison Barracks. There is where the PC's mission starts.

Apart from these important buildings, there are several peasant homes and Landed Lord Lynette's Family Estate.

Adventure Summary

The adventure starts at the village of Nlul. If the PCs are starting their adventure from Knurl, then the DM should say that word has gone out from the garrison that adventurers are needed in Nlul. If the characters accept the challenge, then the garrison of Knurl should provide transport, so that the PCs could travel to Nlul, a journey taking no more than two days.

Introduction: During this encounter the PCs are going to be introduced with their mission – to clear an abandoned dwarven mine of the evil dwelling in its dark, abandoned passages and galleries. If the PCs start their adventure from the City of Knurl, then please use the alternate introduction, so that the PCs can fit to the spirit of the country better.

Encounter 1: A Damsel In Distress: A girl runs for her life as a monster is chasing her. Luckily for her, she comes

across the PCs. This encounter is just for a warm up for things to come.

Encounter 2: Two Different Evils: The PCs are caught in the crossfire between warring bands of Orcs and zombies. The PCs may choose which side to help or to do nothing whatsoever.

Encounter 3: The Damned Spirit: The PCs must overcome some kind of 'damned spirit'. It's up to them of course to choose the method of its disposal.

Encounter 4: Peasant Trouble: A lone peasant seems to have difficult time with zombies attacking him. Unfortunately for the zombies (and the PCs), the commoner is a disguised doppelganger, who will try to join the group for his own dark purposes.

Encounter 5: Skeletons Charge: This part of the mine is guarded by an orc skeleton unit. The PCs must dispose of the poor undead orcs.

Encounter 6: Miners' Lockers: Exploring a long forgotten dwarven mine can prove difficult, especially when it comes involving carefully placed stone traps.

Encounter 7: A Wave Of Zombies: A more sinister form of undead creature will try to stop the PCs. The PCs must do whatever necessary to survive.

Encounter 8: The Leader Of The Undead: It all comes to this point. The PCs must defeat the most powerful undead of the mines, a sinister evil that feeds on live prey. No one said this is going to be an easy task.

Introduction

The adventure starts in a cloudy Moonday morning in the month of Patchwall (autumn), inside the garrison building of the small village of Nlul. During the last two weeks, Landed Lord Lynette himself made a speech to the people of the village and called for brave patriots, men and women to sweep clear the dwarven mines of the North.

The PCs have answered the call and are waiting inside the Garrison Barracks. You can read the following text to the players:

The adventure starts at the heart of the small village of Nlul. The village seems to be preparing for autumn. However, a more careful eye can see that the village is preparing for war. Kae the Smith is hammering out new spearheads and blades nonstop. You also sense a great

concern among the inhabitants. They seem more wary and cautious than ever.

Leaving that behind you, you enter the Garrison Barracks. A guard dressed in leather armor and holding a spear salutes you.

"You must have come for the job, right? You want to make the abandoned dwarven mines safe again?" he says. "Just stay here until I call for Harkin Gevies. Oh and feel free to serve yourself some wine."

He climbs a ladder up to the upper storey of the barracks. Shortly after, Harkin Gevies descends. Harkin is a short but well built man. He wears a pair of orange pants and a black sleeveless shirt. Harkin is a typical Oeridian man with olive skin and black hair. He wears an impressive beard. Seeing you, he smiles and says:

"Hello dear citizens. Please by all means drink a cup of wine while you make yourself comfortable. Unfortunately, I have bad news for you. After the events of the summer, the Shield of Knurl and its agents have decided that it is more than likely that a combination of orcs and ogres is going to storm our little village in the heart of the coming winter. So Landed Lord Lynette has given the command to gather as much iron as possible, so that we will be able to equip the garrison with the best armor possible, so that we might have a chance against the orcish onslaught."

"However, this metal is very expensive and our village cannot possibly afford to buy the ore we need. So we came up with an alternate way of acquiring it. As you all well know there is a complex of abandoned dwarven mines about a day's travel north from here."

"The mines belonged to the Garenil clan. After the fall of Spinecastle at 564 C.Y. the dwarves decided to stand their ground and fortify their mines. However, they were assailed by a very large number of humanoids of various types. The Garenil held their lines for nearly a month but at the end, with their Clan leader dead and their numbers depleted, the last remaining survivors fled to the city of Knurl and have resided there ever since."

"After that the mines fell to disuse. Folk say that the mines are haunted by the slaughtered soldiers, (dwarven and humanoid alike). Others say that a greater evil has taken up residence inside. Finally, some speculate that a dragon dwells there now."

"Your job, my friends, is simple. You have to travel to the mine and clear it of whatever evil lurks there."

"It may sound boring to you but it isn't. If you succeed, we can secure a steady supply of iron and other metals. That way Kae will be able to create enough arms and armour for us to defend ourselves. So you must truly understand the importance of your mission."

"Lord Lynette has promised each man a house in the village if you succeed. A great offer if you ask me, because

if the mines start the production then the value of the land will go sky high. Now, unless you have any questions, I suggest that you get underway."

From this point Harkin will try to answer as best as he can the PCs questions.

If asked about the opposition he will say that he has personally no clue whatsoever on the current inhabitants of the dwarven mines. He also has heard his share of legends talking about an all out war between undead, about a cursed warrior, and about a huge dragon that inhabit the mines.

If questioned about the size of the invading orc force, Harkin will admit that he has no idea about the actual size of the orc horde, or its allies. However, he will point out that this is the first serious attempt by the humanoids to raze the village to the ground since its foundation.

If Harkin is asked for a more valuable reward, he will point out that every single gold coin is now required for the purchase of weapons. If the PCs persist further, he will tell them that this is a mission for patriots, not mercenaries. If finally, a PC doesn't agree even with this argument, then Harkin will say that the mission is not for this man and he will demand his dismissal from the group.

If Harkin is asked about a map of the mines, he will say that he has no records, but that such information would be of great value Lord Lynette.

If Harkin is asked about how far the mine is from the village, he will say that they are around 10 miles in the north. Depending on their means of transport, the PCs should be able to reach the mine within a day's brisk march.

The PCs can gear up if they wish. If they go to Kae for the purchase of weapons they will find him working continuously, though he will stop his work and help them out. Kae can sell the PCs any weapon costing up to 200 gp.

If the PCs ask around the village, a DC 15 Gather Information check will reveal that the mines are a battlefield between living humanoid marauders and the undead. A DC 20 Gather Information will reveal the above plus the fact that the undead are not a unified force but rather have their own varying agendas.

If, for some reason the PCs want to rest, then they should head to the Sunny Stone. Avenal Astra here is willing to provide any kind of services, depending on the money that the PCs are willing to spend.

A DC 5 Gather Information check here will reveal that Avenal has heard of a dragon using the mines as its lair. However, he knows nothing about its color, size, or alignment. For the fact, no one has actually seen this dragon, either on the ground or in the air. Further, not even a small dragon has ever attempted to raid Nlul.

A DC 10 Gather Information check will reveal a rumor that the mines are controlled by the undead.

A DC 15 Gather Information check will reveal the above information but also note that the dwarven soldiers who died in there suffered horrible deaths.

A DC 20 Gather Information check will reveal all the information above plus that a score of dwarven warriors still protect the mines from intruders, even in death.

A DC 25 Gather Information check will reveal all the above information plus that an old half-orc has seen an elegantly dressed man wandering around the mines at night. The man then turned into a cloud, right before the half-orcs eyes.

If the PCs want to buy some items other than weapons then they should head to the general store owned by Elizar. She has items up to 200 gp. With a DC 10 Gather Information check, Elizar will confess that around 10 years ago, a lot of people set out from Knurl for the mines, laden down with mining equipment. Most of them returned, and they reported that they saw a dragon inside the mines.

A DC 15 Gather Information check will elicit Elizar to advise that if the PCs are facing undead that a stake (1 sp) and a hammer (5 sp), garlic (4 sp), and a mirror (10 gp) might be prudent purchases.

If any PC is injured or cursed, or generally need of clerical services then they should head to the church of Pelor, located in the village. There Darian Mara will help any PC in dire need, for the fee detailed in the NPC spellcasting LGCS rules.

A DC 10 Gather Information check will reveal Darian's worries about the powers of the undead in the mines. He will also claim that he will do everything that he can to restore or heal the PCs should they return. He will also remind that the success of this mission will play a great role to the future of the little village.

A DC 15 Gather Information check reveals that Darian senses weird energies coming from the mines. If asked for more information he will say that he had dreams about an undead spirit that is wronged and lusts for revenge. The priest can offer both Holy Water (25 gp) and silver holy symbols of Pelor (25 gp) to the PCs should they wish to purchase them.

The PCs might want to visit the Landed Lord's estate or the common peasant homes. At the time however the Lynette Family Estate is closed to the public. The Landed Lord has a lot to worry about and does not wish to be disturbed. The peasant homes can be visited and with a DC 10 Gather Information, the PCs can learn that the mines are haunted and should be avoided at all costs.

If the PCs have no further business in Nlul, they can set out for the mines. They can buy from Elizar all methods of transport with a cost up to 200 gp.

NPCs of Nlul:

🔱 **Harkin Gevies:** Male human Ftr 2

🔱 **Avenal Astra:** Male human, Com 5

🔱 **Elizar Gwydre:** Female human, Com 3

🔱 **Kae:** Male human Ftr 6

🔱 **Darian Mara:** Male human Clr 3 - Pelor

Alternate Introduction Starting at the City Of Knurl

If the PCs start their adventure at the city of Knurl, they are approached by a dwur, while taking food in the Seahorse Inn. He introduces himself as Vidnyr of the Garenil Clan. He will say that the village of Nlul has made a call for individuals willing to clear the mines that once belonged to his forefathers. He will then say that the man that should see is Harkin Gevies, head of the garrison in Nlul. If asked for a reward, he will say that Landed Lord Lynette is very famous for his generosity and that he is sure that the village of Nlul will reward them.

🔱 **Vidnyr of the Garenil Clan:** Male dwarf Pal6 -Moradin

Encounter 1: A Damsel In Distress

First of all, you should start tracking the number of days that the PCs spend during the adventure because the length of time spent traveling will become important later in the module.

After the PCs have covered half of the distance to the mines (5 miles), have them to roll a DC 12 Spot check to see a young woman running towards them. Assuming they make the check, the girl will be the Spot check result x 10 ft. away from them. Even if they fail the check, they will automatically spot the girl once she comes within 120 ft. When they spot her, read aloud or paraphrase the following:

As you walk north towards the mines, the trail meanders through a field of wild maize. The yellowing stalks and their ripening cobs rise 6 ft. above the ground, rustling and swaying gently in the breeze. Suddenly, a young woman bursts out of the maize and, spotting you, comes racing towards you. Her dress is torn and tears stream down her face. With a snarl, a creature bursts from the corn behind her and races after her.

The type of creature will vary with APL (see below) and will be 10 ft. behind the girl. As they've spotted the creature, the PCs aren't surprised, so roll for initiatives normally. If the girl gets within 120 feet of the PCs, she will scream for help. Read aloud the following:

Spotting you, the girl screams: "Please kind strangers! Help me!"

The girl's name is Gristla Wylie, a commoner hunter from the village of Nlul. Gristla is a brunette of middling height, with hazel (brown-green) coloured eyes. She is dressed in common clothes and is armed with a sling.

🔪 **Gristla Wylie:** NG, female human Com 1.

APL 2 (EL 2)

🔪 **Choker (1):** hp 16; see *Monster Manual* page 34 and Appendix 1.

APL 4 (EL 3)

🔪 **Cockatrice (1):** hp 27; see *Monster Manual* page 37 and Appendix 2.

APL 6 (EL 5)

🔪 **Green Hag (1):** hp 49; see *Monster Manual* page 143 and Appendix 3.

APL 8 (EL 7)

🔪 **Bulette (1):** hp 94; see *Monster Manual* page 30 and Appendix 4.

Tactics: As mentioned above, Gristla will run towards the tallest of the PCs. She will then take cover behind him and try to hit the monster with her sling. The monster on the other hand, will try to use the following tactics.

Choker: On spotting the PCs, the choker will dive back into the maize and attempt to hide. It will stalk the PCs, waiting for the right opportunity to strike at the PC who looks least armoured and constrict him. Have the choker make opposed Hide and Move Silently checks vs the PCs Spot and Listen check for it to get within striking distance. Apply a -5 circumstance penalty to all Spot and Hide checks in the maize due to the rustling and movement caused by the wind.

If it is spotted, the choker will try to move out of sight and hide in the maize, hoping the PCs will lose track of it. It will then attempt to sneak up on them and strike. If the choker is wounded, he will try to flee for his life and try to hide in the maize. If it manages to evade the PCs, it will stalk them very carefully over the next several days and if not spotted, will strike them during their next battle. Have the choker roll an opposed Hide check vs the PCs Spot for it to stalk them successfully.

Cockatrice: The female cockatrice will go after the girl during the first round of combat. If wounded, it will attack the character who did the most damage to it. If reduced to a quarter of its hit points, it will attempt to flee through the maize and won't bother the PCs anymore.

Green Hag: On spotting the PCs, the green hag will duck back into the maize and attempt to hide, fleeing from any PC pursuit. She will then follow the PCs very carefully and try to attack them during the night when they camp. Have the hag roll an opposed Hide check vs the PCs Spot for it to stalk them successfully.

If she manages to attack the PCs that night, she will focus on any PC wearing heavy armor, attempting to weaken them as much as she can, until they are encumbered to the point where they cannot move. She will then choose another target until everyone is helpless. If she achieves this, she will coup de grace the PCs, one by one. If reduced below half her hit point total, the hag will attempt to flee the PCs, hiding where she can in the undergrowth to give them the slip (opposed Hide checks vs the PCs Spot checks). In this case, she won't trouble the group again.

Bulette: The Bulette will burrow at the first opportunity. It will use its tremor sense to attack the PCs (the one moving most or one at random), then burrow again and waiting for another opportunity to strike. It will continue burrowing and striking until either it or the PCs are dead. It will fight to the death.

Treasure: None

Development: If the girl survives, she will request an escort back to her horse, which she left around 2 miles east of the maize field. Once she finds the beast, she promises the PCs that she will head back to Nlul immediately.

Troubleshooting: If the girl is dead, it is up to the PCs to decide whether they wish revive her, bury her or return the body to Nlul for identifications. Alternatively, they can leave the body where it lies. While not an evil act, it is not terribly humane or pleasant.

Encounter 2: Two Different Evils

The DM should keep track of how much time the PCs take to get to the mine, taking into account dealing with the aftermath of Encounter 1.

When the PCs approach the entrance of the mine, read aloud or paraphrase the following:

Finally, you reach your destination - the entrance of the mines. The entrance is fifteen feet wide and ten feet high and bares the hallmarks of good steady dwarven workmanship. However, it is obvious that the delve is deserted, from the ruined surface buildings, now no more than four roofless walls containing a riot of weeds and scrub bushes. A foul odour emerges from the mine itself and the tunnel floor seems is strewn with detritus and rubble.

Have the PCs decide on a marching order. The DM should refer to the map of the mines level 1 (DM Aid 1). Ask also what light source the PCs intend to use, as, beyond the first 30 ft., the mines are completely dark. Characters with darkvision can see up to maximum range. Characters with low-light vision can see twice normal visual range, provided there is some form of light source. For expendable light sources, such as torches, keep a track on the rate of use, in case the PCs run out in the mines, potentially leaving them blind.

Once the PCs are ready to enter the mines, read aloud or paraphrase the following, if they have a lightning source. If not, make the necessary changes.

As you pressing into the mines, the floor is comprise of enormous stone flagstones, each easily 5 square feet in area. They are almost entirely obscured by a thick layer of dust, dirt, animal bones and broken and badly rusted weaponry. The walls are also of dressed stone stone, braced with sturdy dwarven-crafted stone columns that keep the mine from collapsing, despite the depredations of the long years. As you proceed further and further into the mines, the foul stench becomes overwhelming. The temperature is colder than outside and there is a hint of moisture in the clammy air.

When the PCs reach the first junction of the caves, the DM should inform them that there is a passage leading east. If they follow this eastern passage, they will come to a dead end and a broken desk with a dwarven skeleton lying on top of it. Careful examination with a DC 12 Heal check will reveal that the dwarf took a violent blow to skull, possibly with a piercing weapon. The desk has a locked drawer. The lock is in good working condition and a DC 20 Open Lock check is required to open it. However, the drawer is trapped. Anyone opening it will set off a poison needle trap.

All APLs (EL1)

☛ **Poisoned Needle Trap:** CR 1; mechanical; touch trigger; manual reset; +8 ranged (1 plus greenblood oil poison,

needle); poison (greenblood oil, DC 13 Fort save resists, 1 Con/ 1d2 Con); Search DC 20; Disable Device DC 20.

Alternatively, the PCs can smash the drawer open and avoid fiddling with the lock and trap entirely, though the noise will echo loudly through the tunnels...

☛ **Wooden Desk Drawer:** 1 in. thick; hardness 5; hp 10; AC 3; DC 23 Break, DC 20 Open Lock.

Inside the drawer the PCs will find an old letter. Distribute players handout #1.

If the PCs proceed north through the junction, then make them roll a DC 5 Listen check. Assuming they make it, read aloud or paraphrase the following:

Suddenly the clash of steel, cries of anguish and screams of rage echo out of the darkness ahead (north). You can hear harsh, guttural cries mixed with another voice shouting words of the Common tongue.

PCs who can speak orcish can recognize the guttural cries as being those of orcs. The battle is taking place 120 feet north-east of the PCs current location. The DM can use Players Handout #2 for the battle, once the PCs close to 30 feet. Remember that creatures in shadowy areas can hide, and get concealment. The orcs and the undead have a darkvision with a range 60 ft. When rolling Spot checks, remember that the undead and the orcs are occupied, therefore apply a -5 circumstance penalty to their checks. However, if the PCs are using visible light sources, their approach will be immediately apparent to the orcs and undead.

There are two groups of creatures fighting each other here, a band of orcs and a number of undead. Their numbers and type vary according to the APL of the encounter. At APL 2, the ghoul has already dispatched the orc and is feasting on its flesh. Apply a -5 circumstance bonus to its Spot and Listen checks as it is distracted by its meal.

APL 2 (EL 1)

☛ **Ghoul (1):** hp 13; see *Monster Manual* page 119 and Appendix 1.

APL 4 (EL 2)

☛ **Ghoul (1):** hp 13; see *Monster Manual* page 119 and Appendix 2.

☛ **Orc (2):** hp 5; see *Monster Manual* page 203 and Appendix 2.

APL 6 (EL 4)

☛ **Ghast (1):** hp 29; see *Monster Manual* page 119 and Appendix 3.

☛ **Ghoul (1):** hp 13; see *Monster Manual* page 119 and Appendix 3.

☛ **Orc (1):** hp 5; see *Monster Manual* page 203 and Appendix 3.

APL 8 (EL 6)

☛ **Ghast (2):** hp 29; see *Monster Manual* page 119 and Appendix 4.

☛ **Orcs (4):** hp 5; see *Monster Manual* page 203 and Appendix 4.

Tactics: The undead will continue to attack the orcs until the orcs are dead. The only exception to this however, is if one of the PCs is a cleric of a good deity. In this case, the undead will fling themselves at the poor cleric.

The orcs, on the other hand, want only to stay alive. They will attack the undead, but they will fight the PCs also, but only if the PCs attack them first. If the orcs are wounded by the PCs, they will try to flee south towards the mine entrance.

If the PCs don't attack them, the orcs will thank them in orcish and attempt to leave the mine. If the PCs try to stop them for any reason, the orcs will attack.

Treasure: If the orcs are killed, their bodies can be looted. The ghouls have 2 diminutive animal familiar cages worth 15 gp each. Each of the ghouls has a horde of 200 gold pieces in their lair

APL 2: Loot: 17 gp.

APL 4: Loot: 18 gp.

APL 6: Loot: 17 gp; Coin: 33 gp.

APL 8: Loot: 16 gp; Coin: 66 gp.

Development: If they are allowed by the PCs to withdraw, the orcs will return to their warband and trouble the PCs no more.

If the PCs stay hidden and watch the combat, the DM should play through the battle between the undead and the orcs (it may be an idea to predetermine the outcome to save time). If the orcs are victorious, they loot the place and head south towards the mine entrance, intending to leave the miens and return to their war band. If the undead are victorious, they will feast upon their newfound food while it's still warm.

If the PCs engage the undead, but then decide to retreat, the undead will pursue them until either they or the PCs are dead. If the undead knock one PC unconscious while the rest of the PCs are retreating, they will stop to

feast on him and won't pursue the PCs any further. However, if the PCs attack the feasting undead, the evil creatures will defend themselves and continue the pursuit, if necessary.

Troubleshooting: Remember, that the ghoul diseased/paralyzed PCs have disadvantages that the DM should keep track of.

Assuming the PCs deal with the undead (or run away from them), they have a choice of ways to go: north-west (this encounter), north-east (dead end, described in Encounter 4) or south-east (also described in Encounter 4).

Encounter 3: The Damned Spirit

If the PCs proceed north-west from the last encounter, read aloud or paraphrase the following

As you head deeper into the mines, the darkness seems to become more oppressive. It is considerably colder here and your breath begins to steam before you.

A PC making a DC 10 Knowledge (nature) check will know that the sudden change in temperature isn't natural. Unless there is some localised source of heat or cold, mines and caves maintain a roughly constant temperature throughout

Finally, the PCs will reach a large room, with a stone staircase going down into the deeper level of the mines. The stairs is covered with dust. Instead of stone, the steps are made from a strange type of brick that is warm to the touch. Flanking the stair are a pair of statues depicting two dwarves. Any PC with making a DC 25 Knowledge (Splintered Sun) or bardic knowledge check (apply a +10 insight bonus to any dwarves making the check) can identify that the statues are of Gangleri of the Garenil clan, a great miner who was able to find reach seams of high quality iron, apparently by eating the local soil along with plentiful draughts of strong dwarven ale. Gangleri was a mining virtuoso and his legendry exploits inspired generations of Garenil dwarves to devote their lives to mining.

If the party is composed **entirely** of dwarves, once they get within 10 ft. of the stairs, read the following text.

As you approach the stairs, a sudden draught of cold air sweeps through the room. Before your eyes, the shape of a dwarven warrior takes shape in front of you. He seems to be a well built dwarf who has seen a lot of battles during his days. He bears a fatal wound to his head. His ghostly hair is dark and his beard almost touches the floor. He is

girthed in full plate armour and bears a dwarven axe and tower shield.

Gazing fondly upon you, he smiles and says: "At last my brethren! You have come at last! There is still hope! We CAN defeat them! Go to the lower galleries, slay the orc chieftain! Make them pay for what they did to the Garenil clan mines. Let them feel the power of our hammer".

With that, he vanishes.

However, if even one non-dwarf PC is present, then you should read aloud or paraphrase the following text:

As you approach the stairs, a sudden draught of cold air sweeps through the room. Before your eyes, the shape of a dwarven warrior takes shape in front of you. He seems to be a well built dwarf who has seen a lot of battles during his days. He bears a fatal wound to his head. His ghostly hair is dark and his beard almost touches the floor. He is girthed in full plate armour and bears a dwarven axe and tower shield.

Seeing you, his eyes blaze with anger. He roars: "More of you rats! More of you scum! Flee, foes, flee! You shall not defile my clan! Flee, foes, flee! You shall not sully my honor! Flee, foes, flee! Still you stand and defy me in my own halls! You have sealed your fate FOR THE GLORY OF MORADIN AND THE GENARIL!! ATTACK!!!"

Roll for initiative normally. The PCs can try to reason with the ghost, but it will attack on his initiative. Unfortunately for them, the poor soul cannot be reasoned with. Its only liberation is by the blade. Its level and abilities depend on the APL.

APL 2 (EL 4)

☛ **Algar:** male dwarf ghost Ftr2; hp 12; see Appendix 1

APL 4 (EL 6)

☛ **Algar:** male dwarf ghost Ftr4; hp 24; see Appendix 2

APL 6 (EL 7)

☛ **Algar:** male dwarf ghost Ftr5; hp 30; see Appendix 3

APL 8 (EL 8)

☛ **Algar:** male dwarf ghost Ftr6; hp 36; see Appendix 4

Tactics: At first the ghost will try to attack the PCs using his axe. Of course that attack is only possible at APLs 6 and 8 where the axe has the *ghost touch* magical ability. If this is the case however Algar will use only his axe, he will try to

attack any half-orc, evil, chaotic or neutral character by priority order.

If the axe attack is ineffective, the ghost becomes so frustrated that he will try to scare everyone off with its frightful moan. After that, he will use its corrupting touch.

Treasure: Assuming the PCs defeat or turn the ghost, they can search the room, or the statues beside the stairs.

A DC 10 Search check reveals a stone button behind one of the statues. Pressing it opens a trapdoor in the floor of the chamber. Below the trapdoor is Algar's body, along with his possessions. It can be looted of course but by doing that the ghost will only be angered and won't leave the PCs alone until they are all dead.

APL 2: Loot: 127 gp; Magic: +1 dwarven waraxe (194 gp).

APL 4: Loot: 127 gp; Magic: +1 dwarven waraxe (194 gp).

APL 6: Loot: 127 gp; Magic: +1 ghost touch dwarven axe (694 gp).

APL 8: Loot: 127 gp; Magic: +1 ghost touch dwarven axe (694 gp).

Detect Magic Results: +1 dwarven waraxe (Faint enchantment), +1 ghost touch dwarven waraxe (Moderate enchantment);

Development: The PCs can descend the stairs to level 2, or they can go back south to the area of Encounter 2.

However the most important development is what the PCs are going to do with Algar's weapons. If a PC succeeds in a DC 15 Knowledge (religion) check, then he will know that the only way for Algar's spirit to rest is by performing a ritual with holy water. Also for the spirit to come at a final rest, the PCs must place the reason for the spirit's unrest with Algar's remains. In this case, this is a part of a vampiric creature. If the PCs perform these tasks, then Algar appears again thanks them and allows them to possess his armor and weapons.

If any PC is stupid enough to steal a part of Algar's equipment, then the ghost will rise again and again, continuously haunting the mines and preventing their exploitation until either the weapon is returned or Algar's spirit is laid to rest. While Algar's ghost roams the mines, they cannot be considered cleared or safe for the people of Nlul to use. If this is the case at the end of the module, the PCs do not receive the Medium House in Nlul, the Mines are Cleared or the Influence points with Count Joachim Dunstan certs on the AR.

Encounter 4: Peasant Trouble

If the PCs decide to proceed to the Northeast from Encounter 2, then read aloud or paraphrase the following:

Continuing northeast through the darkness, the passage comes to a dead end. The floor is littered with dwarf skeletons. The bones are encased in the torn and corroded remains of the warriors' armour, but the time has taken its toll and the plate is useless.

A DC 15 Heal check reveals that most of them were killed in a violent way. There is nothing else for the PCs to find here. The corpses were looted long ago by their murderers.

If the PCs proceed to the Southwest from the location in Encounter 2, read aloud or paraphrase the following:

Ahead something looms out of the darkness ahead, blocking half the tunnel. The scent of rotten wood fills the still cold air. A number of large wooden boxes block the way forward.

Any character can make a DC 10 Strength check to move the boxes. The boxes will crumble into dust if they are moved. Any one making a DC 15 Search check will find a gold nugget worth 50 gold pieces.

If the PCs continue southwest, then have the characters make a Listen check. Take the highest result and multiply it by 10. This is the distance in feet that the PCs hear talking from ahead (example for a 10 result, the distance is 100 feet).

Read aloud the following:

As you continue southwest, you hear voices, you cannot comprehend what they are saying but they come from in front of you.

To determine the range at which the PCs actually see what's going on, take into account light sources and the character's vision, which may reduce that distance. Once the PCs spot the zombies and the 'peasant', read aloud or paraphrase the following:

In the gloom ahead, an unarmed peasant is fighting for his life against what looks like a group of rotting corpses. The man is cornered and it is only a matter of time before the walking dead rip him to pieces.

The type and number of zombies depend on the APL. There is more to the peasant than meets the eye, however. He is

in fact a doppelganger in human guise, who is desperate to reach the city of Knurl.

APL 2 (EL 4)

➤ **Human Commoner Zombies (2):** hp 16, 16; see *Monster Manual* page 266 and Appendix 1.

➤ **'Peasant'-Doppelganger (1):** hp 22; see *Monster Manual* 67 and Appendix 1.

APL 4 (EL 5)

➤ **Ogre Zombie (1):** hp 55; see *Monster Manual* page 266 and Appendix 2.

➤ **'Peasant'-Doppelganger (1):** hp 22; see *Monster Manual* 67 and Appendix 2.

APL 6 (EL 7)

➤ **Ogre Zombie (3):** hp 55; see *Monster Manual* page 267 and Appendix 3.

➤ **'Peasant'-Doppelganger (1):** hp 22; see *Monster Manual* 67 and Appendix 3.

APL 8 (EL 8)

➤ **Minotaur Zombie (3):** hp 81; see *Monster Manual* page 267 and Appendix 3.

➤ **Ogre Zombie (1):** hp 55; see *Monster Manual* page 267 and Appendix 3.

➤ **'Peasant'-Doppelganger (1):** hp 22; see *Monster Manual* 67 and Appendix 3.

Tactics: Once they become aware of the PCs, the zombies their attention to them PCs. They will fight to the death, unless they are turned. The doppelganger however, will try a different approach. He will not attack the PCs unless he is attacked first. Even then, he will try to flee from the mines at the first opportunity.

Treasure: If the PCs obtain the nugget from the boxes then each gains 8 gp. The value of the gem that the doppelganger offers varies by APL. Thus at APL 2, the doppelganger offers 1 violet garnet (624 gp market price). At APL 4, he offers 1 emerald (1818 gp market price). At APL 6, he offers 1 amber (126 gp market price). And finally, at APL 8 he offers a 1 blue diamond (2334 gp market price). If the doppelganger is killed, the PCs can be loot the gem from his body of course.

APL 2: Coin: 112 gp.

APL 4: Coin: 311 gp.

APL 6: Coin: 29 gp.

APL 8: Coin: 397 gp.

Development: Claiming he is a human shepherd called Yarrec, the doppelganger will beg the PCs aid and

protection. He will claim he came into the mines to find one of his herd of goats. "Yarrec" says he wants to go to the city of Knurl. He will even throw in a valuable gem he found in the mines as a reward. If the PCs agree, "Yarrec" will allow the PCs to escort him to Knurl without harming them.

However, if the PCs decide to keep "Yarrec" with them as they explore the mines, he will transform and sneak attack them during the first or second round of Encounter 8.

There are a number of possible outcomes that this scenario can play out. First of all, the PCs could expose and attack the evil doppelganger. A simple *detect evil* spell will determine his alignment but the doppelganger will use his impressive skills to spin the PCs a story. If this fails, the doppelganger will attempt to flee at full speed.

Second the doppelganger could be escorted to his favorite destination, the city of Knurl. In this case, the evil creature will not attempt to harm the characters. However, the PCs will have to spend 4 days for this trip (two days to Knurl and two to return).

Third, if the PCs do not immediately take him to Knurl, the doppelganger decides to attack the PCs while they are busy with the vampire creatures at Encounter 8, hoping that the evil creatures will reward him for his services.

Encounter 5: Skeletons Charge

DM Aid 2 contains the map of the lower portion of the mines. If the PCs descend to the lower level of the mines, read aloud or paraphrase the following:

As you descend the stairs into the lower levels of the mine, you notice that the floor, walls and ceiling of the caverns here are black, and cold and metallic to the touch. The smell of raw iron fills the air and it feels much colder than the upper level. Though it is no wider, the tunnel is far higher, up to 30 ft. high in places. A lone bat flutters above your head, obviously threatened by your light source, flitting in and out of the circle of light. The tunnel leads away north into darkness.

If the characters proceed about 100 feet north along the tunnel, read aloud or paraphrase the following:

After only about 100 ft., the passage splits in two. One tunnel continues north, the other goes west. A slight draught of air wafts from the north passage and passes down the west tunnel.

If the characters decide to proceed north, then head to Encounter 6.

If the characters decide to proceed west, then read them the following text:

Heading west, the path grows wider and wider. At the end, it opens to a large room, containing a huge pile of wooden and metal boxes reaching the roof of the cavern.

A group of orc skeletons is lurking in the room. The range at which the PCs will spot them depends on the range of their vision and light source. Being undead, the skeletons will automatically be spotted by the PCs at 60 feet with their darkvision, unless the PCs attempt to hide, in which case have the PCs roll an opposed Hide check vs the skeletons' Spot check.

Depending the circumstances, give a surprise round to the side who manages to surprise the other. If both sides are aware of each other, roll for initiative normally.

The type of skeletal creatures here depends on the APL.

APL 2 (EL 2)

👉 **Orc Skeleton (6):** hp 6; see *Monster Manual* page 226 and Appendix 1.

APL 4 (EL 4)

👉 **Chimera Skeleton (1):** hp 58; see *Monster Manual* page 227 and Appendix 2.

APL 6 (EL 5)

👉 **Ettin Skeleton (1):** hp 65; see *Monster Manual* page 227 and Appendix 3.

APL 8 (EL 6)

👉 **Advanced Megaraptor Skeleton (1):** hp 78; see *Monster Manual* page 227 and Appendix 4.

Tactics: The skeletons will use the boxes as cover as soon as spot the PCs. If they gain surprise, they will read an attack against anyone passing beside the boxes. The skeletons fight to the death, unless turned.

Treasure: If the PCs search the skeletons and the site after the battle, they will find a gold nugget (300 gp market value).

APL 2: Coin: 50 gp.

APL 4: Coin: 50 gp.

APL 6: Coin: 50 gp.

APL 8: Coin: 50 gp.

Development: The PCs can continue either north to Encounter 7 or return to the crossroads where they came from or they can follow the tunnel west to the exit back to the wilderness.

Troubleshooting: If the PCs decide to retreat, then the skeletons will attempt to follow and pursue the PCs as far as they can. The huge undead cannot climb the stairs or use the exit on the second level and will instead return to their lair.

Encounter 6: The Miners Lockers

If the PC head north from the junction on the lower level, read aloud or paraphrase the following:

After running north for a time, the tunnel bends west. The walls here are very different, made from wood and stone. Broken racks, lockers and shelves line the walls, while and assortment of broken mining tools lie strewn across the floor. More tools, badly corroded, but unbroken hang on the wooden shelves.

The PCs could search the room for as much as they like. With a DC 12 Search check, they can find various materials that are salvageable and could be sold. However, any search will trigger a simple trap (the type varying by APL of the party). At APL 2 there is a bricks from ceiling trap. For APL 4 there is a collapsing column. For APL 6 there is a falling block. And finally for APL 8 there is a spiked block from ceiling trap.

APL 2 (EL 2)

🔪 **Bricks from Ceiling:** CR 2; mechanical; touch trigger; repair reset; +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 21; Disable Device DC 20.

APL 4 (EL 4)

🔪 **Collapsing Column:** CR 4; mechanical; touch trigger; no reset; +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24.

APL 6 (EL 5)

🔪 **Falling Block:** CR 5; mechanical; location trigger; manual reset; +15 (6d6, stone block); Search DC 20; Disable Device DC 25.

APL 8 (EL 6)

🔪 **Spiked Block From Ceiling:** CR 6; mechanical; location trigger; repair reset; +20 (6d6, spiked block); multiple targets (all targets in a 10-ft-by-10-ft area); Search DC 24; Disable Device DC 20.

Treasure: The PCs can gather all the salvageable art or collectible items and sell them. The total of the items has a market price of 300 gp.

APL 2: Coin: 50 gp.

APL 4: Coin: 50 gp.

APL 6: Coin: 50 gp.

APL 8: Coin: 50 gp.

Development: The PCs can continue west to Encounter 7, or they can return to the crossroads where they came from.

Encounter 7: A Wave Of Zombies

When the PCs approach the area of Encounter 7 either by west or by the south via Encounter 5, read aloud or paraphrase the following text:

As you enter this particular part of the mines, you notice rails set into the floor of the tunnel, leading off north and west into the darkness. You can suddenly breathe fresh clean air from a breeze coming from the west. It is warmer here than the rest of the mines, but still chilly compared to outside.

Ahead is a group of zombies that have taken residence here in this part of the cave. The range at which the PCs can spot them depends on the light source and vision of the PCs. The zombies are undead and they will spot with their darkvision the PCs at 60 feet. Depending on circumstances, give a surprise round to the side that manages to surprise the other. If both sides are aware of each other, roll for initiative normally.

The type and number of zombies depend on the APL.

APL 2 (EL 2)

🐛 **Bugbear Zombie (1):** hp 42; see *Monster Manual* page 267 and Appendix 1.

APL 4 (EL 3)

🐼 **Ogre Zombie (1):** hp 55; see *Monster Manual* page 267 and Appendix 2.

APL 6 (EL 6)

☛ **Grey Render Zombie (1):** hp 133; see *Monster Manual* page 267 and Appendix 3.

APL 8 (EL 8)

☛ **Wyvern Zombie (2):** hp 94, 94; see *Monster Manual* page 267 and Appendix 4.

Tactics: Once the zombies spot the PCs, they will advance to engage them, pursuing if the PCs flee. If the PCs go to a part of the mines that the undead cannot follow (such as the narrow corridors of the first level, which are impassable for a huge creature) then the undead shall return to their original location.

Treasure: If the PCs search the area that the zombies occupied, after the battle they will find a gold nugget, 300 gp market value.

APL 2: Coin: 50 gp.

APL 4: Coin: 50 gp.

APL 6: Coin: 50 gp.

APL 8: Coin: 50 gp.

Development: The PCs can move either to west out of the dungeon, north to Encounter 8, east to Encounter 6, or south to Encounter 6. Play any necessary encounters that haven't been played. The zombies will continue to follow the PCs even if they get themselves involved in a new fight.

Encounter 8: The Leader Of The Undead

If the PCs continue to follow the rails first north and then west, read aloud or paraphrase the following

As you follow the rails, you notice they are stained with blood, drops at first, and steadily more until the rails surrounded by pools of blood.

Ahead are a group of vampires and vampire spawn. The range at which the PCs become aware of them depends on the light source and the vision of the PCs. The vampires however are undead and they will spot with their darkvision the PCs at 60 feet. Depending on the circumstances, give a surprise round to whichever side manages to surprise the other. If both sides are aware of each other, roll for initiative normally.

When the PCs spot the vampire spawn, read aloud or paraphrase the following text, but remember to change the text according to the actual enemies that the group opposes:

As the light falls on the end of this tunnel, a number of weird beings sitting beside several coffins loom out of the darkness. One appears human and drinks hungrily from the neck of an orc. The poor humanoid has breathed his last.

As the creature sees you, he lets the green body fall to the ground, strewn as it is with many others, orcs and humans. Licking its black stained lips, it says: "At last! A descent meal! Come here little ones, come here!"

Describe the exact number of vampires and their spawn.

APL 2 (EL 4)

☛ **Vampire Spawn (1):** hp 29; see *Monster Manual* page 253 and Appendix 1.

APL 4 (EL 7)

☛ **Vampire Spawn (3):** hp 29; see *Monster Manual* page 253 and Appendix 2.

APL 6 (EL 8)

☛ **Vampire Spawn (4):** hp 29; see *Monster Manual* page 253 and Appendix 3.

APL 8 (EL 10)

☛ **Karris (unique):** hp 25; see *Monster Manual* page 250 and Appendix 4.

Tactics: The vampires are hungry and eagerly seek the PCs blood. However, if reduced to less than 10 hit points, the vampires will use their powers to escape.

Treasure: If the PCs search the area they will uncover the following items from various corpses around the area, depending to their APL:

APL 2: Coin: (9 gp); Magic: *dust of disappearance* (291 gp).

APL 4: Coin: (1 gp); Magic: *wand of magic missile 3rd level* (187 gp), *wand of magic missile 5th level* (312 gp).

APL 6: Magic: *+3 cloak of resistance* (750 gp).

APL 8: Coin: (25 gp); Magic: *+3 glamered full plate* (1125 gp).

Detect Magic Results: *Dust of disappearance* (Moderate Illusion); *wand of magic missile 3rd level* (Faint Evocation); *wand of magic missile 5th level* (faint Evocation); *+3 cloak of resistance* (Faint Abjuration); *+3 glamered full plate* (Moderate Enchantment);

At APL 2 only, once the PCs have dealt with the vampire spawn, a vargouille will swoop up the tunnel and attack the PCs.

APL 2 (EL 2)

🗡️ **Vargouille (1)**: hp 5; see *Monster Manual* p254

Tactics: Enraged by the death of its companion, the vampire spawn, the creature will emit a shriek to immobilise as many of the PCs as possible. It will attack any no paralysed characters before trying to deliver a Kiss attack to the remaining paralysed PCs. It will fight to the death.

Development: The PCs can return to the mine complex only by going east, following the railway. They can also take a part of the vampires remains or dust and return to Algar's grave to lay his spirit to rest.

Conclusion

When the characters have cleared away the mine and there are no more dangers, they have a variety of choices.

First of all, they could return and perform a ritual to give Algar's spirit peace. When this is done Algar's ghost appears and says the following:

"Dear friends! Thank you so much for giving me rest and restoring my honor before the eyes of my ancestors. As a small reward, please take my weapon, shield and armor. I am sure that they will serve you well, so long as you use them honourably! Farewell and may life ever be a rich seam!"

If the PCs return to Nlul and receive their reward from Harkin Gevies. Read aloud or paraphrase the following:

"Dear Friends! You have done us all a great service. With the dwarven mines secure, we can begin the forging of armor to protect us in the coming struggle! But now it is the time to rest and celebrate! Let's go over to Avenal's and grab a pint of beer! Then, I'll show you around your new house!"

If the PCs failed in their mission then Harkin will not blame them since the situation was very difficult but the winter will be most difficult for the little village.

Campaign Consequences

Please mail me at cman@cman.gr the answers of following questions:

Did the Doppelganger arrive in Knurl safely?

Was Karris destroyed?

Was Algar's spirit finally put to rest?

Has the mine been cleaned out completely?

The End

Experience Point Summary

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

Encounter 1: A Damsel In Distress

Defeat the monster chasing the girl

APL2	60 XP
APL4	90 XP
APL6	150 XP
APL8	210 XP

Encounter 2: Between Two Evils

Survive the desk trap

APL2	30 XP
APL4	30 XP
APL6	30 XP
APL8	30 XP

Defeat the undead (and orcs)

APL2	30 XP
APL4	60 XP
APL6	120 XP
APL8	180 XP

Encounter 3: The Damned Spirit

Defeat Algar's ghost and/or lay his spirit to rest

APL2	120 XP
APL4	180 XP
APL6	210 XP
APL8	240 XP

Encounter 4: Peasant Trouble

Defeat the undead and doppelganger

APL2	120 XP
APL4	150 XP
APL6	210 XP
APL8	240 XP

Encounter 5: Skeletons Charge

Defeat the skeletons

APL2	60 XP
APL4	120 XP
APL6	150 XP
APL8	180 XP

Encounter 6: The Miners Lockers

Survive/overcome the trap

APL2	60 XP
APL4	120 XP

APL6	150 XP
APL8	180 XP

Encounter 7: A Wave Of Zombies

Defeat the zombies

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP

Encounter 8: The Leader Of The Undead

Defeat the vampires

APL2	180 XP
APL4	210 XP
APL6	240 XP
APL8	300 XP

Discretionary Role-playing Award

APL2	180 XP
APL4	270 XP
APL6	360 XP
APL8	450 XP

Total Possible Experience:

APL2	900 XP
APL4	1350 XP
APL6	1800 XP
APL8	2250 XP

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 2: Between Two Evils

APL 2: Loot: 17 gp;
APL 4: Loot: 18 gp;
APL 6: Loot: 17 gp; Coin: 33 gp;
APL 8: Loot: 16 gp; Coin: 66 gp;

Encounter 3: The Damned Spirit

APL 2: Loot: 127 gp; Magic: 194 gp
APL 4: Loot: 127 gp; Magic: 194 gp
APL 6: Loot: 127 gp; Magic: 694 gp
APL 8: Loot: 127 gp; Magic: 694 gp

Encounter 4: Peasant Trouble

APL 2: Coin: 112 gp;
APL 4: Coin: 311 gp;
APL 6: Coin: 29 gp;
APL 8: Coin: 397 gp;

Encounter 5: Skeletons Charge

APL 2: Coin: 50 gp;
APL 4: Coin: 50 gp;
APL 6: Coin: 50 gp;
APL 8: Coin: 50 gp;

Encounter 6: The Miners Lockers

APL 2: Coin: 50 gp;
APL 4: Coin: 50 gp;
APL 6: Coin: 50 gp;
APL 8: Coin: 50 gp;

Encounter 7: A Wave Of Zombies

APL 2: Coin: 50 gp;
APL 4: Coin: 50 gp;
APL 6: Coin: 50 gp;
APL 8: Coin: 50 gp;

Encounter 8: The Leader Of The Undead

APL 2: Coin: 9 gp; Magic: 291 gp
APL 4: Coin: 1 gp; Magic: 499 gp
APL 6: Magic: 750 gp
APL 8: Coin: 25 gp; Magic: 1125 gp

Total Possible Treasure

APL 2: Loot: 144 gp; Coin: 271 gp; Magic: 485 gp - Total: 900 gp
APL 4: Loot: 145 gp; Coin: 462 gp; Magic: 693 gp - Total: 1300 gp
APL 6: Loot: 144 gp; Coin: 212 gp; Magic: 1444 gp - Total: 1800 gp
APL 8: Loot: 143 gp; Coin: 638 gp; Magic: 1819 gp - Total: 2600 gp

Special

A House In Nlul: The bearer owns a medium house in Nlul (two structure units). If a character owns a house then he pays only half standard upkeep whenever the character spends time units in the County of Knurl

Note: The PC on receives this reward if all the threats and undead in the mines are defeated or laid to rest, including Algar's ghost.

The Mines Are Cleared: The abandoned mines are cleared of every enemy threat. Now the village of Nlul can improve its iron production

Note: The PC on receives this reward if all the threats and undead in the mines are defeated or laid to rest, including Algar's ghost.

Two influence points with Count Joachim: The bearer has succeeded in the clearing of the mines, and is thus awarded two influence points with Count Joachim Dunstan of Knurl.

Note: The PC on receives this reward if all the threats and undead in the mines are defeated or laid to rest, including Algar's ghost.

Items for the Adventure Record

A House In Nlul: The bearer owns a medium house in Nlul (two structure units). If a character owns a house then he pays only half standard upkeep whenever the character spends time units in the County of Knurl. Note: The PC on receives this reward if all the threats and undead in the mines are defeated or laid to rest, including Algar's ghost. The Mines Are Cleared: The abandoned mines are cleared of every enemy threat. Now the village of Nlul can improve its iron production. Note: The PC on receives this reward if all the threats and undead in the mines are defeated or laid to rest, including Algar's ghost.	Two influence points with Count Joachim: The bearer has succeeded in the clearing of the mines, and is thus awarded two influence points with Count Joachim Dunstan of Knurl. Note: The PC on receives this reward if all the threats and undead in the mines are defeated or laid to rest, including Algar's ghost.
---	---

Item Access

APL 2

- ❖ *+1 dwarven waraxe* (Regional, CL 5th, *Dungeon Master Guidebook*)
- ❖ *Dust of disappearance* (Regional, CL 7th, *Dungeon Master Guidebook*)

APL 4 (All of APL 2 plus the following)

- ❖ *Wand of magic missile* (Regional, CL 3rd, *Dungeon Master Guidebook*)
- ❖ *Wand of magic missile* (Regional, CL 5th, *Dungeon Master Guidebook*)

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

- ❖ *Ghost touch dwarven waraxe* (Regional, CL 9th, *Dungeon Master Guide*)
- ❖ *+3 cloak of resistance* (Regional, CL 6th, *Dungeon Master Guidebook*)

APL 8 (All of APLs 2-6 plus the following)

- ❖ *+3 glamerd full plate armor* (Regional, CL 9th, *Dungeon Master Guide*)

Appendix 1: APL 2

✚ **Choker:** CR 2; Small aberration; HD 3d8+3; hp 16; Init +6; Spd 20 ft., climb 10 ft.; AC 17 (touch 13, flat-footed 15); Base Atk +2; Grp +5; Atk +6 melee (1d3+3/[x2], tentacle); Full Atk +2 melee (1d3+3/[x2], tentacle), +2 melee (1d3+3/[x2], tentacle); Space/Reach 5 ft./10 ft.; SA Improved grab, constrict 1d3+3; SQ Darkvision 60 ft., Quickness; AL CE; SV Fort +2, Ref +5, Will +4; Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7.

Skills and Feats: Climb +13, Hide +10, Move Silently +6; Improved Initiative, Lighting Reflexes, Stealthy.

Constrict (Ex): A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes the victim's by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller creature with a tentacle attack. It can then attempt to start a grapple as free action without provoking attack of opportunity. If it wins the roll, it establishes the grapple and can constrict. Chokers receive a +4 bonus on grapple checks, already included in their stat block.

Quickness (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

✚ **Orc:** Male orc warrior 1; CR 1/2; Medium humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 [touch 10, flat-footed 13]; Base Atk: +1; Grp +4; Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / 20 [x2], javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Alertness: +2 to Listen and Spot checks.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Darkvision 60 ft. (Ex): Orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Falchion, javelin and studded leather armor.

✚ **Ghoul:** CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +2; Atk +2 melee (1d6+1/[x2] plus paralysis,

bite); Full Atk +2 melee (1d6+1/[x2] plus paralysis, bite), +0 melee (1d3/[x2] plus paralysis, claw), +0 melee (1d3/[x2] plus paralysis, claw); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

Ghoul Fever (Su): Disease-bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid that dies of a ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma based.

Possessions: Diminutive familiar carrier.

✚ **Algar:** Ghost male dwarf fighter 2; CR 4; Medium Undead; HD 2d12; hp 12; Init +0; Spd fly 30 ft. (perfect); AC 11 (touch 11, flat-footed 11) or 22 (touch 10, flat-footed 22); Base Atk +2; Grp +6; Atk +2 (or +6 against incorporeal foes) melee (1d6/[x2] or 1d6+4/[x2] against ethereal foes, incorporeal touch) or +8 melee (1d10+5/[x3], +1 *dwarven waraxe*); Full Atk +2 (or +6 against incorporeal foes) melee (1d6/[x2] or 1d6+4/[x2] against ethereal foes, incorporeal touch) or +8 melee (1d10+5/[x3], +1 *dwarven waraxe*); SA Corrupting touch, frightful moan, manifestation; SQ Darkvision 60 ft., dwarven traits, incorporeal traits, rejuvenation, turn resistance, undead traits; AL LG; SV Fort +3, Ref +0, Will +0; Str 18, Dex 10, Con -, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +8, Listen +10, Search +8, Spot +10; Power Attack, Cleave, Weapon Focus (dwarven waraxe).

Corrupting Touch (Su): A ghost that hits living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents it adds its Strength modifier to his Attack and damage roll. Against living opponents it adds its Dexterity modifier to attack roll only.

Frightful Moan (Su): A ghost can use the moan as a standard action. All living creatures within 30 ft.

must succeed on a Will save or be panicked for 2d4 rounds. This is a sonic necromantic mind-affecting ability. A creature that saves, is unaffected by the same ghost moan for the next 24 hours.

Rejuvenation (Su): The destroyed spirit will return to existence in 2d4 days, if no action is taken to have Algar's body given the honors of proper dwarven burial. If no action is taken, Algar will return to the stairs area with a 1d20+2 roll beating a DC 16.

Turn Resistance (Ex): +4 to turn resistance rolls.

Possessions: +1 Dwarven waraxe, tower shield, full plate mail.

☛ **Doppelganger:** CR 3; Medium monstrous humanoid (shapechanger); HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +4; Grp +5; Atk +5 melee (1d6+1/[x2], slam); Full Atk +5 melee (1d6+1/[x2], slam); SA Detect thoughts; SQ Change shape, immunity to *sleep* and *charm* effects; AL NE; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +10m Diplomacy +3, Disguise Self +9 (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Dodge, Great Fortitude.

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts*, as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: 1 violet garnet gem- (624 gp).

☛ **Human Commoner Zombie:** CR 1/2; Medium undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft.; AC 11 (touch 9, flat-footed 11); Base Atk +1; Grp +2; Atk +2 melee (1d6+1/[x2], slam); Full Atk +2 melee (1d6+1/[x2], slam); SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

☛ **Orc Warrior Skeleton:** Skeletal male orc warrior; CR 1/3; Medium undead; HD 1d12; hp 13; Init +5; Spd 30 ft.; Base Atk +0; Grp +1; Atk +1 melee (1d4+1/[x2], claw); Full Atk +1 melee (1d4+1/[x2], claw), +1 melee (1d4+1/[x2], claw); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: Items worn or carried.

Physical Description: This skeleton is purely made out of orcish bones. There are several places that are proving evident that the creature suffered a violent death.

☛ **Bugbear Zombie:** CR 2; Medium undead; HD 6d12+3; hp 42; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Base Atk +3; Grp +6; Atk +6 melee (1d6+3/[x2], slam); Full Atk +6 melee (1d6+3/[x2], slam); SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +2, Will +5; Str 17, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Physical Description: This zombie comes surely from a bugbear corpse. There are several places that are proving evident that the creature had suffered a violent death.

☛ **Vampire Spawn:** CR 4; Medium undead; HD 4d12+3; hp 29; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Base Atk +2; Grp +5; Atk +5 melee (1d6+4/[x2] plus energy drain, slam); Full Atk +5 melee (1d6+4/[x2] plus energy drain, slam); SA Blood drain, domination, energy drain; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL LE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Climb +8, Craft (bow making) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive, +11, Spot +11; Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Bow Making), Toughness.

Blood Drain (Ex): A vampire or a vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack the vampire or vampire spawn gains 5 temporary hp.

Domination (Su): A vampire or vampire spawn can crush an opponent's will by just looking into his eyes. This is similar to a gaze attack, except that the vampire, must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as with a *dominate person* spell from a 5th level caster. The ability has a range of 30 ft. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn slam attack gain one negative level. The DC is 14 for a Fortitude save to remove this negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hp.

Fast Healing (Ex): A vampire spawn heals 2 hp of damage per round as long as it has 1 hp left. If reduced to 0 hp or less in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed (up to 9 miles travel). Once in the coffin it's helpless. It regains 1 hp after 1 hour then it's not helpless but resumes its healing rate at 2 hp per round.

Gaseous Form (Su): Standard action the vampire spawn can assume a gaseous form as with a *gaseous form* spell (CL 6th). Can remain in gaseous indefinitely for two hours and has a fly speed of 20 ft with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as through with the *spider climb* spell.

☛ **Vargouille (1):** hp 5; see *Monster Manual* p254

Appendix 2: APL 4

➤ **Cockatrice:** CR 3; Small magical beast; HD 5d10; hp 27; Init +3; Spd 20 ft., fly 60 ft. (poor); AC 14 (touch 14, flat-footed 11); Base Atk +5; Grp -1; Atk +9 melee (1d4-2/[x2] plus petrification, bite); Full Atk +9 melee (1d4-2/[x2] plus petrification, bite); SA Petrification; SQ Darkvision 60 ft., low light vision; AL N; SV Fort +4, Ref +7, Will +2; Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9.

Skills and Feats: Listen +7, Spot +7; Alertness, Dodge, Weapon Finesse (bite).

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 12 Fortitude save or be instantly turned to stone. The save DC is constitution-based. Cockatrices have immunity to this ability when attacked by other cockatrices, but are affected by others petrification attacks normally.

➤ **Orc:** Male orc warrior 1; CR 1/2; medium humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft; AC 13 [touch 10, flat-footed 13]; Base Atk: +1; Grp +4; Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / [x2], javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Alertness: +2 to Listen and Spot checks.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Darkvision 60 ft. (Ex): Orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Falchion, javelin and studded leather armor.

➤ **Ghoul:** CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +2; Atk +2 melee (1d6+1/[x2] plus paralysis, bite); Full Atk +2 melee (1d6+1/[x2] plus paralysis, bite), +0 melee (1d3/[x2] plus paralysis, claw), +0 melee (1d3/[x2] plus paralysis, claw); SA Ghoul Fever, Paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

Ghoul Fever (Su): Disease-bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid

that dies of a ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma based.

Possessions: Diminutive familiar carrier.

➤ **Algar:** Ghost male dwarf fighter 4; CR 6; Medium undead; HD 4d12; hp 24; Init +0; Spd fly 30 ft. (perfect); AC 11 (touch 11, flat-footed 11) or 22 (touch 10, flat-footed 22); Base Atk +4; Grp +8; Atk +4 or +8 (against ethereal foes) melee (1d6 or 1d6+4 against ethereal foes, incorporeal touch) or +10 melee (1d10+7/[x3], +1 dwarven waraxe); Full Atk +4 or +8 (against ethereal foes) melee (1d6 or 1d6+4 against ethereal foes, incorporeal touch) or +10 melee (1d10+7/[x3], +1 dwarven waraxe); SA Corrupting touch, frightful moan, manifestation; SQ Darkvision 60 ft., dwarven traits, incorporeal traits, rejuvenation, turn resistance, undead traits; AL LG; SV Fort +4, Ref +1, Will +1; Str 19, Dex 10, Con -, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +8, Listen +11, Search +8, Spot +11; Power Attack, Cleave, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Corrupting Touch (Su): A ghost that hits living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents it adds its Strength modifier to his Attack and damage roll. Against living opponents it adds its Dexterity modifier to attack roll only.

Frightful Moan (Su): A ghost can use the moan as a standard action. All living creatures within 30 ft. must succeed on a Will save or be panicked for 2d4 rounds. This is a sonic necromantic mind-affecting ability. A creature that saves, is unaffected by the same ghost moan for the next 24 hours.

Rejuvenation (Su): The destroyed spirit will return to existence in 2d4 days, if no action is taken to have Algar's body given the honors of proper dwarven burial. If no action is taken, Algar will return to the stairs area with a 1d20+2 roll beating a DC 16.

Turn Resistance (Ex): +4 to turn resistance rolls.

Possessions: +1 Dwarven waraxe, tower shield, full plate mail.

➤ **Doppelganger:** CR 3; Medium monstrous humanoid (shapechanger); HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +4; Grp +5; Atk +5 melee (1d6+1/[x2], slam); Full Atk +5 melee (1d6+1/[x2], slam); SA Detect thoughts; SQ Change shape, immunity to *sleep* and *charm* effects; AL NE; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +10m Diplomacy +3, Disguise Self +9 (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Dodge, Great Fortitude.

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts*, as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: 1 emerald gem- (1818 gp).

➤ **Ogre Zombie:** CR 3; Large undead; HD 8d12+3; hp 55; Init -2; Spd 40 ft.; AC 15 (touch 7, flat-footed 15); Base Atk +4; Grp +14; Atk +9 melee (2d8+9/[x2], slam); Full Atk +9 melee (2d8+9/[x2], slam); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Physical Description: This zombie comes surely from an ogre corpse. There are several places that are proving evident that the creature had suffered a violent death.

➤ **Chimera Skeleton:** CR 4; Large undead; HD 9d12; hp 58; Init +6; Spd 30 ft.; Base Atk +4; Grp +12; Atk +7 melee (2d6+4/[x2], bite); Full Atk +7 melee (2d6+4/[x2], bite), +7 melee (2d6+4/[x2], bite), +7 melee (1d8+4/[x2], gore), +2 melee (1d6+2/[x2], claw), +2 melee (1d6+2/[x2], claw); Space/Reach 10 ft./5ft.; SQ Damage reduction 5/bludgeoning, darkvision 60

ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +5, Will +6; Str 19, Dex 15, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: Items worn or carried.

Physical Description: This skeleton is purely made out of chimera bones. There are several places that are proving evident that the creature suffered a violent death.

➤ **Vampire Spawn:** CR 4; Medium undead; HD 4d12+3; hp 29; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Base Atk +2; Grp +5; Atk +5 melee (1d6+4/[x2] plus energy drain, slam); Full Atk +5 melee (1d6+4/[x2] plus energy drain, slam); SA Blood drain, domination, energy drain; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL LE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Climb +8, Craft (bow making) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive, +11, Spot +11; Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Bow Making), Toughness.

Blood Drain (Ex): A vampire or a vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack the vampire or vampire spawn gains 5 temporary hp.

Domination (Su): A vampire or vampire spawn can crush an opponent's will by just looking into his eyes. This is similar to a gaze attack, except that the vampire, must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as with a *dominate person* spell from a 5th level caster. The ability has a range of 30 ft. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn slam attack gain one negative level. The DC is 14 for a Fortitude save to remove this negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hp.

Fast Healing (Ex): A vampire spawn heals 2 hp of damage per round as long as it has 1 hp left. If reduced to 0 hp or less in combat, it automatically assumes gaseous form and attempts to escape. It must reach its

coffin home within 2 hours or be utterly destroyed (up to 9 miles travel). Once in the coffin it's helpless. It regains 1 hp after 1 hour then it's not helpless but resumes its healing rate at 2 hp per round.

Gaseous Form (Su): Standard action the vampire spawn can assume a gaseous form as with a *gaseous form* spell (CL 6th). Can remain in gaseous indefinitely for two hours and has a fly speed of 20 ft with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as through with the *spider climb* spell.

Appendix 3: APL 6

➤ **Green Hag:** CR 5; Medium monstrous humanoid; HD 9d8+9; hp 49; Init +1; Spd 30 ft, swim 30 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +9; Grp +13; Atk +13 melee (1d4+4/[x2], claw); Full Atk +13 melee (1d4+4/[x2], claw), +13 melee (1d4+4/[x2], claw); SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft., spell resistance 18; SR 18; AL CE; SV Fort +6, Ref +7, Will +7; Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 14.

Skills and Feats: Concentration +7, Knowledge(local) +7, Hide +9, Listen +11, Spot +11, Swim +12; Alertness, Blind-Fight, Combat Casting, Great Fortitude.

Spell-like Abilities: At will-*dancing lights, disguise self, ghost sound* (DC 12), *invisibility, pass without trace, tongues, water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Orc: Male orc warrior 1; CR 1/2; medium humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft; AC 13 [touch 10, flat-footed 13]; Base Atk: +1; Grp +4; Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / 20 [x2], javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Alertness: +2 to Listen and Spot checks.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Darkvision 60 ft. (Ex): Orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Falchion, javelin and studded leather armor.

➤ **Ghoul:** CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +2; Atk +2 melee (1d6+1/[x2] plus paralysis, bite); Full Atk +2 melee (1d6+1/[x2] plus paralysis, bite), +0 melee (1d3/[x2] plus paralysis, claw), +0 melee (1d3/[x2] plus paralysis, claw); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn

resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

Ghoul Fever (Su): Disease-bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid that dies of a ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma based.

Possessions: Diminutive familiar carrier.

➤ **Ghast:** CR 3; Medium undead; HD 4d12+3; hp 29; Init +3; Spd 30 ft.; AC 17 (touch 12, flat-footed 14); Base Atk +2; Grp +5; Atk +5 melee (1d8+3/[x2] plus paralysis, bite); Full Atk +5 melee (1d8+3/[x2] plus paralysis, bite), +3 melee (1d4+1 plus paralysis, claw), +3 melee (1d4+1 plus paralysis, claw); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness.

Ghoul Fever (Su): Disease-bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid that dies of a ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma based.

Stench (Ex): The stink of death and corruption surrounding a ghast is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude

check or be sickened for 1d6+4 minutes. A creature that saves cannot be affected again by the same ghost stench for 24 hours. A *delay poison* or *neutralize poison* potion or spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison take their normal bonuses to their roll. The save DC is Charisma-based.

Possessions: 200 gp.

☛ **Algar:** Ghost male dwarf fighter 5; CR 7; Medium undead; HD 5d12; hp 30; Init +0; Spd fly 30 ft.; AC 11 (touch 11, flat-footed 11) or 22 (touch 10, flat-footed 22); Base Atk +5; Grp +9; Atk +5 or +9 (against ethereal foes) melee or +11 melee (1d10+7/[x3], +1 *dwarven waraxe*); Full Atk +5 or +9 (against ethereal foes) melee or +11 melee (1d10+7/[x3], +1 *dwarven waraxe*); SA Corrupting touch, frightful moan, manifestation; SQ Darkvision 60 ft., dwarven traits, incorporeal traits, rejuvenation, turn resistance, undead traits; AL LG; SV Fort +4, Ref +1, Will +1; Str 19, Dex 10, Con -, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +8, Listen +12, Search +8, Spot +12; Power Attack, Cleave, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Corrupting Touch (Su): A ghost that hits living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents it adds its Strength modifier to his Attack and damage roll. Against living opponents it adds its Dexterity modifier to attack roll only.

Frightful Moan (Su): A ghost can use the moan as a standard action. All living creatures within 30 ft. must succeed on a Will save or be panicked for 2d4 rounds. This is a sonic necromantic mind-affecting ability. A creature that saves, is unaffected by the same ghost moan for the next 24 hours.

Rejuvenation (Su): The destroyed spirit will return to existence in 2d4 days, if no action is taken to have Algar's body given the honors of proper dwarven burial. If no action is taken, Algar will return to the stairs area with a 1d20+2 roll beating a DC 16.

Turn Resistance (Ex): +4 to turn resistance rolls.

Possessions: Ghost touch dwarven waraxe, tower shield, full plate mail.

☛ **Doppelganger:** CR 3; Medium monstrous humanoid (shapechanger); HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +4; Grp +5; Atk +5 melee (1d6+1/[x2], slam); Full Atk +5 melee (1d6+1/[x2], slam); SA Detect thoughts; SQ Change

shape, immunity to *sleep* and *charm* effects; AL NE; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +10m Diplomacy +3, Disguise Self +9 (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Dodge, Great Fortitude.

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts*, as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: 1 amber gem- (126 gp).

☛ **Human Commoner Zombie:** CR 1/2; Medium undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft.; AC 11 (touch 9, flat-footed 11); Base Atk +1; Grp +2; Atk +2 melee (1d6+1/[x2], slam); Full Atk +2 melee (1d6+1/[x2], slam); SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

☛ **Ogre Zombie:** CR 3; Large undead; HD 8d12+3; hp 55; Init -2; Spd 40 ft.; AC 15 (touch 7, flat-footed 15); Base Atk +4; Grp +14; Atk +9 melee (2d8+9/[x2], slam); Full Atk +9 melee (2d8+9/[x2], slam); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Physical Description: This zombie comes surely from an ogre corpse. There are several places that are proving evident that the creature had suffered a violent death.

☛ **Ettin Skeleton:** Skeletal male ettin warrior; CR 5; Large undead; HD 10d12; hp 65; Init +4; Spd 40 ft.; Base Atk +5; Grp +15; Atk +10 melee (1d6+6/[x2], claw); Full Atk +10 melee (1d6+6/[x2], claw), +10 melee (1d6+6/[x2], claw); Space/Reach 10 ft./10 ft.; SQ

Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +3, Will +7; Str 23, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: Items worn or carried.

Physical Description: This skeleton is purely made out of Ettin bones. There are several places that are proving evident that the creature suffered a violent death.

☛ **Gray Render Zombie:** CR 6; Large undead; HD 20d12+3; hp 133; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Base Atk +10; Grp +21; Atk +16 melee (2d6+7/[x2], slam); Full Atk +16 melee (2d6+7/[x2], slam), +16 melee (2d6+7/[x2], bite); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +6, Ref +5, Will +12; Str 25, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Physical Description: This zombie comes surely from a grey render corpse. There are several places that are proving evident that the creature had suffered a violent death.

☛ **Vampire Spawn:** CR 4; Medium undead; HD 4d12+3; hp 29; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Base Atk +2; Grp +5; Atk +5 melee (1d6+4/[x2] plus energy drain, slam); Full Atk +5 melee (1d6+4/[x2] plus energy drain, slam); SA Blood drain, domination, energy drain; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL LE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Climb +8, Craft (bow making) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive, +11, Spot +11; Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Bow Making), Toughness.

Blood Drain (Ex): A vampire or a vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack the vampire or vampire spawn gains 5 temporary hp.

Domination (Su): A vampire or vampire spawn can crush an opponent's will by just looking into his eyes. This is similar to a gaze attack, except that the vampire, must take a standard action, and those merely

looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as with a *dominate person* spell from a 5th level caster. The ability has a range of 30 ft. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn slam attack gain one negative level. The DC is 14 for a Fortitude save to remove this negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hp.

Fast Healing (Ex): A vampire spawn heals 2 hp of damage per round as long as it has 1 hp left. If reduced to 0 hp or less in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed (up to 9 miles travel). Once in the coffin it's helpless. It regains 1 hp after 1 hour then it's not helpless but resumes its healing rate at 2 hp per round.

Gaseous Form (Su): Standard action the vampire spawn can assume a gaseous form as with a *gaseous form* spell (CL 6th). Can remain in gaseous indefinitely for two hours and has a fly speed of 20 ft with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as through with the *spider climb* spell.

Appendix 4:

APL 8

🐉 **Bulette:** CR 7; Huge magical beast; HD 9d10+45; hp 94; Init 2; Spd 40 ft., burrow 10 ft.; AC 22 (touch 10, flat-footed 20); Base Atk +9; Grp +25; Atk +16 melee (2d8+8/[x2], bite); Full Atk +16 melee (2d8+8/[x2], bite), +10 melee (2d6+4/[x2], claw), +10 melee (2d6+4/[x2], claw); Space/Reach 15 ft./15 ft.; SA Leap; SQ Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; AL N; SV Fort +11, Ref +8, Will +6; Str 27, Dex 15, Con 6, Int 2, Wis 13, Cha 6.

Skills and Feats: Jump +18, Listen +9, Spot +3; Alertness, Iron Will, Track, Weapon Focus (bite).

Leap (Ex): A Bulette can jump into the air during combat. This allows it to make four claw attacks instead of two each with +15 attack bonus, but it cannot bite.

Orc: Male orc warrior 1; CR 1/2; medium humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 [touch 10, flat-footed 13]; Base Atk: +1; Grp +4; Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / 20 [x2], javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Alertness: +2 to Listen and Spot checks.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Darkvision 60 ft. (Ex): Orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Falchion, javelin and studded leather armor.

👻 **Ghost:** CR 3; Medium undead; HD 4d12+3; hp 29; Init +3; Spd 30 ft.; AC 17 (touch 12, flat-footed 14); Base Atk +2; Grp +5; Atk +5 melee (1d8+3/[x2] plus paralysis, bite); Full Atk +5 melee (1d8+3/[x2] plus paralysis, bite), +3 melee (1d4+1 plus paralysis, claw), +3 melee (1d4+1 plus paralysis, claw); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness.

Ghoul Fever (Su): Disease-bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid that dies of a ghoulish fever rises as a ghoulish at the next

midnight. A humanoid who becomes a ghoulish in this way retains none of the abilities it possessed in life. It is not under the control of any other ghoulishs, but it hungers for the flesh of the living and behaves like a normal ghoulish in all respects. A humanoid of 4 Hit Dice or more rises as a ghoulish, not a ghoulish.

Paralysis (Ex): Those hit by a ghoulish's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma based.

Stench (Ex): The stink of death and corruption surrounding a ghoulish is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude check or be sickened for 1d6+4 minutes. A creature that saves cannot be affected again by the same ghoulish stench for 24 hours. A *delay poison* or *neutralize poison* potion or spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison take their normal bonuses to their roll. The save DC is Charisma-based.

Possessions: 200 gp.

🧝 **Algar:** Ghost male dwarf fighter 6; CR 8; Medium undead; HD 6d12; hp 36; Init +0; Spd fly 30 ft. (perfect); AC 11 (touch 11, flat-footed 11) or 22 (touch 10, flat-footed 22); Base Atk +6; Grp +10; Atk +6 or +10 (against ethereal foes) melee or +12 melee (1d10+7/[x3], +1 *dwarven waraxe*); Full Atk +6 or +10 (against ethereal foes) melee, +1 or +5 (against ethereal foes) melee or +12 melee (1d10+7/[x3], +1 *dwarven waraxe*), +7 melee (1d10+7/[x3], +1 *dwarven waraxe*); SA Corrupting touch, frightful moan, manifestation; SQ Darkvision 60 ft., dwarven traits, incorporeal traits, rejuvenation, turn resistance, undead traits; AL LG; SV Fort +5, Ref +2, Will +2; Str 19, Dex 10, Con -, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +8, Listen +12, Search +8, Spot +12; Power Attack, Cleave, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Corrupting Touch (Su): A ghost that hits living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents it adds its Strength modifier to his Attack and damage roll. Against living opponents it adds its Dexterity modifier to attack roll only.

Frightful Moan (Su): A ghost can use the moan as a standard action. All living creatures within 30 ft.

must succeed on a Will save or be panicked for 2d4 rounds. This is a sonic necromantic mind-affecting ability. A creature that saves, is unaffected by the same ghost moan for the next 24 hours.

Rejuvenation (Su): The destroyed spirit will return to existence in 2d4 days, if no action is taken to have Algar's body given the honors of proper dwarven burial. If no action is taken, Algar will return to the stairs area with a 1d20+2 roll beating a DC 16.

Turn Resistance (Ex): +4 to turn resistance rolls.

Possessions: Ghost touch dwarven waraxe, tower shield, full plate mail.

✚ **Doppelganger:** CR 3; Medium monstrous humanoid (shapechanger); HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +4; Grp +5; Atk +5 melee (1d6+1/[x2], slam); Full Atk +5 melee (1d6+1/[x2], slam); SA Detect thoughts; SQ Change shape, immunity to *sleep* and *charm* effects; AL NE; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +10m Diplomacy +3, Disguise Self +9 (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Dodge, Great Fortitude.

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts*, as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: 1 blue diamond- (2334 gp).

✚ **Human Commoner Zombie:** CR 1/2; Medium undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft.; AC 11 (touch 9, flat-footed 11); Base Atk +1; Grp +2; Atk +2 melee (1d6+1/[x2], slam); Full Atk +2 melee (1d6+1/[x2], slam); SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

✚ **Ogre Zombie:** CR 3; Large undead; HD 8d12+3; hp 55; Init -2; Spd 40 ft.; AC 15 (touch 7, flat-footed 15); Base Atk +4; Grp +14; Atk +9 melee (2d8+9/[x2], slam); Full Atk +9 melee (2d8+9/[x2], slam); SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

✚ **Minotaur Zombie:** CR 4; Large undead; HD 12d12+3; hp 81; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Base Atk +6; Grp +15; Atk +10 melee (1d8+5/[x2], slam); Full Atk +10 melee (1d8+5/[x2], slam), +10 melee (1d8+5/[x2], gore); SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +4, Ref +3, Will +8; Str 21, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

✚ **Advanced Megaraptor Skeleton:** CR 6; Huge undead; HD 12d12; hp 78; Init +7; Spd 60 ft.; Base Atk +6; Grp +19; Atk +9 melee (2d8+5/[x2], talons); Full Atk +9 melee (2d8+5/[x2], talons), +4 melee (2d6+2/[x2], bite), +4 melee (1d8+2/[x2], claw), +4 melee (1d8+2/[x2], claw); Space/Reach 15 ft./10 ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +4, Ref +7, Will +8; Str 21, Dex 17, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: Items worn or carried.

Physical Description: This skeleton is purely made out of an advanced megaraptor bones. There are several places that are proving evident that the creature suffered a violent death.

✚ **Wyvern Zombie:** CR 4; Large undead; HD 14d12+3; hp 94; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 20 (touch 8, flat-footed 20); Base Atk +7; Grp +16; Atk +11 melee (2d6+7/[x2], slam); Full Atk +11 melee (2d6+7/[x2], slam), +11 melee (2d6+5/[x2], talons); Space/Reach 10 ft./5 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +6, Ref +5, Will +12; Str 25, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Physical Description: This zombie comes surely from a wyvern corpse. There are several places that are proving evident that the creature had suffered a violent death.

☛ **Karris:** Vampire male human fighter 2; CR 2; Medium undead; HD 2d12+6; hp 25; Init +0; Spd 30 ft.; AC 29 (touch 12, flat-footed 27); Base Atk +2; Grp +6; Atk +9 melee (1d6+7/[x2], slam); Full Atk +9 melee (1d6+7/[x2], slam); SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ Alternate form, fast healing, damage reduction, gaseous form, resistances, spider climb; SR #; AL LE; SV Fort +3, Ref +2, Will +1; Str 24, Dex 14, Con -, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +11, Hide +4, Listen +11, Move Silently +4, Search +9, Sense Motive +9, Spot +11; Cleave, Power Attack, Toughness x2.

Alternate Form (Su): The vampire can assume the form of a bat, wolf, dire wolf as a standard action.

Blood Drain (Ex): A vampire or a vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack the vampire or vampire spawn gains 5 temporary hp.

Children Of The Night (Su): The vampire can call for 1d6+1 rat packs, 1d4+1 bat packs or 3d6 wolves packs. The creatures arrive in 2d6 rounds and serve the vampire for one hour.

Create Spawn (Su): A creature slain by a vampire's energy drain rises as a vampire spawn or a vampire depending to its HD.

Damage Reduction (Su): The vampire has 10/silver and magic.

Domination (Su): A vampire or vampire spawn can crush an opponent's will by just looking into his eyes. This is similar to a gaze attack, except that the vampire, must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as with a *dominate person* spell from a 12th level caster. The ability has a range of 30 ft. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn slam attack gains two negative levels. The DC is 14 for a Fortitude save to remove these negative levels. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hp.

Fast Healing (Ex): A vampire heals 5 hp of damage per round as long as it has 1 hp left. If reduced to 0 hp or less in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed (up to 9 miles travel). Once in the coffin it's helpless. It regains

1 hp after 1 hour then it's not helpless but resumes its healing rate at 2 hp per round.

Gaseous Form (Su): Standard action the vampire spawn can assume a gaseous form as with a *gaseous form* spell (CL 5th). Can remain in gaseous indefinitely for two hours and has a fly speed of 20 ft with perfect maneuverability.

Resistances (Ex): The vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as through with the *spider climb* spell.

Possessions: +3 *glamered full plate*.

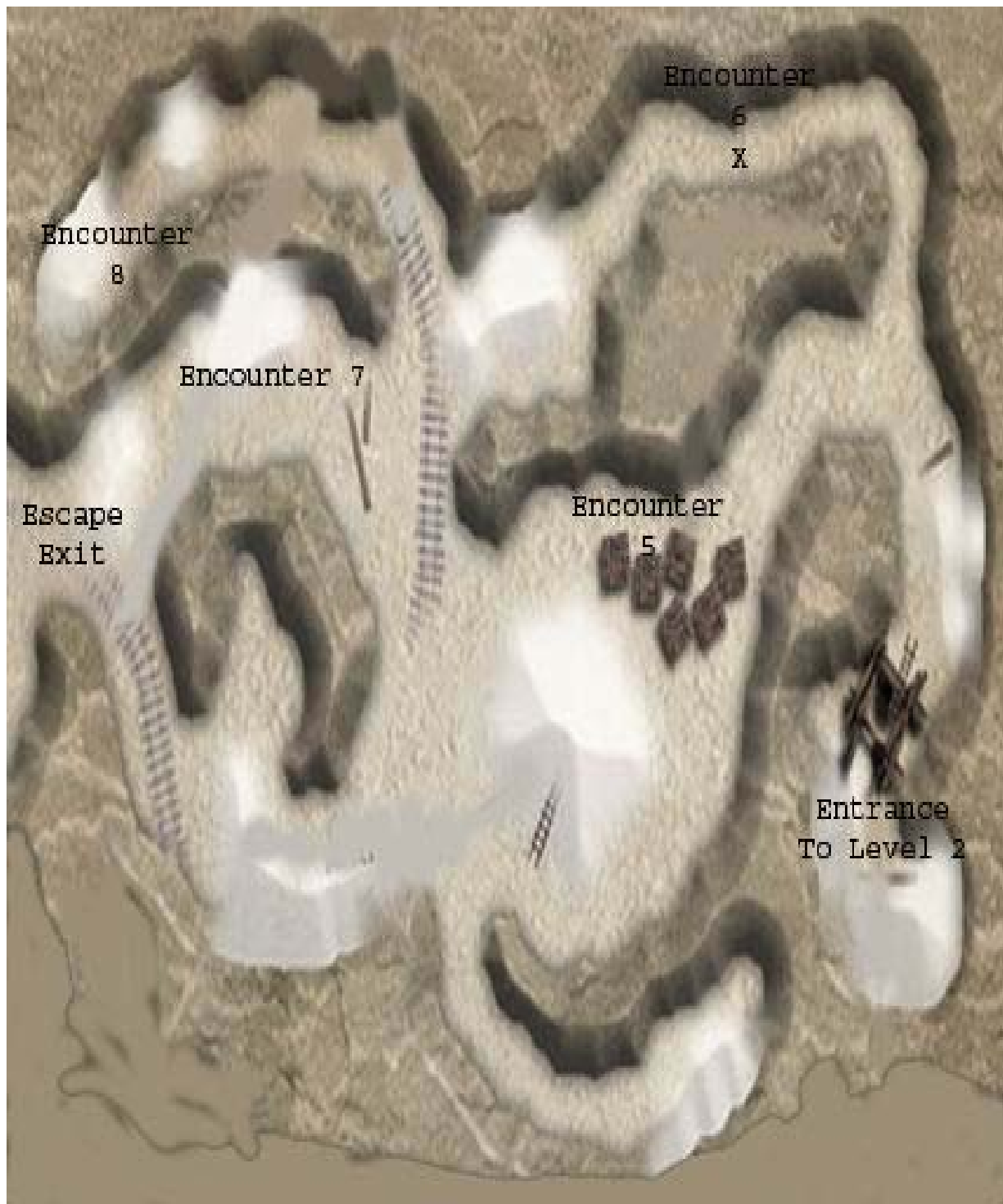
Physical Description: There is something unnatural about this handsome man. He is very confident about himself but he has a nearly anemic look. He was also seen feast upon an orc's neck.

Appendix 5 - DM Aid 1
The Map Of The Mines Level 1



Appendix 6 - DM Aid 2

The Map Of The Mines Level 2



Player's Handout 1:
The Letter Of The Dwarf Skeleton

Dear Vidnyr!

I think that I can hear the Orcs coming now. I must say that we failed you my clan lord, because we failed to hold around a thousand Orcs with two hundred warriors. Only Algar remains now with a few loyal hammers.

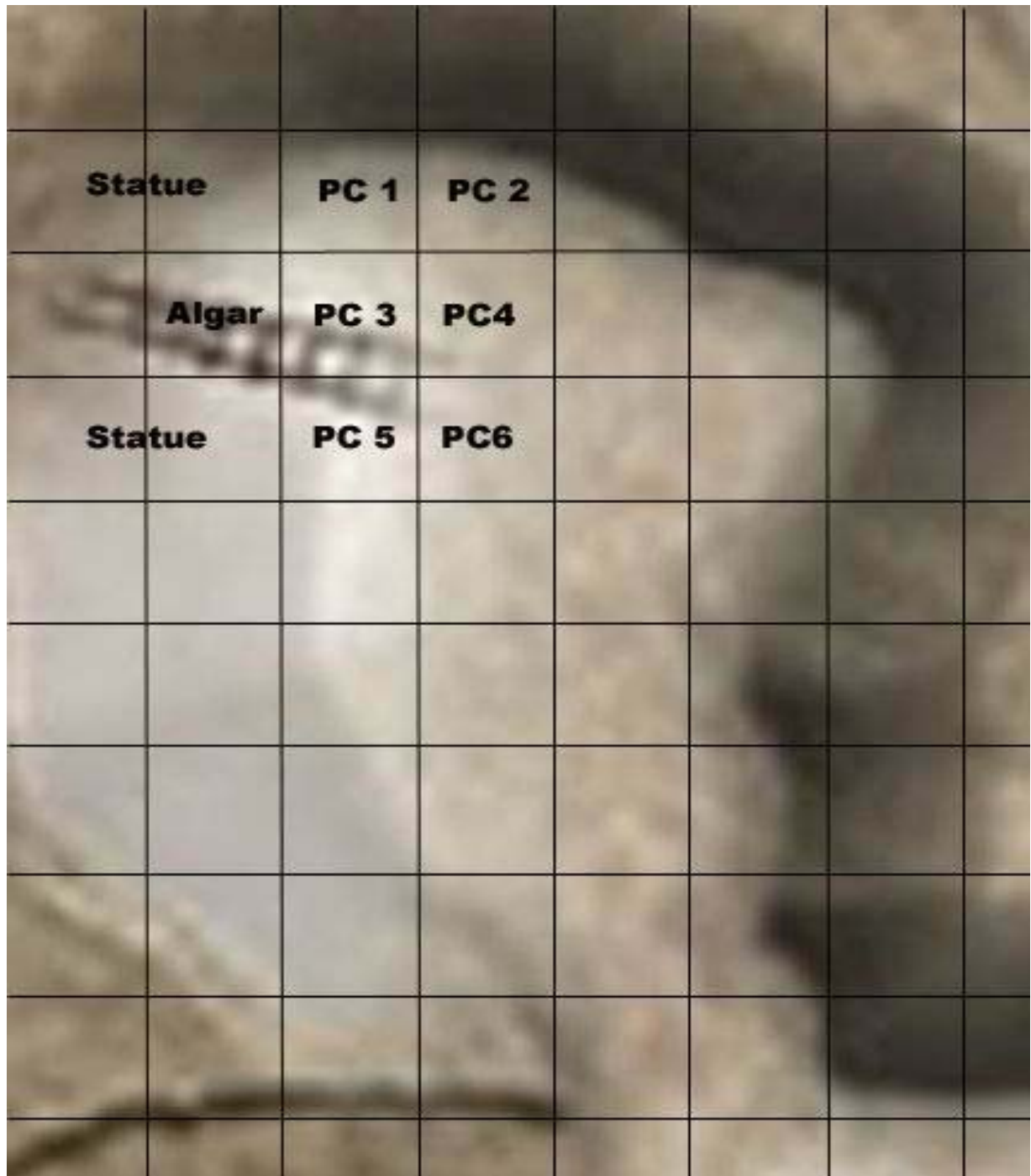
I will try not to fail you!

Warpriest Aurus

Player's Handout 2: Two Different Evils

						Undead #1	Undead #2
						Orc #1	Orc #2
PC 1	PC 2	PC 3					
PC 4	PC 5	PC 6					

Player's Handout 3:
The Damned Spirit



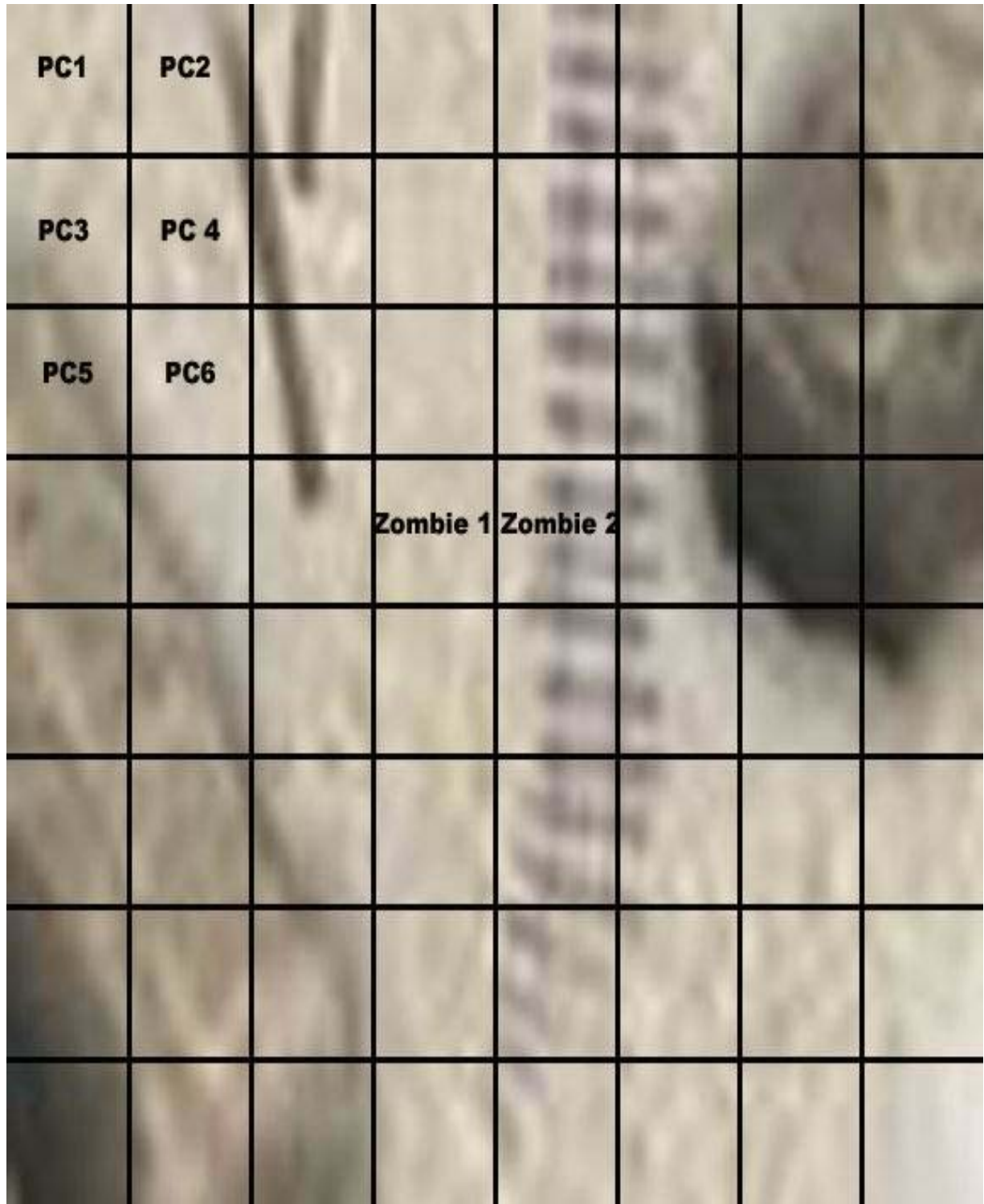
Player's Handout 4: Peasant Trouble

PC 1	PC 2				Zombie 1		
PC 3	PC 4			Zombie 2		Peasant	
PC 5	PC 6				Zombie 3		

Player's Handout 5: Skeletons Charge

Skeleton 1	Skeleton 2	Skeleton 3			
Skeleton 4	Skeleton 5	Skeleton 6			
				PC1	PC2
				PC3	PC4
				PC5	PC6

Player's Handout 6:
A Wave Of Zombies



Player's Handout 7: The Leader Of The Undead

					PC 1	PC 2	
					PC 3	PC 4	
					PC 5	PC 6	
		V1	V2				
		V3	V4				