

URC5-06

Rising Sons

A One-Round D&D LIVING GREYHAWK® County of Urnst Regional Adventure

Version 1.2

by David Morgan

A cool tankard of ale, fine music and the companionship of friends what more can one ask? A time of peace and prosperity in the County of Urnst has folks thinking that perhaps the days of strife and high adventure are finally past and it's time to pursue more peaceable pursuits. Better think again! A one-round County of Urnst regional Living Greyhawk adventure for APL 2-12.

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.

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) 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 judge 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 bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

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

Living Greyhawk

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

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the Living Greyhawk *Gazetteer*.

Living Greyhawk Levels of Play

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

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

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- 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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

Note: Living Greyhawk adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a Living Greyhawk adventure. If a group is APL 1 there are three things that the group 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 to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

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

Time Units and Upkeep

This is a standard (number)-round Regional adventure, set in (region). Characters native to (region) pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or

possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

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Adventure Background

The time for the resurgence of the cult of Kyuss in the County of Urnst is at hand. The necromancer Lich

Malachite has learned of an ancient suit of armor known as the Charn Armor, which as a completed set, is rumored to grant great powers to the wearer. The armor was scattered across the land when the original wearers were captured and imprisoned centuries ago.

It is Malachite's intention to collect the different pieces of the armor and give them to his most powerful death knight. Thus equipped, it is Malachite's hope that his minion will then be able to destroy the Knights of the Swan in direct combat. The Knights of the Swan are a prestigious order of knighthood within the County.

Lord Malachite has successfully located the general location of several of the pieces and has several armies of undead busy working to unearth them from their hiding places. But the County is not completely unaware of these events. Several agents of the Underley Network, a group of spies and informers who report to the Lord Mage of the County, have infiltrated Malachite's undead organization and are attempting to report back to the officials of the government.

Malachite is also working on two other evil plans. The first is a particularly nasty plague, which he is working on silently spreading across the realm. However, of more urgency, the Contessa of the County, Contessa Elone Gellor, is planning her first birthday as the new ruler of the County. Malachite has been thwarted in his earlier plans and intends to get a bit of revenge by launching an undead attack on all the towns, cities and villages simultaneously just before her birthday. It is his hope that this will turn public favor away from the new ruler by creating an atmosphere of fear, distrust, and panic across the land. Then when the plague appears, the entire County will fall into darkness and despair.

Malachite believes this should be a suitable offering to Kyuss, and should increase his favor in the eyes of his god.

Adventure Summary

The adventure begins with the characters relaxing in an inn, somewhere in the County. However, a large force of undead soon attacks the town in which they are staying. Investigating, the party will eventually track the undead back to an abandoned stable. After defeating the guardian found there, they will find a teleport circle, which still appears to be active. Stepping through the circle, they will find themselves in one of the larger cities of the County. They will have an opportunity to investigate some more, but while they will find some information with some possibilities, they will not find any solid leads.

Stopping at an inn to rest for the evening, that night they will be approached by a ragged individual who will offer them employment. The man, an agent of the enemy, is there to learn where the party will be staying the night so that he can direct an undead assassin against them. In

the early morning hours that very night, the assassin will attempt to kill the members of the party.

If the party survives, they will discover the agent loitering nearby very suspiciously. They can capture or kill him and while he never exactly breaks cover, he is one of the double agents working for the Underley Network and he tries to communicate with them. The agent will kill himself via a poison hollow tooth and then rise as an enhanced zombie and attack the party.

After defeating the zombie, the party will have the opportunity to do a more thorough search and will locate a message capsule hidden inside the agent's body. If they turn this information over to officials of the County Government, they will be asked to participate in a pre-emptive strike against Lord Malachite before he is fully able to put his current plans into action.

Introduction. The adventurers are introduced to the situation and find themselves sitting in an inn somewhere in the County.

Encounter One: Gathering Thunder. The adventurers fight off the initial attack, an APL+3 battle coming from both sides

Encounter Two: A Hero's Reward. The adventurers are asked to help with the current crisis, the reward for a job well done being another job.

Encounter Three: One Small Step. The adventurers eventually track the undead back to a stable where a teleport circle is active but guarded by an undead creature.

Encounter Four: Heavy Cloud Cover. Stepping through the circle, the adventurers find themselves in a major city.

Encounter Five: Possible Investigations. The adventurers have an opportunity to explore a bit and try to find some leads, but the trail seems to have dried up. Unbeknownst to them, someone one is reporting and acting upon their activities

Encounter Six: A Second Job Offer. Eventually the adventurers find an inn to stay for the night. While they are there, a dubious fellow will offer them a job.

Encounter Seven: Darkness Strikes. That night, in the inn, Lord Malachite sends an undead creature to try to assassinate the adventurers.

Encounter Eight: A Bit of Skull Duggery. Surviving the attack, the adventurers will notice the fellow who hired them watching from nearby. They can follow him, capture him, or kill him out of hand.

Encounter Nine: The Mole. If they capture him, the man will confess to instigating the attack on them, but while he boasts of being an agent of Malachite, he's also an agent of Lord Underley, working deep undercover. He will indirectly try to clue them in without blowing his cover. Then he will kill himself via a poison tooth.

Encounter Ten: I'm Ba-ack! The dead man re-animates as a zombie and attacks the party.

Encounter Eleven: The Gates of Night. The adventurers will likely choose to report what they've learned to the proper authorities. If they choose to approach the local dig site, initially they will have some easy access, but they will be coerced to back off without storming the gates.

Conclusion or Where Do I Sign Up? A higher official of the County will offer them an opportunity to help in a Countywide attack on one of Malachite's encampments.

Preparation for Play

Important Note for DMs at game days and conventions: This module contains ample role playing opportunities, especially **Encounters Two, Five, Six and Eight**. Keep an eye on the clock and "cut to the chase" should the players get sidetracked. After a few minutes, "guide" them into obtaining the information they need to continue the adventure.

This module is a little different from most in that it chronicles events that are happening all over the County of Urnst. Most modules take place in one, specific location and are flexible relative to timing. This module occurs repeatedly all over the County over the space of a specific week. Because of this, a few minor (mental) adjustments will need to be made.

Names

Depending on where the players choose to start the module, the names of the various NPCs encountered should (obviously) be different. Rather than having every group of adventurers meet Captain Rothelbert no matter where they are in the County ("my, but he gets around"), Appendix 3 gives different sets of names, which should be used depending on which village, town or city the characters decide to start in. The players may never ask for the names of the NPCs they interact with, being content to deal with them as "the sergeant", or "the scruffy man". Nevertheless, if they should ask for an NPC for their name, the names are provided for your use.

Later when they finally end up in one of the 6 large cities, the name for Malachite's agent in that city is also provided.

The names listed should be used since the CoU Triad is attempting to catalogue all NPCs that have appeared in modules.

Cities

Since the module is taking place all over the County of Urnst, depending on where the players decide to start the module will determine which city they finally end the

module in (Muddich, Rothberry, Jedbridge, Caporna, High Mardreth or Heanor). A listing of which towns and villages feed into which cities is given in Appendix 4.

Tying it all together

Finally, this module is being used to make the players in the County aware of certain things going on currently within the campaign. As such, it doesn't really have as strong a "beginning-middle-ending" as other modules might. The action begins right up front, almost before the players are even aware that the game is begun. In addition, how the module concludes is extremely open ended, since it will tie directly into another event.

NPC Spellcasting

Depending on which location the players start and end up, there are clerics, wizards and sorcerer's able to cast spells for the PC's based on town size. See the table of Destination Cities in Appendix 4 for town size and then refer to the LGCS, page 48-49 for caster levels available and costs for NPC spellcasting.

The closest druid circle with druids able to cast 4th level spells is in the Dreerwode Forest. After completing the scenario, each dead PC and his gear may be taken by one living PC to the Dreerwode Druids for *reincarnation* (therefore, a maximum of three dead can be taken by three living to the druids). Each PC, living and dead, making this trip over land must deduct an additional TU from their Adventure Record (in addition to any costs listed in the LGCS for spellcasting). If faster modes of transportation are used, this additional TU deduction is not required. If the players are in Brotton, Mennan, Zimm or Hillguard, this additional TU cost is waived as well. In all cases, the costs for spellcasting must still be paid.

This notice satisfies the requirement for an NPC spellcaster "written into the module."

Introduction

Things have been quiet for a while here in the County of Urnst. The new Contessa is settling into her position and the fears of famine have been averted, due in large part to the efforts of the adventurers such as yourselves, who dwell in these parts. As the year fades into late summer, there is talk of expectations of overabundant harvests and good times to come, for the first time it seems in many years. Things are going well and preparations are underway to celebrate the Contessa's forty-seventh birthday, coming up the 17th of Patchwall. This will be the first time such a celebration will be honored County-wide.

Encounter One: Gathering Thunder

You find yourselves relaxing in a tavern, enjoying the fruits of previous victories. There's been nary a bit of excitement for the last seven or eight weeks, that you can recall. Of late, a few of your companions have suggested perhaps patrolling the nearby countryside in search of a bit of treasure and glory, but the call of hearty food, fine song, and a cool tankard of ale, is a powerful argument against such notions.

Hand out to the players the new maps of the County of Urnst (Player Handout 3). These should be the new versions of the map and there should be sufficient copies that they can each keep one for themselves.

Next, ask them which town they would like to start the adventure in and if there are any shopping details they would like to attend to before the module really gets started. It has been a very relaxed time of late and the characters will have had plenty of opportunity to purchase items prior to the beginning of the game.

They may choose to be in any of the cities, towns, hamlets, or villages located within the borders of the County of Urnst. Depending on where they choose to start the adventure, they will eventually be routed to one of six locations where dire things are about to happen. If they choose one of the Border Keeps, all either small towns or larger, refer to Appendix 4 for which town the keep is nearest to determine which town they will eventually end up in.

Once the players have decided where they are and what (if any) things they need to do before hand, have them each make Listen checks while they're sitting in the tavern (DC 22) to hear what seems to be screaming coming from outside. The music playing in the tavern they are in is quite loud. If they make their check, they will hear the approaching encounter 80 feet before it reaches the door to the tavern (Map One). Otherwise, they will be surprised as undead come pouring into the tavern to attack (Map Two).

The Harvesting

Approaching the tavern from the north is a wave of undead creatures that are systematically attacking and killing all in their path. As each victim falls, an undead bends down, picks up their body, and carries it to some place behind the line of dead things, out of sight. Less obvious are the humans that support the undead who are attacking from the south at the farmer's market. Depending on if the players chose to start in a village or city, this could be a few scattered villagers or dozens of common folk being herded down the narrow street. While there may be a city watch or local militia, they are not currently present (being otherwise occupied in another part of the town).

If the players charge into battle, proceed directly to the fight. If any of them ask for more details, three separate reactive Spot checks can be attempted.

Spot Check #1 (DC 12)

While earlier today the weather was bright and the sun was shining, now the skies are overcast and even though it's the middle of the day the town seems draped in shadows.

Spot Check #2 (DC 18)

You watch as one of the townsfolk is bludgeoned into unconsciousness. Then the undead that attacked him bends down and picks him up, turning to carry him back in the direction the creatures came from as another takes its place in the line.

Spot Check #2 (DC 22)

Initially it appeared that the approaching undead were herding the townsfolk down the street. Looking closer, it looks like some of the townspeople seem to be herding others directly into the path of the undead, where they can be attacked more easily.

DM Note: Reactive Spot checks do not take a half action, but cannot be assisted. Trying to spot something a character failed to see previously is a move action.

Tactics: The undead should be obvious as such; however, the human attackers are mixed in with common townsfolk. When setting up the battle, have human miniatures for both the attackers and the commoners so that the players will have to be a bit discriminate when they go into battle, looking to see which humans are good and which are bad (no fireballs).

The battle will consist of two waves of undead and human attackers, one from the North, one from the South.

If any undead are successfully turned, they will run away and not return. There's plenty of fresh fodder wherever they end up. All NPCs will also not enter buildings, but will concentrate on herding, capturing or killing victims on the street.

A description of the Deathlock (from *Libris Mortis*, pg. 94), Entomber (from *Libris Mortis*, pg. 97), Boneclaw (from *Monster Manual III*, pg. 17), Plague Blight (from *Libris Mortis*, pg. 115) and Slaughter Wight (from *Libris Mortis*, pg. 121) may be found in Appendix 6.

APL 2 (EL 5)

From the North: 3 skeletons, 2 zombies, 1 cleric;

From the South: 2 warriors.

☛ **Skeletons (3):** Medium Undead; hp 8; see Appendix 5.

☛ **Zombies (2):** Medium Undead; hp 20; see Appendix 5.

☛ **Warriors (2):** Human War1; hp 13; see Appendix 5.

☛ **Cleric (1):** Human Clr1; hp 9; see Appendix 5.

APL 4 (EL 7)

From the North: 5 zombies, 1 ghoul, 1 cleric;

From the South: 2 warriors, 2 fighters.

☛ **Zombie (6):** Medium Undead; hp 20; see Appendix 5.

☛ **Ghoul (1):** Medium Undead; hp 17; see Appendix 5.

☛ **Warrior (2):** Human War 1; hp 13; see Appendix 5.

☛ **Fighter (2):** Human Ftr1; hp 12; see Appendix 5.

☛ **Cleric (1):** Human Clr1; hp 9; see Appendix 5.

APL6 (EL 9)

From the North: 2 ghouls, 1 wight, 1 ogre zombie, 2 deathlocks, 1 cleric;

From the South: 4 barbarians.

☛ **Ghoul (2):** Medium Undead; hp 17; see Appendix 5.

☛ **Wight (1):** Medium Undead; hp 34; see Appendix 5.

☛ **Ogre Zombie (1):** Large Undead; hp 71; see Appendix 5.

☛ **Deathlock (2):** Medium Undead; hp 25; see Appendix 5.

☛ **Barbarian (4):** Half-orc Brb1; hp 15; see Appendix 5.

APL 8 (EL 11)

From the North: 2 wights, 2 ogre zombie, 2 deathlocks, 2 entombers;

From the South: 4 barbarians.

☛ **Wight (2):** Medium Undead; hp 34; see Appendix 5.

☛ **Ogre Zombie (2):** Large Undead; hp 71; see Appendix 5.

☛ **Deathlock (2):** Medium Undead; hp 25; see Appendix 5.

☛ **Entomber (2):** Medium Undead; hp 68; see Appendix 5.

☛ **Barbarian (4):** Half-orc Brb2; hp 25; see Appendix 5.

APL 10 (EL 13)

From the North: 3 entombers, 3 boneclaws, 3 plague blights, 1 cleric;

From the South: 5 barbarians.

☛ **Entomber (3):** Medium Undead; hp 68; see Appendix 5.

☛ **Boneclaw (3):** Large Undead; hp 125; see Appendix 5.

☛ **Plague Blight (3):** Medium Undead; hp 57; see Appendix 5.

☛ **Barbarian (5):** half-orc Brb4; hp 45; see Appendix 5.

☛ **Cleric (1):** Human Clr4; hp 31; see Appendix 5.

APL 12 (EL 15)

From the North: 3 entombers, 3 boneclaws, 6 slaughter wights, 1 cleric;

From the South: 5 barbarians.

☛ **Slaughter Wight (6):** Medium Undead; hp 171; see Appendix 5.

☛ **Entomber (3):** Medium Undead; hp 68; see Appendix 5.

☛ **Boneclaw (3):** Large Undead; hp 125; see Appendix 5.

☛ **Barbarian (3):** half-orc Brb4; hp 45; see Appendix 5.

☛ **Cleric (1):** Human Clr4; hp 31; see Appendix 5.

☛ **Fighter (2):** Human Ftr4; hp 36; see Appendix 5.

Encounter Two: A Hero's Reward

As the last of the undead fall, the heavy cloud cover begins to break and the clattering gait of horses can be heard rapidly approaching. A bit late, but the local guards are finally arriving on the scene. One of them, a sergeant by her stripes, dismounts and walks over to you.

"Many thanks for the assistance. We're getting reports of other attacks just like this one, throughout the entire County. I'd love to stay and chat, but we've got to be on the move. There's a report of a village down the road that is still under assault."

She pauses for a moment and then adds, "Consider yourselves all deputized for the duration of this emergency. Any help or information you can provide will be much appreciated. Just head over to the local barracks and ask to speak to the Captain in charge."

Then she remounts and she and her troops head towards the edge of town at a full gallop.

At this point, the characters have some options available. They can follow the sergeant, they can go report to the Captain, they can investigate the attack on their own, or they can attempt to track down where the undead came from.

Following the Sergeant

If they should attempt to follow the sergeant, it will be a long hard ride of an hour, only to find the village appears to be completely abandoned. There are multiple signs of struggle (Search check DC 18), but the village is deserted. A Tracking check (Survival DC 12) shows that there was a lot of traffic entering a nearby cabin, but there are no further clues (the teleport circle closed after the last of the undead attackers passed through it. There are villagers hiding in the fields nearby, but it will take several hours searching to find them. They will report of an attack of undead that carried away the bodies of those they killed and of their own narrow escapes from the attack.

The party will either need to head back to the town they started in to investigate or go to a larger town to find an open teleport circle.

The Captain

If they try reporting to the Captain, they will find that he happens to be a very busy man today with little interest in holding the hands of weak-kneed adventurers. First, they will have to wait a while just to get in to talk to him. Then, while they try to talk with him, there will be constant interruptions as aides and couriers rush into the room with reports of other attacks. Eventually he will explain that he just doesn't have the time and will ask them to leave.

However, outside the Captain's office, one of his aides will take a moment to explain things to the adventurers. It turns out that the Sergeant they spoke with earlier was correct and that there were similar attacks in every town and village throughout the entire County. The coordination of the attacks as well as the way they targeted the urban areas for their high populations seems to hint that something big is happening very soon, and the police forces of the County have been caught completely off guard by the whole thing. Finally, he will reinforce the Sergeant's offer, that any assistance the party can provide will be greatly appreciated.

Taking either of these first two options should eventually lead into the third...

Investigating On Their Own or Tracking Down the Undead

Eventually the adventurers should try to investigate things for themselves. If the players try to track the undead that were carrying the slain townspeople away, they will need to make a Tracking check (Survival check DC 18).

IF none of the party can Track, several of the storekeepers and passersby who managed to avoid the Harvesting will be able to point them in the right direction if the group can make a successful Diplomacy or Gather Information check (DC 20). A failure at this check merely indicates that the individual they're questioning doesn't have the information they need.

Allow the party to go from shop to shop, making new checks each time, until with a successful roll, they find the information they need. For ideas or suggestions on details for possible storekeepers/informants, see Encounter Five.

DM Note: Alternately, if they thought of it during or immediately after the battle, they may be able to follow one of the undead to see where it went as it carried a body away from the fight.

Encounter Three: One Small Step

After some effort, the party should figure out the general location where the undead seemed to appear. They arrive to see...

Up ahead seems to be the undead creatures' destination, a seemingly abandoned stable and carriage house. On second glance, the place seems fairly well kept up. It occurs to you that perhaps earlier today this place may not have been abandoned. There may have been people working here, the first victims of the assault. Now there is no living thing to be seen within a hundred yards of the place.

Inside the stable, in a stall near the back is an active teleport circle. Guarding it is an undead creature, up in the loft watching and waiting to silently drop down and attack. When Malachite first opened the teleport circle, he sent in a vasuthant to clear any immediate opposition. Now it lurks waiting for additional prey.

A description of the Vasuthant from the base creature found in *Monster Manual III*, pg. 182 is included in Appendix 6.

APL 2 (EL 3)

☛ **Vasuthant (1):** Small Undead; hp 21; see Appendix 5.

APL 4 (EL 3)

☛ **Vasuthant (1):** Small Undead; hp 21; see Appendix 5.

APL 6 (EL 5)

☛ **Advanced Vasuthant (1):** Small Undead; hp 42; see Appendix 5.

APL 8 (EL 7)

☛ **Advanced Vasuthant (1):** Medium Undead; hp 69; see Appendix 5.

APL 10 (EL 9)

☛ **Advanced Vasuthant (1):** Medium Undead; hp 116; see Appendix 5.

APL 12 (EL 11)

🔮 **Advanced Vasuthant (1):** Large Undead; hp 145; see Appendix 5.

The teleport circle still appears to be active. The characters will probably be understandably paranoid about stepping through; however, this is where the trail leads. If they report back to the local Captain (or his aide), he will explain that the need to understand where the circle leads to is very great. Hazardous duty pay (a bonus of 50 gp) will be offered them if they will explore the circle. If they choose, they may also cast Augury, Commune, or other divination magics to find out if it's safe on the other side (which it is, relatively speaking).

If the party chooses not to explore the circle to learn more, the module will effectively end.

Encounter Four: Heavy Cloud Cover

If the adventurers step through the teleportation circle, read or paraphrase the following.

A flash of light and you find yourself stepping into a trash-filled alleyway. An obvious trail leads through the refuse to what seems to open onto a street where can be seen occasional passersby, scurrying past. Glancing up it seems like the dark clouds that temporarily covered the sky during the attack in (insert starting town) seem to have converged here. Although it feels like it should be midday, in this place it is almost as dark as night.

Which town the players decided to start in will determine where they have appeared (see Appendix 4). If they chose to start in one of the destination towns, the teleport circle leads to the other side of the same city.

While there are six possible locations that the players may have ended up (Muddich, Caporna, High Mardreth, Jedbridge, Heanor, or Rothberry), they all have certain things in common:

- All are at least large towns or cities.
- All were attacked at the same time as the town the adventurers started in, with multiple groups of attacking undead roving the city streets.
- In each town, many of the citizens are near panic as the unnatural cloud cover only appeared a few days ago and seems to show no signs of breaking.
- Many people are going around armed who would not normally carry a weapon. The city watch is on a high state of alert.
- Even though the undead seem to have vanished, the frayed tempers of the citizenry are causing minor incidents all over town.

With a minor amount of effort, the characters should be able to learn which city they are in and begin checking things out. Below is additional information for the DM to “flesh” out each possible town and provide some idea as to each town's flavor and populace.

Muddich (Naval Base)

This is a port town on the delta of the Artonsamay, squeezed between the river and the Dyvynmere Swamp. The Nyr Dyv is visible from most of the town to the west, and Radigast City up on its butte to the south. Depending on which side of town you're on, the air smells of swamp (North and east), river (south) or lake (west). The port features dry docks and shipyards, and is the Naval Base for the Artonsamay Flotilla, as well as the base for the government Customs House that manages traffic on the Artonsamay. Sailors, officers and bureaucrats are often seen on the streets.

Caporna (Field Barony Seat)

This rather non-descript town is on disputed territory between the Archbaronies of Vinewind and Eastmarch. Both the Emerald Guard and the Lord's Fist are plainly evident as guards and pedestrians on the streets.

High Mardreth (Field Barony Seat)

A port town and naval base, this town huddles on the southern side of a green ridge that juts into the Nyr Dyv, to the west. There is a large warehouse district along the docks. Many sailors and naval officers walk its streets. The Coast Road begins here and rises over the ridge to run north through Ardrin, Bampton, Holbrook and finally to Radigast City.

Jedbridge (Lord Barony Seat)

This is the town of bridges, with one large dark bridge connecting the newer portions of the city with the older. A main branch of the Artonsamay splits the city in two, running beneath the Great Bridge before rejoining the main flow of the river. Several smaller dry riverbeds wind through the city. The merchant district lies at the foot of the Great Bridge in the older city.

Heanor (Archbarony Seat)

This town is the capital of horse country. The gentle grassy hills outside of town are trimmed with neat white fences in checkerboard patterns, and herds of horses roam the countryside. The populace is generally well-to-do, and the town is quiet and genteel.

Rothberry (Lord Barony Seat)

This town is nestled against the Glangirn Hills (aka The Blue Mounds) that lie to the north and west. Throughout town are signboards for public notices that are decorated with the words "Home of Irongate Brewery and Rothberry Black," though the brewery is actually located about a mile east of the town at the crossroads village. Barrelhouse ales are not served at any establishment

within the town limits. There are a fair number of Dwarves among the populace.

Encounter Five: Random Investigations

The characters will likely want to begin searching for clues, but the trail quickly leads nowhere. Despite the gloomy weather, the undead seem to have vanished into thin air leaving little or no trace behind. Allow the adventurers to explore the town a bit and put their Gather Information skills to use. It is possible that they may have played in other adventures in this city previously and will be familiar with the town layout. This is a roleplaying opportunity, allowing them to talk to various shopkeepers and people on the street and find out some general information.

What follows are a list of possible NPCs the party might encounter and talk to, followed by some informational stories that may or may not relate to the current situation. Have any players who wish make a Gather Information check, do so unassisted (DC 16). For each check that is successful, roll for the type of NPC they encounter (d20), and which story/rumor that NPC knows (d12). It is intended that different parties of adventurers find different combinations of encounters, since they are occurring all over the County.

For example:

Using your investigative skills, you eventually find (d20=3) a butcher who claims to know something about (d12=7) the strange weather that's happening lately...

Important DM Note: Don't allow the players to spend more than forty minutes to an hour pursuing these, perhaps investigating 2 to 3 rumors. If necessary, push them by stating the hour is getting late and perhaps they should continue their investigations in the morning by proceeding to Encounter Six.

If you have time to prep the module, you may wish to pre-generate a few of these encounters with some of the stories in order to be able to make each random encounter flow a little smoother. None of these encounters should lead into a combat situation; they are only for roleplaying purposes. Since the informants are just average people on the street, feel free to name them as you please, should the players ask for names. Attempt to give each one their own personality so that they are memorable to the players and not just paper cutouts.

Finally: While the characters are exploring the town, at some point (undefined) they will come to the attention of the ones who instigated the original attacks. This leads to Encounter Six later that night.

Possible NPCs to Encounter (d20)

1. A young widow
2. An officer of the City Watch

3. A butcher
4. A drunken dwarf
5. A local farmer
6. A ten year old boy
7. A local cleric
8. A blacksmith
9. An out of work bard/poet
10. A halfling tailor
11. A teamster from Nyrond
12. A bartender
13. A old sailor
14. A soldier of the County
15. A wizard's apprentice
16. A man who seems lost
17. A stable boy
18. A frightened man hiding in an alleyway
19. A pickpocket
20. A Rhenee bargeman

Some Stories and Rumors (d12)

1. ... who knows where another "devil gate," like the ones that were open during the civil war, has recently opened up beneath the city.

(The true situation is that there is someone local that the NPC dislikes. He or she will lie, saying that she saw devilish creatures crawling out of the basement windows of that person's home or business. The characters should have some difficulty in accessing the location, but after some effort, they won't find any evidence to back up the NPC's story.)

2. ... who read a story once that a person could always tell what's happening in the city if you gaze down upon the town from the rooftop of a certain building. The building belongs to a wealthy merchant, but he refuses to allow anyone to climb up to his roof. He must be in league with the undead!

(The true situation is that the merchant has fallen on bad times and his roof is in poor repair. He doesn't want anyone to go up there for fear that they may fall through his ceiling. Nevertheless, wanting to keep up appearances, he will tell characters almost anything other than the truth to try to keep them away.)

3. ... who knows someone who was helping the undead in their attacks on the city today

(This is true. It was a human barbarian from the North who foolishly accepted "temporary" employment by Malachite. The barbarian was slain during the attack and his body burned by the local guard. But it should take a fair amount of time to check out the four or five taverns that he used to frequent and his old room at a local inn, only to learn that no one has seen him for about five weeks prior to the attack.)

4. ... who saw the undead taking some of their victims' bodies from the recent attack to a local slaughterhouse.

(This is true. The undead were using the location as a temporary processing point. Eight bodies were converted into zombies and were sent back into the city to create more of an atmosphere of fear. Obviously former citizens and easily recognizable, the zombies created quite a disturbance until they ran into a patrol of guardsmen led by a lieutenant who didn't care who they used to be. He ordered his squad to cut them to pieces and then sent the bodies to a local temple to be cleansed. It should take the party a while to investigate the slaughterhouse, find where the zombies went, interview the lieutenant and visit the temple, before this line of investigation finally peters out.)

5. ... who has seen dark elves down in the poorer sections of town!

(The true situation is that thieves from the local thieves' guild were spotted a week ago by the NPC as they were going about their business – thieving. They were wearing masks and staying close to the shadows. The NPC was mistaken in identifying them as drow. If the characters investigate, they will not find any other rumors to back up the initial report.)

6. ... who has heard that the great heroes from the Civil War – Generals Thimblebrotten and Hufflemort of the County's 1st Long Range Scouting Brigade, have been spotted within the city! *"Surely if anything's going on, Thimblebrotten and Hufflemort will know what's what!"*

(Thimble and Huffle are a notorious pair of miscreants that have been singing their own praises as the greatest spies in the County for over a year now. A halfling and a gnome, there is a reward of 300gp posted for information on their current whereabouts. Ever since they deserted their initial post during the civil war, minor officials of the County would very much like to pin down their location. Since the general populace commonly acknowledges them as folk heroes, the County is trying to be discreet about the whole affair. The two of them were definitely spotted in the city sometime within the past month but currently are on the road headed to Dyvers – investigating rumors of an ale festival. Of course, it should take the party a while to figure that they are no longer around.)

7. ... who knows something about the strange weather in these parts lately. A herald was going around trying to hire local wizards who were skilled in magical weather control about three months ago.

(This is true. But the herald was only successful in finding a couple of wizards and when he introduced them to his employer, he learned that he himself was working for an undead necromancer. He has been hiding

in fear ever since. It should take a while, but if the party can track him down, he will give them the names of a couple of wizards he knew and tell a frightening story of taking them to a nearby graveyard to meet a black robed man with a skull-like face.)

8. ... whose mother's brother's wife's cousin's third uncle has been predicting an attack, just like the one today, for over a month now

(This is true. However, the uncle seems to have disappeared over the last few days. To find him the party will need to visit – in turn – the mother, the brother, the wife, and the cousin in order to find that the uncle is hiding out in an old shack just north of the city. If they investigate, the uncle will be found dead, with his throat cut. The shack is empty, but the uncle's diary is hidden underneath an old mattress (Search check, DC 13). It appears the book was recently dropped into water, as most of the words are completely washed away. The only words that can eventually be made out from the last page (Decipher Script, DC 10) are *"Undead," "Lich-Malachite," "Charn"* and the date of the attack.

9. ... who knows where a spy for the undead lives **She's a cleric of Kyuss! Two nights ago, the NPC saw some red lights emerging from a window late at night. As the NPC crept closer, they heard unearthly sounds coming from the window and when they peeked in, they saw the woman performing some sort of ritual in front of an altar with a skull on it.**

(While technically accurate, the woman is actually a priestess of Nerull. She will radiate evil if detected for, but she is innocent of any wrongdoing from the current situation. If the party makes a nuisance of themselves, she will call for the City Guard to protect her from them. This should not go into a combat situation as the priestess is unarmed, has no spells memorized today and will always try to run away (cler, 9 hp). If the party is persistent enough and manages to expose the altar in the priestess' home to the public, the city guard will "politely" ask her to leave the city, watch her pack, and escort her out. This will leave the group no closer to finding anything out about the undead attacks.)

10. ... who doesn't know anything about the undead attacks **But would the group be interested in a treasure map? The NPC got the map from an uncle, who won it in a game of chance. If the party is willing to split the treasure fifty-fifty, the NPC will let them in on it.**

(Unfortunately, the treasure map is a copy of one that was unearthed four years ago. It should lead the party on a merry goose chase from one end of the city to the other. If the characters should tell anyone that they are investigating a treasure map, that person will smile, nod, and point them on to the next location. Following the map became something of a craze a while ago back and it's considered a good day's entertainment. At the end of

the hunt, the *adventurers* will find a bard playing a guitar softly nearby who can explain the reality of their “treasure map” to them.)

- 11. ... who knows an old story. It seems there was once a group of *adventurers*, the Charn heroes, who traveled the land fighting evil wherever they found it. Wearing their magical armor, they were said to be invincible. Once they came across an immense dragon that had laid siege to a castle up near the Artonsamay ...**

(What should follow should be a tall tale of adventure and heroics, detailing a band of heroes who were alive in the County several centuries ago. The story should last at least ten minutes and there should be lots of detail about unimportant details; “blow-by-blow” accounts of battles, descriptions of monster lairs, tales of lost loves and love triangles, explaining the ecologies of monsters and their origins, etc.

Suggestion to the DM: be a bard! Put your feet up, lean back and really get into the tall tale telling. Since the players have no way to verify any of the information, spin them a credible story with names and places, but pull all of the details out of your imagination.)

- 12. ... who knows of an old hermit living outside of town. Supposedly, the hermit was once a necromancer before he found religion. Now he lives quietly with only a couple of birds as his companions.**

(The hermit lives south of the city and really was a necromancer once, but he's become rather fearful, ever since a necromantic experiment he tried once went really, really, bad. As such, his initial response is going to be to try to avoid any visitors. If the party insists on talking to him (and can keep him from fleeing in terror), he can eventually be persuaded to give them details on the undead that he once had direct contact with (Diplomacy or Intimidate check, DC 17). Use the Monster Manual (I) and give the players answers to any questions they might have on Skeletons, Shadows, Wights, or Spectres. These are the only undead the hermit knows anything about.

Encounter Six: A Second Job Offer

With the setting sun comes the realization that perhaps it might be time to find an inn or other place to rest and recuperate. A large city like this has many inns for weary travelers and perhaps it will not be difficult to find one that suits your needs.

Allow the characters to roleplay selecting an inn to stay the night in and get some food. As many rooms as they decide to rent will be available at whatever inn they decide upon. While they are sitting around the table

eating, a man approaches them and asks if he can join them.

When acting out the part of the man, you the DM should smile, nervously fidget, twitch occasionally and sporadically look at things around the room that aren't there. The man is just a bit crazy, and this should come across through the characters' interaction with him.

You see a man approach your table. His overcoat appears to have once been made of rich satins and velvet, yet now it is ruined, spotted with stains and is now of little value. His pants are of a rough fabric and below the knees appear by the scent and the stains that he has recently been wading through some unpleasant substance, perhaps the local sewers? He stops and smiles at you, his yellowed teeth showing gaps where some have been knocked out at some point earlier.

Adjust the number of adventurers in the paragraph below as appropriate, such as “Five of you, but never more than six.”

In a weaseling voice, he says “Warriors and wizards, priests and rogues, all sitting together at a table having a conversation. And yes! Six of you, never more than six of you. By this, I must think you are adventurers, yes? Brave mercenaries willing to kill anything that looks at you cross-eyed just so that you can loot its corpse and thus become wealthy yourselves, yes? Since you're just sitting here, I must infer that you're for hire, that I can offer you practically any mission paying effectively nothing except the opportunity to loot and you'll willingly jump at the chance, yes? All in the name of adventure and experience, yes? You see, I know about “adventurers.” I've employed your type many, many times in the past!”

Allow the players to respond (likely negatively to this, although some may acknowledge some of the accuracy of it all).

“My apologies! My apologies! How thoughtless of me to so spoil our new friendship. Allow me to start fresh. You see I have heard recent reports of your heroism recently and I would like to hire you for a rather special mission. I represent an individual who is seeking political power here in the County, yes? For personal reasons he would like to remain anonymous at this time. But perhaps if you are interested in the job, once you are fully employed by him, a meeting might be arranged, yes?”

Allow the characters to react, perhaps asking details of the job offer.

“Details? Of course, you will need the details of the job, yes? Well, I don't have them. No, no details tonight. Or not yet anyway. Not until the morning. My employer, a man of great mystery, yes? He says to me, “Go! Go and find them! Where are they staying?”

Don't let them get away" and so I ran, RAN as fast as I could so that I could learn where you were staying in order to make you this fine offer. My employer, you never want to disappoint him, yes?" And he smiles at you again (which is a bit disconcerting).

The man is an agent of Malachite, a powerful lich necromancer and the Big Bad Evil Guy (BBEG) in the County lately. Malachite is the one who coordinated the attacks all across the County, in order to spread a campaign of fear and to harvest fresh bodies for him to use to make new undead monstrosities. Word reached him of the adventurers' involvement in Encounter One as well as their subsequent investigations earlier today (Encounter Five). Adventurers ignored tend to mess up any well-planned attack and heroes with class levels make excellent recruits into his undead army anyway. He has sent his agent here to learn which inn they will be staying at so that he will be able to send a "recruiter" to "speak" with them later this evening.

It only takes a Sense Motive check of (DC 14) reveal that this poor fellow is not completely right in the head. He does seem to be telling the truth, as he knows it.

If the topic of money comes up, he will offer the characters eventual payments of (100xAPL) in gold each (although he is confident he will never need to pay this amount).

Eventually the man will depart, wishing the adventurers pleasant dreams and full disclosure of "the mission" over breakfast tomorrow.

Encounter Seven: Darkness Strikes!

Allow the characters to make whatever plans they wish at this point. They have been found and there are undead spies watching all sides of the inn at this point (shadows and the like). Even if they try to move to another inn, it will take a Spot check (DC 30) to realize that they are being followed by numerous shadows floating in the overcast nighttime sky. The only way to avoid this encounter is to use some sort of displacement magic (Dimension Door, Teleport, etc.) to get away to a safe spot unseen.

DM Note: Do not ask the players for guard watches while they are sleeping at the inn. Allow them to be as paranoid or not as they choose to be without prompting them.

During the night, Malachite will send an undead creature to attack the inn. Entering the building around 3 AM, it first attacks the innkeeper (and his wife at APL 10), turning them into undead spawn (depending on type). Characters on guard watch may hear this attack (Listen check DC 14). If no one is on watch, the difficulty increases to DC 24. If anyone is successful, the sound should be described as "something suspicious, coming

from just down the hall or downstairs." Note: The innkeeper is not turned into undead at APL 2.

Map 3 (Appendix 2) illustrates the inn where the adventurers are staying. The innkeeper's room and the common area are downstairs; the heroes' rooms are upstairs.

If no one hears the initial attack, the undead will learn from its new recruit(s) which rooms the adventurers are staying in. It will then enter the closest room first, intending to coup-de-grace all within. Allow the players another Listen check (DC 14) to hear it enter their room with its one or more new converts. If the characters still haven't heard the monsters, anyone in the same room will get a final Listen check (DC 12) when the two or more undead attack one of the group (chosen randomly). A character attacked, but not immediately slain by the coup-de-grace attacks will immediately awaken.

A description of the Spawn of Kyuss (from *Monster Manual II*, pg 186), Bleakborn (from *Libris Mortis*, pg 86), and Slaughter Wight (from *Libris Mortis*, pg. 121) appears in Appendix 6

APL 2 (EL 4)

☛ **Weakened Shadow (1)**; CR 4; Medium Undead; hp 25; see Appendix 5.

APL 4 (EL 4)

☛ **Wight (2)**; CR 4; Medium Undead; hp 34; see Appendix 5.

APL 6 (EL 6)

☛ **Spawn of Kyuss (2)**; CR 6; Medium Undead; hp 37; see Appendix 5.

APL 8 (EL 10)

☛ **Bleakborn (2)**; CR 8; Medium Undead; hp 68; see Appendix 5.

APL 10 (EL 12)

☛ **Slaughter Wights (3)**; CR 10; Medium Undead; hp 171; see Appendix 5.

APL 12 (EL 14)

☛ **Dread Wraiths (2)**; CR 12; Large Undead; hp 136; see Appendix 5.

Encounter Eight: A Bit of Skull Duggery

Downstairs in the common room of the inn, staying close to the door is Malachite's agent, who offered the adventurers the job. He is awaiting word from the creature sent to recruit the characters by turning them into undead. If the characters come downstairs, have

them make a Spot check (DC 14) to notice the fellow they met earlier, standing in the shadows. Whether they see him or not, if they do not have the appearance of undead, he will make a break for the doorway (automatic Spot check success), trying to escape.

When he runs, he will seem to panic, trying to enter one locked building or home after another as he moves frantically down the street. If the adventurers chase him, they should be able to eventually close the distance and eventually get close enough to attack him. He will not attack them back and will (seemingly) fall unconscious after a single attack.

All APLs

☛ **Malachite's agent:** AC 13 (Dex); hp 38

This agent is the only true lead the party has at this point, so they should be able to apprehend him if they try. If the party searches him, he has nothing of value on him. A Search check (DC 18) will reveal some strange tattoos on his chest, beneath his clothing and a rough wound along his abdomen, (Heal check DC 16 to notice it's freshly healed by magical curing). Give the players Player Handout 1 if they have access to Comprehend Languages or Tongues, or Player Handout 2 if they don't.

A Search check of DC30 will reveal he has a hidden tooth capsule. If the PC is successful in discovering the tooth, the agent will fight furiously to be able to use it, biting the searcher's hand if necessary. (Have the characters make a Listen check (DC 28) to hear a single crunching sound as he bites into a hidden poison tooth.)

Then after a moment, he slumps in his chair or falls to the ground, dead. Proceed to Encounter Ten.

If they slay him out of hand, go directly to Encounter Ten. If they take him alive and attempt to question him, proceed to Encounter Nine.

Encounter Nine: The Mole

It is doubtful that the adventurers will choose to interrogate a prisoner on a public street (then again you never know with players). They may take him back to the inn or to the local militia. Whether they do it themselves in an alleyway or with the City Watch looking on at a barracks, they will eventually awaken their prisoner intending to get some answers.

Eyes snapping open, the man looks all around him angrily with the light of madness in his eyes. "My lord, Lord Malachite will learn of what you've done to me. The kind lord, the most puissant lord, a most mighty hero, yes? My lord will grant me immortality in the moment of my death. You cannot touch me, for he is all-powerful. You are fools to serve the Contessa. Her downfall is fast approaching."

Then he pauses, and the tension goes out of his frame. He looks at you directly, smiles, and says softly

"He has eyes everywhere. Shadows within the shadows. Nothing will happen here that he will not find out within this very hour."

At this, the man will glance significantly towards the windows if they are in a building or to all sides and up if they are on the streets or in an alleyway. Characters attempting to Detect Evil or Detect Undead will sense several of either flying close by enough to overhear the conversation, but none of the undead will stay long enough to be clearly located or attacked.

The agent will pause long enough for the adventurers to make this discovery. Then after a minute, he will continue.

"Near to this place, hidden below the ground lies an item of unspeakable power, yes? The servants of my lord are strong there. Stronger than you and much more numerous. Were you to attack him there alone, your eternal service to him would be assured." At this, he laughs, with a high-pitched hysterical laughter.

"Hear the words of my flesh! The time of doom is nearer than you think. Failure is as betrayal to Lord Malachite. We must keep up appearances, yes? It's time to report to a higher authority!"

With these words, a look of intense determination crosses his face as he clenches his jaw.

(Have the characters make a Listen check (DC 28) to hear a single crunching sound as he bites into a hidden poison tooth.)

Then after a moment, he slumps in his chair or falls to the ground, dead.

Encounter Ten: I'm Ba-ack!

Give the party a moment to ascertain that he is in fact dead (either by their hand or by poison) and a couple of rounds to act.

Suddenly the dead man's head snaps up. His eyes glow a virulent red and he springs to his feet, snapping his bonds.

All APLs

☛ **Enhanced Zombie:** CR 2; Medium Undead; hp 42; see Appendix 5.

DM Note: At APL 2, the undead creature remains confined as he was at the moment of his death, easily dispatched, effectively EL 0). Otherwise, a brief fight will ensue.

The agent is a victim of an *animate dead* cast upon him by a nearby undead wizard (via a Spectral Hand moving intangibly through the ground). Malachite has promised some of his followers *contingency* spells to bring them eternal life if they succeed or eternal

punishment if they fail. Believing that the agent has failed in his mission anyway, now Malachite is using his “final fate” as an object lesson for his other minions. The adventurers are incidental to Malachite’s intent and will actually serve his purposes if they “kill” the zombie.

DM Note: If a cleric uses his/her turn ability and succeeds in destroying the zombie, it will instead fall down, lifeless.

Encounter Eleven: The Gates of Night

What happens next will lead to various ways of concluding the module. Inside of the twice-dead agent, in a small, enclosed tube is several notes of critical import to the safety of the County. Similarly, the code tattooed on his chest is a clue that there may be more to this dead body than is immediately apparent.

- If the party searches the corpse, it will take a Search or Heal check (DC 28) to notice that there appears to be something beneath the abdominal scar.
- If they give the body of the undead to the authorities, the city government will burn the corpse and the tube will be found afterwards.
- If they reported the strange tattoos to the authorities earlier, a special investigator will arrive shortly thereafter who will read them, pull out a knife, and immediately remove the tube from the body.

The notes are Player Handout 4 (Agent A through G). They detail an ongoing investigation by a deep cover agent of the Underley Network into the current activities of the lich, Malachite. They mention several of Malachite’s current plans (locating artifacts under dig sites called The Gates of Night, infecting the County with a plague, etc) and request that the finder of these notes turn them immediately over to officials within the County’s government. As a final note, there is a request that the body of the agent also be turned over to the government, intact if possible.

There are several different versions of this handout, disclosing slightly different information. This is because each of the six agents has learned of a different part of the overall plot. Which handout the DM hands out depends on where the players ended up.

- High Mardreth - Agent A
- Rothberry - Agent B
- Muddich - Agent C
- Jedbridge - Agent D
- Caporna - Agent E
- Heanor - Agent F

The note from Agent G is used when this module is played after the interactive at Tacticon 2005.

Conclusion (or Where Do I Sign Up?)

What happens next depends on the players, their actions to this point and what they may or may not intend to do next. They should be given the opportunity to discuss their next plan of action. Base on their decision, use the conclusion most appropriate.

- If the party did not find the information capsule:

The strange occurrences of the last 24 hours have left you with a feeling of incompleteness and foreboding doom, but you're not sure where to go next. Fortunately, later that day, another opportunity appears on your horizon. Officials of the County government approach you with a possible mission. It seems that a certain sergeant from a local town recommended you as having potential. Therefore, when the County learned from other adventurers all across the County that an upcoming attack by the undead forces of the Lich Malachite was in the making, it was suggested that perhaps you could lend a hand. The problem is that the undead attack will be County-wide and will be happening very soon. A pre-emptive strike is being planned for sometime in the next day or two. Will you be willing to lend a hand?

- If the party didn’t turn the information capsule over to the proper authorities, and don’t intend to follow up:

The man you killed was apparently some sort of double agent, working for both the lich Malachite and for some other organization within the County. The trail seems to have vanished completely at this point. Later that day, another opportunity appears on your horizon. Officials of the County government approach you with a possible mission. It seems that a certain sergeant from a local town recommended you as having potential. Therefore, when the County learned from other adventurers all across the County that an upcoming attack by the undead forces of the Lich Malachite was in the making, it was suggested that perhaps you could lend a hand. The problem is that the undead attack will be Countywide and will be happening very soon. A pre-emptive strike is being planned for sometime in the next day or two. Will you be willing to lend a hand?

- If the party didn’t turn the information capsule over to the proper authorities but intend to follow up themselves:

Yet another curious clue and a possible lead, but there is a strange sense of time quickly running out. Later that day, officials of the County government approach you, apparently willing to pay you for the job you have already been working on. They say that a certain sergeant from a local town recommended you as having potential. Therefore, when the County learned from other adventurers all across the County that an upcoming attack by the undead forces of the Lich Malachite was in the making, it was suggested that perhaps you would be willing to lend a hand. The problem is that the undead attack will be Countywide and will be happening very soon. A pre-emptive strike is being planned for sometime in the next day or two. Will you be willing to lend a hand?

- If the party turns the information they have acquired over to the authorities:

It takes you a while, but you are eventually brought to see a senior government official within the County. After he examines the evidence you found, he exclaims, "Seven swans a sinking! This is serious stuff and way over my head. I've got to send a message to the Capitol at once!"

A short time later, he returns to where you've been patiently waiting. "Thank you for this information. Would you be interested in knowing that over the last couple of days we've received other reports of similar stature from all over the County? It has been determined that the best course of action will be an immediate attack on all of this Malachite character's forces, wherever they can be found. I told them that you were willing and eager to assist the forces of the County in this. I trust I wasn't wrong in my estimation of you?"

(Pause to give the players a chance to respond)

"Excellent! And because you were able to bring this information to our attention so rapidly, I've been authorized to present you with a special reward to commemorate your fine service to the County of Urnst!"

DM Note: It is only with this final possible result, informing the government of the threat, that the Banner of Urnst becomes available on the AR.

Whether they express a willingness to help or not, the module ends. From here, the module ties directly into the Tacticon 2005 interactive, which will determine the fate of the Charn Armor once and for all.

If players question the cliffhanger-like incompleteness of it all, ask them if they are signed up for the Saturday interactive. That is the next chapter of this unfolding tale.

After Tacticon, perhaps this adventure will lead directly into a later County of Urnst mini module or special mission (to be developed later).

Note on Player Handout 4: Two of the handouts reference pieces of the armor that have not yet been developed (the Master's Pike and the Wraithkeep Girdle). These are (false) rumors of pieces that will not be found this year, but may turn up at some point in the future. However, Malachite is acting as if he believes in them and therefore the forces of the County must respond to them as well.

Experience Point Summary

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

Encounter One

Defeating the initial attack.

APL2 180 xp; APL4 240 xp; APL6 300 xp;

APL8 360 xp; APL10 420 xp; APL12 480 xp;

Encounter Three

Defeating the Vasuthant.

APL2 60 xp; APL4 60 xp; APL6 120 xp;

APL8 180 xp; APL10 240 xp; APL12 300 xp;

Encounter Seven

Defeating the undead assassin.

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp; APL10 360 xp; APL12 420 xp;

Encounter Ten

Defeating the zombie.

APL4 – APL12 60 xp;

Discretionary roleplaying award

APL2 90 xp; APL4 135 xp; APL6 180 xp;

APL8 225 xp; APL10 270 xp; APL12 315 xp;

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;

APL8 1125 xp; APL10 1350 xp; APL12 1575 xp;

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Encounter One, Gathering Thunder

APL 2: L: 250 gp; C: gp; M: 0 gp

APL 4: L: 450 gp; C: gp; M: 0 gp

APL 6: L: 650 gp; C: gp; M: 0 gp

APL 8: L: 1100 gp; C: gp; M: 0 gp

APL 10: L: 1950 gp; C: gp; M: 0 gp

APL 12: L: 2850 gp; C: gp; M: 0 gp

Encounter Three, One Small Step

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

APL 4: L: 0 gp; C: 50 gp; M: 0 gp

APL 6: L: 0 gp; C: 50 gp; M: 0 gp

APL 8: L: 0 gp; C: 50 gp; M: 0 gp

APL 10: L: 0 gp; C: 50 gp; M: 0 gp

APL 12: L: 0 gp; C: 50 gp; M: 0 gp

Conclusion (or Where Do I Sign Up?)

APL 2: L: 0 gp; C: 100 gp; M: 0 gp

APL 4: L: 0 gp; C: 100 gp; M: 0 gp

APL 6: L: 0 gp; C: 100 gp; M: 0 gp

APL 8: L: 0 gp; C: 100 gp; M: 0 gp

APL 10: L: 0 gp; C: 100 gp; M: 0 gp

APL 12: L: 0 gp; C: 100 gp; M: 0 gp

Total Possible Treasure

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

APL 8: 1250 gp

APL 10: 2100 gp

APL 12: 3000 gp

DM Note: There is no gold over cap for special uses or NPC spellcasting in this adventure.

Special

 **Banner of Urnst:** If the party revealed the information that they learned to the government of the County, whether to an official, to the guards or whomever, the County will make available to them the Banner of Urnst, a Charn Relic, to assist them in the coming assault on the lich, Malachite. (If these conditions were not met, cross off this access.)

 **Banner of Urnst (Charn Relic):** A gold castle emblazons the center of this gold-fringed dark green banner. The banner, which requires one free hand at all times to wield, grants all allies within 60' of the wielder a +1 luck bonus to all saving throws while in the County of Urnst. (Moderate Abjuration; CL 6th; Craft Wondrous Item; *Resurgence*, *Shield of Faith*, *Shield Other*; Must have Protection Domain; Must have been born in County of Urnst; Price 3,302 gp.)

 **Favor of the Powers That Be:** The ruling entity of the town in which the adventurers uncovered Malachite's agent (a double-agent of the County) appreciates their timely assistance and grants them access to the *bane (undead)* enhancement for any single +1 weapon. (Cross this favor off when used.)

In addition, the PC named on this Adventure Record receives a +2 circumstance bonus to all Charisma-based skill checks when dealing with the populace, military,

nobility and bureaucrats, and a writ for free accommodations (standard lifestyle) in the Barony of the city named for one year from the date on this Adventure Record. (Check on city only, and cross of the rest.) Date:

[] **Muddich (Any Naval Base):** Admiral Jebidiah Underley

[] **Caporna (Field Barony of Caporna):** Baron Jenru Torquann

[] **High Mardreth (Field Barony of High Mardreth):** Baron Anasil Underley

[] **Jedbridge (Lord Barony of Jedbridge):** Lord Mayor Hartl Duncombe

[] **Heanor (Archbarony of Auberfranz):** Archbaron Roulart Dane

[] **Rothberry (Lord Barony of Rothberry):** Baron Arnacon Duncombe

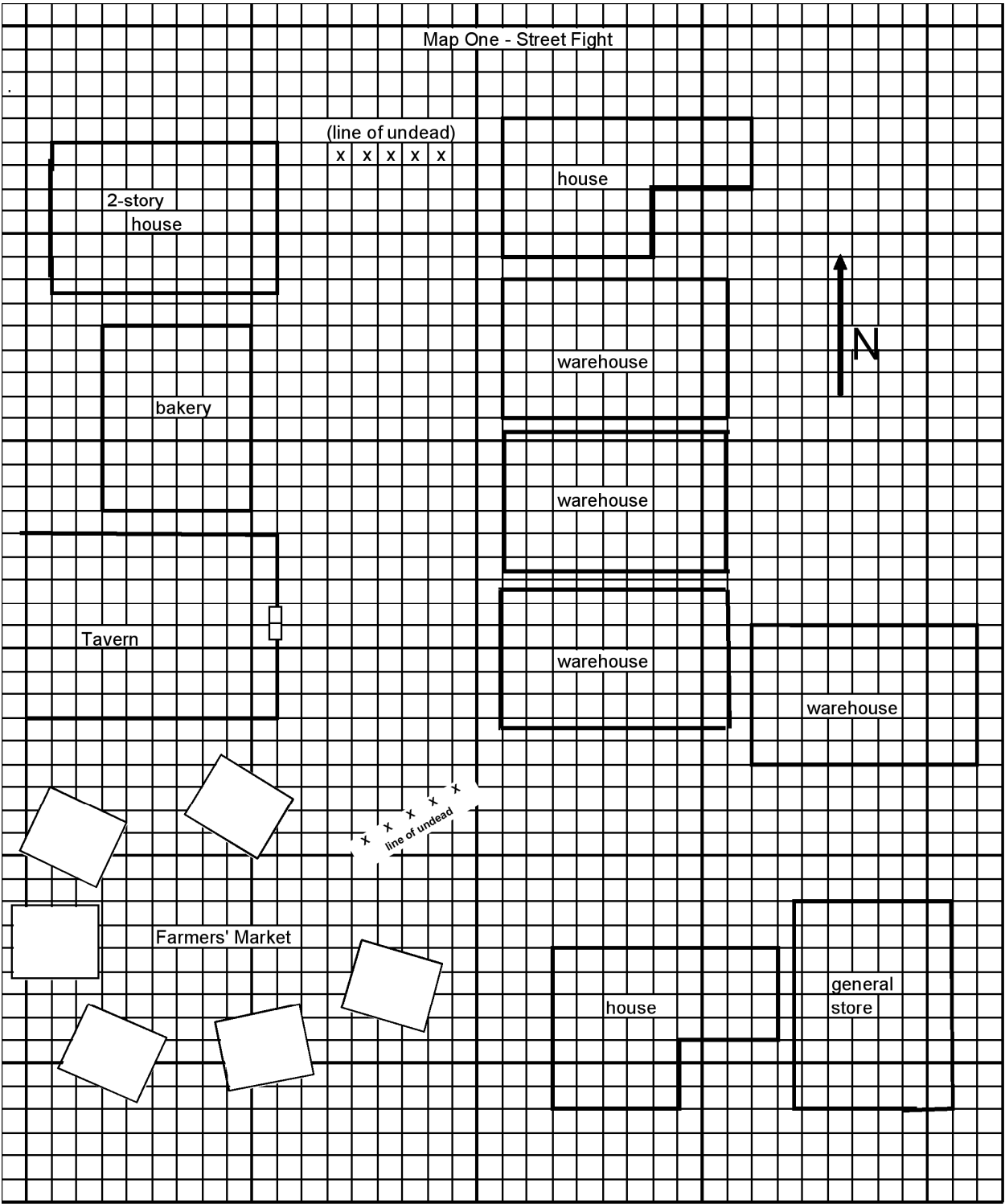
Items for the Adventure Record

All APLs:

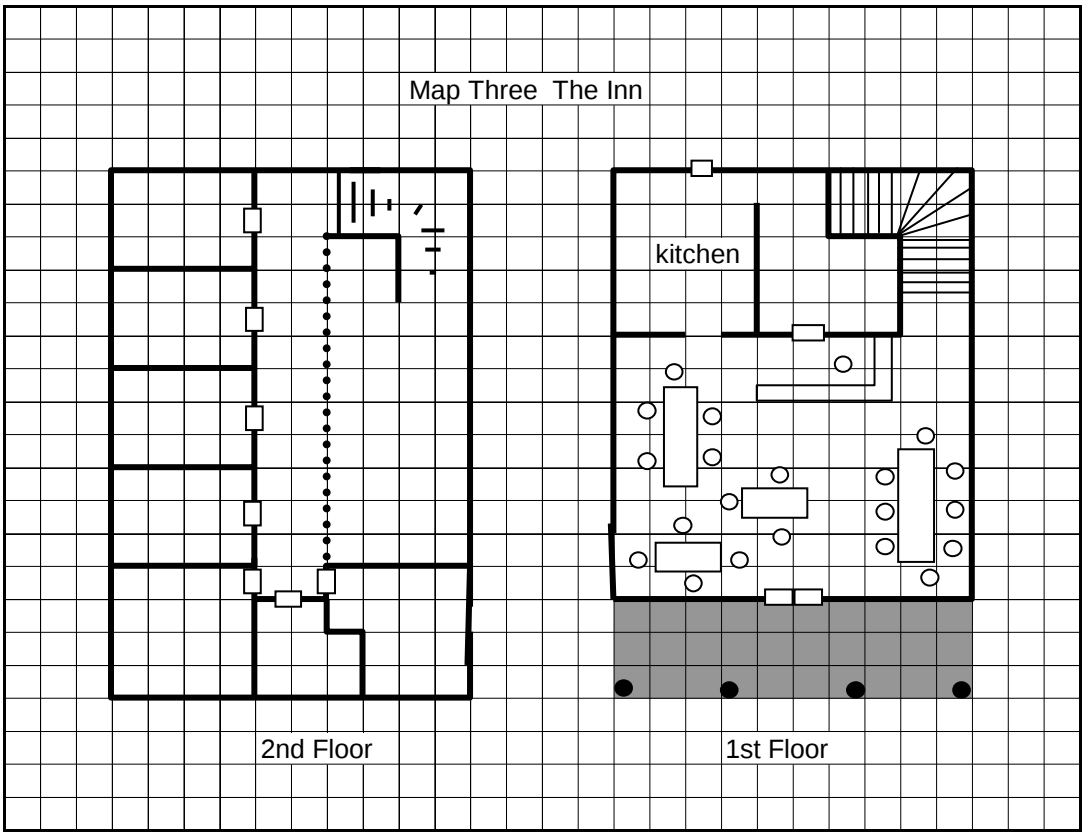
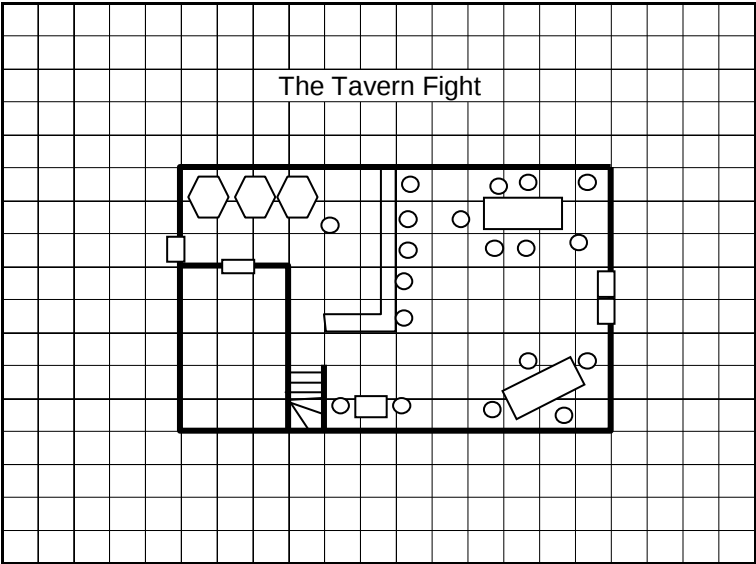
(cross off if conditions noted above were not met)

- Banner of Urnst (Adventure; 3,302 gp; See Above)

Appendix 1: Street Fight



Appendix 2: The Tavern Fight



Appendix 3:

NPC Name Matrix (or a Cast of Thousands)

<u>Town</u>	<u>Sergeant</u>	<u>Captain</u>	<u>The Aide</u>	<u>Malachite's Man</u>
Applebee	Candis	Argon	Jorge	
Ardrin	Narie	Delos	Connik	
Arton	Fionay	Mortan	Drank	
Bampton	Zella	Rasters	Willem	
Blianc	Stendi	Conor	Roz	
Brookhollow	Ami	Lizter	Tenn	
Brotton	Ree-ann	Reis	Levens	
Caporna	Areethra	Baris	Wilfred	Bennilo
Charn	Tess	Fender	Davros	
Citadel	Lissica	Zel	Bahb	
Count's Markham	Fay	Ricars	Milo	
Didieln	Erisel	Noonken	Flass	
Dominion	Margeri	Harkers	Gonzo	
Dossselford	(see New Dossselford)			
Dryburgh	Undine	The Sheriff	Rel	
Esselgard	Willow	Vizzier	Ellikin	
Geralenn	Petal	Pallans	Sami	
Hardwyn	Jeena	Bellicos	Mule	
Heanor	Nella	Anders	Chaddrey	Zundick
High Mardreth	Silendel	Rothelbert	Tershi	Harshic
Hillguard	Hazel	Rorrs	Bazil	
Holbrook	Baneris	Tor	Nikeli	
Jedbridge	Filanci	Torrel	Morrey	Mawlo
Jorvive the Shield	Darci	Jundin	Rook	
Mennan	Serine	Wash	Raven	
Muddich	Lanna	Fullerin	Hatt	Gorbin
New Dossselford	Gretah	Merco	Belinda	
Nesserport	Hestra	Quel	Seneg	
Pikemaster	Linora	Pollio	Kando	
Plainvale	Salli	Grundor	Blenn	
Radigast City	Reanna	Rian Gellor	Denis	
Rothberry	Marney	Garbonc	Phargo	Razorel
Rowyna	Vecca	Zanno	Tonney	
Sharod's Gate	Allanna	Dell	Vayar	
Starkwall	Narin	Hunter	Lin	
Stone Battle	Kandiss	Yar	Munik	
Trigol	Innua	Frikken	Beeker	
Zimm	Sunni	Bollix	Mihler	

For example, if the party decides to start in Holbrook, the Sergeant from Encounter Two will be Sergeant Baneris, the Captain will be Captain Tor, and his assistant will be Nikeli. Referring to the listing of towns in Appendix 4, Holbrook leads into Muddich. Once the party reaches Muddich, the agent of Malachite who will approach them will be Gorbin.

Appendix 4: Destination Cities

Muddich	Heanor	Caporna	Rothberry	Jedbridge	High Mardreth
Arton	Bampton	Blianc	Applebee	Citadel	Ardrinn
Brookhollow	Brotton	Caporna	Counts Markhm	Pikemaster	Geralenn
Didieln	Heanor	Charn	Dryburgh	Plainvale	High Mardreth
Dominion	Hillguard	Esselgard	New Dossselford	Starkwall	Nesserport
Hardwyn	Mennan	Jorvive the Shield	Rothberry		Stone Battle
Holbrook	Trigol	Rowyna			
Muddich	Zimm	Sharod's Gate			
Radigast City					

If the party started in:	(size)	They end up in:	If the party started in:	(size)	They end up in:
Applebee	Hamlet	Rothberry	High Mardreth	Small City	High Mardreth
Ardrin	Hamlet	High Mardreth	Hillguard	Large Town	Heanor
Arton	Hamlet	Muddich	Holbrook	Large Town	Muddich
Bampton	Small City	Heanor	Jedbridge	Small Town	Jedbridge
Blianc	Large Town	Caporna	Jorvive the Shield	Large Town	Caporna
Brookhollow	Hamlet	Muddich	Mennan	Hamlet	Heanor
Brotton	Metropolis	Heanor	Muddich	Small City	Muddich
Caporna	Small City	Caporna	Nesserport (Aggie's Folly)	Hamlet	High Mardreth
Charn	Large Town	Caporna	New Dossselford	Large Town	Rothberry
Citadel	Small Town	Jedbridge	Pikemaster	Small City	Jedbridge
Count's Markham	Small City	Caporna	Plainvale	Village	Jedbridge
Didieln	Small City	Muddich	Radigast City	Metropolis	Muddich
Dominion	Large Town	Muddich	Rothberry	Large Town	Rothberry
Dossselford	(see New Dossselford)		Rowyna	Village	Caporna
Dryburgh	Large Town	Jedbridge	Sharod's Gate	Small Town	Caporna
Esselgard	Small Town	Caporna	Starkwall	Large Town	Jedbridge
Geralenn	Large Town	High Mardreth	Stone Battle	Large Town	High Mardreth
Hardwyn	Large Town	Muddich	Trigol	Large City	Heanor
Heanor	Small City	Heanor	Zimm	Small Town	Heanor

Appendix 5: Creature Encounters

APL 2

Encounter 1: The Harvesting

Skeletons: Medium Undead; CR 1 and 1/3; HD 1d12; hp 8; Init +5; Spd 30 ft (6 squares); AC 17 (+1 Dex, +2 natural, +2 leather, +2 heavy steel shield) touch 11, flat-footed 16; Base Atk +0; Grapple +3; Atk Scimitar +3 melee (1d6+3); Full Atk Scimitar +3 melee (1d6+3); SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Damage Reduction 5/bludgeoning, Darkvision 60 ft, Immunity to cold, Undead Traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 17, Dex 13, Con -, Int -, Wis 10, Cha 1; Improved Initiative.

Zombies: Medium Undead; CR 1 and 1/2; HD 2d12+3; hp 20; Init -1; Spd 30 ft (6 squares); AC 11 (-1 Dex, +2 natural) touch 9, flat-footed 11; Base Atk +1; Grapple +4; Atk Slam +4 melee (1d6+3); Full Atk Slam +4 melee (1d6+3); SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Single Actions Only, Damage Reduction 5/slashing, Darkvision 60 ft, Undead Traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 16, Dex 8, Con -, Int -, Wis 10, Cha 1;

Feats: Toughness.

Warriors: Medium Humanoid (Human) War1; CR 1/2; HD 1d8+5; hp 13; Init +1 (Dex); Spd 20 ft (4 squares); AC 16 (+1 Dex, +5 chainmail) touch 11, flat-footed 15; Base Atk +1; Grapple +3; Atk Club +4 melee (1d6+2); Full Atk Club +4 melee (1d6+2); AL CE; SV Fort +4, Ref +0, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 12;

Skills and Feats: Climb +2, Jump +4, Intimidate +4, Ride +2; Toughness, Weapon Focus (club).

Possessions: Chainmail, club, 2 daggers

Cleric: Medium Humanoid (Human) Cleric1; CR 1; HD 1d8+1; hp 9; Init +0 (Dex); Spd 20 ft (4 squares); AC 19 (+6 banded mail, +2 heavy steel shield, +1 Amulet) touch 10, flat-footed 18; Base Atk +0; Grapple +1; Atk Heavy Mace +1 melee (1d8+1); Full Atk Heavy Mace +1 melee (1d8+1); SA Spells; AL CE; SV Fort +3, Ref +0, Will +4; Str 13, Dex 10, Con 13, Int 10, Wis 14, Cha 12;

Skills and Feats: Concentration +4, Diplomacy +2, Knowledge (religion) +4, Spellcraft +2; Toughness, Weapon Focus (club).

Spells Prepared (3/3, base DC = 12 + spell level): 0- (*Guidance, Light, Resistance*); 1st- (*Bane, Cause Fear*, Shield of Faith*)

*Domain Spell. Domains: (Death (death touch once/day); Chaos (chaos spells +1 level)).

Possessions: Chainmail, heavy steel shield, club, Amulet of Natural Armor +1, 2 daggers

Encounter 3 One Small Step

Vasuthant: Small Undead; CR 3; HD 2d12+4; hp 21; Init +3; Spd fly 30 ft (6 squares, perfect); AC 17 (+1 size, +3 Dex, +3 natural) touch 14, flat-footed 14; Base Atk +1; Grapple +3; Atk Slam +4 melee (1d4+2); Full Atk Slam +4 melee (1d4+2) and up to 4 enervating crushes (1d4+2 + 1d4 Str); Space/Reach 5 ft/ 5 ft; SA Enervating Crush, Improved Grab, Reality Distortion; SQ Blindsight, Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft, Immunity to Acid and Cold, Immunity to Light, Resistance to Fire 5 and Electricity 5, Trap Light, Turn Resistance +2, Undead Traits, Unholy Toughness; AL CE; SV Fort +0, Ref +3, Will +4; Str 14, Dex 16, Con -, Int 4, Wis 12, Cha 14;

Skills and Feats: Hide +9*, Listen +4, Spot +5; Flyby Attack, Improved Grapple.

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if it is a full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, with up to 2 creatures one size smaller, or with up to 4 creatures 2 or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

Improved Grab (Ex): To use this ability, the vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it immediately uses its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), it can take a free action to re-roll any unfavorable die roll or force its

opponent to re-roll a favorable die roll. The vasuthant must accept the new die roll.

Immunity to Light (Ex): A vasuthant is immune to any harmful effects of light, either natural or magical. All clerical spells of the Sun Domain as well as other spells with the light descriptor produce no adverse effects on vasuthants.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and non-magical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally with the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again.

Unholy toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier x its hit dice.

Skills and Feats: Vasuthants have a +2 racial bonus on Listen and Spot checks. They gain a +4 racial bonus on Hide checks in areas of shadowy illumination.

Encounter 7: Darkness Strikes!

Weakened Shadow: Medium Undead; CR 4; HD 3d12; hp 25; Init +2; Spd Fly 40 ft (8 squares, good); AC 13 (+2 Dex, +1 deflection) touch 13, flat-footed 11; Base Atk +1; Grapple -; Atk Incorporeal Touch +3 melee (1d6 Str); Full Atk Incorporeal Touch +3 melee (1d6 Str); SA Create Spawn, Strength Damage; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft., Incorporeal Traits, Turn Resistance +2, Undead Traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13;

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Create Spawn (Su): A humanoid reduced to Strength 0 by a shadow becomes a shadow under the control with 1d4 rounds.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 dies. This is a negative energy effect.

DM Note: The Innkeeper was not caught completely off guard and fought well before finally being overcome. The first shadow only has 8 hp remaining, while the shadow of the newly slain innkeeper is at full strength. The effective EL is a mixed (3+1=4).

Encounter 10 I'm Ba-ack!

Enhanced Zombie: Medium Undead; CR 2; HD 6d12+3; hp 42; Init 0; Spd 30 ft (6 squares); AC 15 (+5 natural) touch 10, flat-footed 15; Grapple +6; Atk Slam

+6 melee (1d6+3); Full Atk Slam +6 melee (1d6+1); 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;

Feat: Toughness.

Appendix 5: Creature Encounters

APL 4

Encounter 1: The Harvesting

Zombies: Medium Undead; CR 1 and 1/2; HD 2d12+3; hp 20; Init -1; Spd 30 ft (6 squares); AC 11 (-1 Dex, +2 natural) touch 9, flat-footed 11; Base Atk +1; Grapple +4; Atk Slam +4 melee (1d6+3); Full Atk Slam +4 melee (1d6+3); SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Single Actions Only, Damage Reduction 5/slashing, Darkvision 60 ft, Undead Traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 16, Dex 8, Con -, Int -, Wis 10, Cha 1;

Feats: Toughness.

Ghoul: Medium Undead; CR 2; HD 2d12; hp 17; Init +2; Spd 30 ft (6 squares); AC 14 (+2 Dex, +2 natural) touch 12, flat-footed 12; Base Atk +1; Grapple +4; Atk Bite +4 melee (1d6+3 plus paralysis); Full Atk Bite +4 melee (1d6+3) and 2 Claws +2 melee (1d3+2 plus paralysis); SA Ghoul Fever, Paralysis; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft, Undead Traits +2 Turn Resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 17, Dex 15, Con -, Int 13, Wis 14, Cha 12;

Skills and Feats: Balance +6, Climb +7, 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. (MM1)

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

Warrior: Medium Humanoid (Human) War1; CR 1/2; HD 1d8+5; hp 13; Init +1 (Dex); Spd 20 ft (4 squares); AC 16 (+1 Dex, +5 chainmail) touch 11, flat-footed 15; Base Atk +1; Grapple +3; Atk Club +4 melee (1d6+2); Full Atk Club +4 melee (1d6+2); AL CE; SV Fort +4, Ref +0, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 12;

Skills and Feats: Climb +2, Jump +4, Intimidate +4, Ride +2; Toughness, Weapon Focus (club).

Possessions: Chainmail, club, 2 daggers

Fighters: Medium Humanoid (Human) Ftr/1; CR 1; HD 1d10+2; hp 12; Init +1 (Dex); Spd 20 ft (4 squares); AC 18* (+1 Dex, +5 chainmail, +2 large iron shield, +1 Dodge) touch 11, flat-footed 15; Base Atk +1; Grapple +4; Atk Short Sword +6 melee (1d6+3); Full Atk Short Sword +6 melee (1d6+3); AL NE; SV Fort +4, Ref +0, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12;

Skills and Feats: Climb +2, Jump +4, Intimidate +4, Ride +2; Dodge, Iron Will, Weapon Focus (Short Sword)

Possessions: Chainmail, Masterwork Short Sword

Cleric: Medium Humanoid (Human) Cle1; CR 1; HD 1d8+1; hp 9; Init +0 (Dex); Spd 20 ft (4 squares); AC 19 (+6 banded mail, +2 heavy steel shield, Amulet +1) touch 10, flat-footed 18; Base Atk +0; Grapple +1; Atk Heavy Mace +1 melee (1d8+1); Full Atk Heavy Mace +1 melee (1d8+1); SA Spells; AL CE; SV Fort +3, Ref +0, Will +4; Str 13, Dex 10, Con 13, Int 10, Wis 14, Cha 12;

Skills and Feats: Concentration +4, Diplomacy +2, Knowledge (religion) +4, Spellcraft +2; Toughness, Weapon Focus (club).

Spells Prepared (3/3, base DC = 12 + spell level): 0- (Guidance, Light, Resistance); 1st-(Bane, Cause Fear*, Shield of Faith)

*Domain Spell. Domains: (Death (death touch once/day); Chaos (chaos spells +1 level)).

Possessions: Chainmail, heavy steel shield, club, Amulet of Natural Armor +1, 2 daggers

Encounter 3 One Small Step

Vasuthant: Small Undead; CR 3; HD 2d12+4; hp 21; Init +3; Spd fly 30 ft (6 squares, perfect); AC 17 (+1 size, +3 Dex, +3 natural) touch 14, flat-footed 14; Base Atk +1; Grapple +3; Atk Slam +4 melee (1d4+2); Full Atk Slam +4 melee (1d4+2) and up to 4 enervating crushes (1d4+2 + 1d4 Str); Space/Reach 5 ft/ 5 ft; SA Enervating Crush, Improved Grab, Reality Distortion; SQ Blindsight, Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft, Immunity to Acid and Cold, Immunity to Light, Resistance to Fire 5 and Electricity 5, Trap Light, Turn Resistance +2, Undead Traits, Unholy Toughness; AL CE; SV Fort +0, Ref +3, Will +4; Str 14, Dex 16, Con -, Int 4, Wis 12, Cha 14;

Skills and Feats: Hide +9*, Listen +4, Spot +5; Flyby Attack, Improved Grapple.

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or

gives it 1 temporary hit point if it is a full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, with up to 2 creatures one size smaller, or with up to 4 creatures 2 or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

Improved Grab (Ex): To use this ability, the vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it immediately uses its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), it can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the new die roll.

Immunity to Light (Ex): A vasuthant is immune to any harmful effects of light, either natural or magical. All clerical spells of the Sun Domain as well as other spells with the light descriptor produce no adverse effects on vasuthants.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and non-magical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally with the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again.

Unholy toughness (Ex): A vasuthant gains a bonus to its hitpoints equal to its Charisma modifier x its hit dice.

Skills: Vasuthants have a +2 racial bonus on Listen and Spot checks. They gain a +4 racial bonus on Hide checks in areas of shadowy illumination.

Encounter 7 Darkness Strikes!

Wights: Medium Undead; CR 4; HD 4d12; hp 34; Init +1; Spd 30 ft (6 squares); AC 15 (+1 Dex, +4 natural) touch 11, flat-footed 14; Base Atk +2; Grapple +5; Atk Slam +5 melee (1d4+3 plus energy drain); Full Atk Slam +5 melee (1d4+3 plus energy drain)); SA Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Create Spawn, Energy Drain; SQ Darkvision 60 ft., Undead Traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 16, Dex 12, Con -, Int 11, Wis 13, Cha 15;

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Create Spawn (Su): A humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the

command of the wight that created them and remain enslaved until death. The wight will do this to the innkeeper and his wife before attacking the party.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative energy level. The DC is 14 to remove an energy level. For each such negative level bestowed, the wight gains 5 temporary hit points. This is a negative energy effect.

Encounter 10 I'm Ba-ack!

Enhanced Zombie: Medium Undead; CR 2; HD 6d12+3; hp 42; Init 0; Spd 30 ft (6 squares); AC 15 (+5 natural) touch 10, flat-footed 15; Grapple +6; Atk Slam +6 melee (1d6+3); Full Atk Slam +6 melee (1d6+1); 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;

Feat: Toughness.

Appendix 5: Creature Encounters

APL 6

Encounter 1: The Harvesting

Ghoul: Medium Undead; CR 2; HD 2d12; hp 17; Init +2; Spd 30 ft (6 squares); AC 14 (+2 Dex, +2 natural) touch 12, flat-footed 12; Base Atk +1; Grapple +4; Atk Bite +4 melee (1d6+3 plus paralysis); Full Atk Bite +4 melee (1d6+3) and 2 Claws +2 melee (1d3+2 plus paralysis); SA Ghoul Fever, Paralysis; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft, Undead Traits +2 Turn Resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 17, Dex 15, Con -, Int 13, Wis 14, Cha 12;

Skills and Feats: Balance +6, Climb +7, 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. (MM1)

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

Wights: Medium Undead; CR 4; HD 4d12; hp 34; Init +1; Spd 30 ft (6 squares); AC 15 (+1 Dex, +4 natural) touch 11, flat-footed 14; Base Atk +2; Grapple +5; Atk Slam +5 melee (1d4+3 plus energy drain); Full Atk Slam +5 melee (1d4+3 plus energy drain); SA Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Create Spawn, Energy Drain; SQ Darkvision 60 ft., Undead Traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 16, Dex 12, Con -, Int 11, Wis 13, Cha 15;

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Create Spawn (Su): A humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until death.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative energy level. The DC is 14 to remove an energy level. For each such negative level bestowed, the wight gains 5 temporary hit points. This is a negative energy effect.

Ogre Zombies: CR 4; Large Undead; HD 8d12+3; 71 hp; Init -2; Spd 40 ft (8 squares, can't run); AC 15 (-1 size, -2 Dex, +8 natural) touch 7, flat-footed 15; Base Atk +4; Grapple +16; Atk Greatclub +11 melee (2d8+12); Full Atk Greatclub +11 melee (2d8+12); SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Single Actions Only, Damage Reduction 5/slashing, Darkvision 60 ft, Undead Traits;

AL NE; SV Fort +2, Ref +0, Will +6; Str 27, Dex 6, Con -, Int -, Wis 10, Cha 1;

Feats: Toughness.

Deathlock: Medium Undead; CR 4; HD 3d12; hp 25; Init +6; Spd 30 ft (6 squares); AC 13 (+2 Dex, +1 natural) touch 12, flat-footed 11; Base Atk +1; Grapple +3; Atk Bite +3 melee (1d4+2); Full Atk Bite +3 melee (1d4+2); SA Spell-like Abilities; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft., Undead Traits +2 Turn Resistance; AL NE; SV Fort +1, Ref +3, Will +4; Str 15, Dex 15, Con -, Int 14, Wis 13, Cha 14;

Skills and Feats: Concentration +6, Hide +8, Knowledge (Arcana) +8, Listen +9, Spellcraft +8, Spot +7; Alertness, Improved Initiative.

Spell-Like Abilities: At will – *detect magic* inflict minor wounds (DC13), *read magic*; 3/day – *cause fear* (DC 13), *magic missile*, *summon monster I*; 2/day – *death knell* (DC 14), *ghoul glyph* (DC14). Caster level equals the deathlock's hit dice.

Ghoul Glyph (from Libris Mortis): this spell has a 1-minute casting time. The caster inscribes a glyph that paralyzes any living creature that enters, passes, or opens the warded area. The glyph can be scribed to glow faintly or be invisible. When activated the subject is paralyzed for 1d6+2 rounds. Additionally, unless they make a Fortitude save, the subject radiates a carrion stench that causes retching and nausea in a 10 ft. radius. Those in the radius must make Fortitude saves at -2 or take a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks and ability checks until the spell ends. Only one ghoul glyph can be inscribed in a single 5-foot square.

Tactics: With a 10 round casting time, it is unlikely the deathlocks will initiate this spell in combat. But they might have laid a few behind them before the battle started to lead over-aggressive adventurers into.

Barbarian: Medium Humanoid (Half-Orc) Brb/1; CR 1; HD 1d12+3; hp 15; Init +1 (Dex); Spd 30 ft (6 squares); AC 16 (+1 Dex, +5 breastplate) touch 11, flat-footed 15; Base Atk +1; Grapple +5; Atk Battle Axe +6 melee (1d8+4); Full Atk Battle Axe +6 melee (1d8+4); AL CE; SV Fort +5, Ref +1, Will +0; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 10;

Skills and Feats: Intimidate +4, Jump +3, Listen +2, Survival +3; Weapon Focus (Battle Axe)

Possessions: Breastplate, Masterwork Battle Axe

Encounter 3 One Small Step

Advanced Vasuthant: Small Undead; CR 5; HD 4d12+8; hp 42; Init +3; Spd fly 30 ft (6 squares, perfect); AC 17 (+1 size, +3 Dex, +3 natural) touch 14, flat-footed 14; Base Atk +3; Grapple +5; Atk Slam +6 melee (1d4+2); Full Atk Slam +6 melee (1d4+2) and up to 4 enervating crushes (1d4+2 + 1d4 Str); Space/Reach 5 ft/ 5 ft; SA Enervating Crush, Improved Grab, Reality Distortion; SQ Blindsight, Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft, Immunity to Acid and Cold, Immunity to Light, Resistance to Fire 5 and Electricity 5, Trap Light, Turn Resistance +2, Undead Traits, Unholy Toughness; AL CE; SV Fort +1, Ref +4, Will +5; Str 14, Dex 16, Con -, Int 4, Wis 12, Cha 15;

Skills and Feats: Hide +9*, Listen +6, Spot +5; Flyby Attack, Improved Grapple, Improved Natural Weapon (slam).

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if it is a full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, with up to 2 creatures one size smaller, or with up to 4 creatures 2 or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

Improved Grab (Ex): To use this ability, the vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it immediately uses its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), it can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the new die roll.

Immunity to Light (Ex): A vasuthant is immune to any harmful effects of light, either natural or magical. All clerical spells of the Sun Domain as well as other spells with the light descriptor produce no adverse effects on vasuthants.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and non-magical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment.

Creatures with low-light vision or darkvision can see normally with the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again.

Unholy toughness (Ex): A vasuthant gains a bonus to its hitpoints equal to its Charisma modifier x its hit dice.

Skills: Vasuthants have a +2 racial bonus on Listen and Spot checks. They gain a +4 racial bonus on Hide checks in areas of shadowy illumination.

Encounter 7: Darkness Strikes!

Spawn of Kyuss; Medium Undead; CR 6; HD 4d12+3; hp 37; Init -1; Spd 30 ft (6 squares); AC 11 (-1 Dex, +2 natural) touch 9, flat-footed 11; Base Atk +2, Grapple +6; Atk Slam +8 melee (1d6+9 and Kyuss's Gift) or Touch +8 melee touch (Kyuss's Gift) or Kyuss's Gift +1 ranged touch (Kyuss's Gift); Full Atk Slam +8 melee (1d6+9 and Kyuss's Gift) or Touch +8 melee touch (Kyuss's Gift) or Kyuss's Gift +1 ranged touch (Kyuss's Gift); SA Create Spawn, Fear Aura, Kyuss's Gift; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Curative Transformation, Fast Healing 5, Turn Resistance +2, Undead Traits; AL CE; SV Fort +1, Ref +0, Will +4; Str 22, Dex 9, Con -, Int 6, Wis 11, Cha 15;

Skills and Feats: Hide +5, Jump +12, Move Silently +5, Spot +6; Toughness.

Create Spawn (Su): Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also make the transfer by means of a successful melee touch attack or ranged touch attack, hurling a worm at a foe from a distance of up to 10 feet. Each worm is a Fine vermin with AC 10 and 1 hit point. It can be killed with normal damage or by the touch of silver. On the spawn's next action, the worm burrows into its host's flesh (a creature with a natural armor bonus of +5 or better is immune to this effect). The worm makes its way towards the host's brain, dealing 1 point of damage per round for 1d4+1 rounds. At the end of that time, it reaches the brain where it deals 1d2 points of Intelligence damage per round until it is killed or it slays its host (by reducing it to 0 Intelligence). A Small, Medium or Large creature slain by a worm rises as a new spawn 1d6+4 rounds later. The first Spawn will do this to the innkeeper and his wife before attacking the party. While a worm is inside a host's body, a remove curse or remove disease spell will kill it. A dispel evil or neutralize poison spell halts its progress for 10d6 minutes.

Fear Aura (Su): A spawn of Kyuss continuously radiates a fear effect. This ability functions like a fear spell (caster level 7th; Will save DC 14), except that it affects all creatures within a 40-foot radius. Any

creature that makes a successful saving throw against the effect cannot be affected again by the fear aura of that spawn of Kyuss for 24 hours.

Kyuss's Gift (Su): Any creature hit by a spawn of Kyuss's slam attack must succeed at a Fortitude save (DC12) or contract this supernatural disease. The incubation period is 1 day, and the disease deals 1d6 points of Constitution damage and 1d4 points of Wisdom damage. These effects manifest as rotting flesh and dementia. An affected creature only gets half the benefits from natural or magical healing, although a cure disease spell will remove the affliction.

Curative Transformation (Ex): A remove curse or remove disease spell cast on a spawn of Kyuss transforms it into a normal zombie.

Fast Healing (Ex): A spawn of Kyuss regains lost hit points at a rate of 5 per round.

Turn Resistance (Ex): A spawn of Kyuss is treated as an undead with 6 Hit Dice for the purposes of turn, rebuke, command and bolster attempts.

Tactics: The spawns of Kyuss will use their fear auras to intimidate the adventurers (3 auras = 3 separate saving throws), then one will move to melee while the other two attempt to hit with thrown worms (ranged touch). They will all focus on one character at a time, until he or she is infected, then move to a new target.

Encounter 10: I'm Ba-ack!

Enhanced Zombie: Medium Undead; CR 2; HD 6d12+3; hp 42; Init 0; Spd 30 ft (6 squares); AC 15 (+5 natural) touch 10, flat-footed 15; Grapple +6; Atk Slam +6 melee (1d6+3); Full Atk Slam +6 melee (1d6+1); 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;

Feat: Toughness.

Appendix 5: Creature Encounters

APL 8

Encounter 1: The Harvesting

Wights: Medium Undead; CR 4; HD 4d12; hp 34; Init +1; Spd 30 ft (6 squares); AC 15 (+1 Dex, +4 natural) touch 11, flat-footed 14; Base Atk +2; Grapple +5; Atk Slam +5 melee (1d4+3 plus energy drain); Full Atk Slam +5 melee (1d4+3 plus energy drain); SA Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Create Spawn, Energy Drain; SQ Darkvision 60 ft., Undead Traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 16, Dex 12, Con -, Int 11, Wis 13, Cha 15;

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Create Spawn (Su): A humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until death.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative energy level. The DC is 14 to remove an energy level. For each such negative level bestowed, the wight gains 5 temporary hit points. This is a negative energy effect.

Ogre Zombies: CR 4; Large Undead; HD 8d12+3; 71 hp; Init -2; Spd 40 ft (8 squares, can't run); AC 15 (-1 size, -2 Dex, +8 natural) touch 7, flat-footed 15; Base Atk +4; Grapple +16; Atk Greatclub +11 melee (2d8+12); Full Atk Greatclub +11 melee (2d8+12); SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Single Actions Only, Damage Reduction 5/slashing, Darkvision 60 ft, Undead Traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 27, Dex 6, Con -, Int -, Wis 10, Cha 1;

Feats: Toughness.

Deathlock: Medium Undead; CR 4; HD 3d12; hp 25; Init +6; Spd 30 ft (6 squares); AC 13 (+2 Dex, +1 natural) touch 12, flat-footed 11; Base Atk +1; Grapple +3; Atk Bite +3 melee (1d4+2); Full Atk Bite +3 melee (1d4+2); SA Spell-like Abilities; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft., Undead Traits +2 Turn Resistance; AL NE; SV Fort +1, Ref +3, Will +4; Str 15, Dex 15, Con -, Int 14, Wis 13, Cha 14;

Skills and Feats: Concentration +6, Hide +8, Knowledge (Arcana) +8, Listen +9, Spellcraft +8, Spot +7; Alertness, Improved Initiative.

Spell-Like Abilities. At will – *detect magic* inflict minor wounds (DC13), *read magic*, 3/day – *cause fear*

(DC 13), *magic missile*, *summon monster I*, 2/day – *death knell* (DC 14), *ghoul glyph* (DC14) see Appendix 6. Caster level equals the deathlock's hit dice.

Tactics: **With a 10 round casting time, it is unlikely the deathlocks will initiate this spell in combat. But they might have laid a few behind them before the battle started to lead over-aggressive adventurers into.**

Entombers: Medium Undead; CR 6; HD 8d12; hp 68; Init +0; Spd 30 ft (6 squares), burrow 10 ft.; AC 21 (+11 natural) touch 10, flat-footed 21; Base Atk +4; Grapple +13; Atk Slam +12 melee (1d6+12 plus entomb); Full Atk Slam +12 melee (1d6+12 plus entomb); SA Entomb, Exhume; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Single Actions Only, Damage Reduction 5/silver, Darkvision 60 ft, Undead Traits; AL LE; SV Fort +4, Ref +4, Will +8; Str 27, Dex 10, Con -, Int 6, Wis 14, Cha 15;

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Lightning Reflexes.

Entomb (Su): Whenever an entomber succeeds on a slam attack, it can attempt to entomb its foe. The foe must make a DC 16 Reflex save or be pounded bodily into a shallow grave. The save is Charisma-based. This ability doesn't work in locations with a basement or with an open level below the surface, nor can victims be entombed in magical, living or animated materials.

The up thrust bulge of cracked flooring material, earth and stone reveals the location of the victim to others. Two standard actions spent clearing away the broken material exposes the entombed victim, who can then use his or her next action to stand from a prone position. Attempting to dig out a friend in this way can provoke an attack of opportunity.

The victim is treated as pinned by an opponent (the earth) with a grapple check of 20. Breaking free of first the pin, then the grapple allows the victim to stand from a prone position on his or her next round. Each round the victim spends fully or partially entombed is a round in which the victim suffocates (page 304 of the DMG).

Exhume (Su): If an entomber spends a standard action and touches the top of a grave or space where a creature is buried no more than 10 feet, the body immediately rises to the surface, leaving no hole or tunnel.

Barbarians: Medium Humanoid (Half-Orc) Brb/2: CR 2; HD 2d12+6; hp 25; Init +1 (Dex); Spd 30 ft (6 squares); AC 16 (+1 Dex, +5 breastplate) touch 11, flat-footed 15; Base Atk +2; Grapple +6; Atk Battle Axe +7 melee (1d8+5); Full Atk Battle Axe +7 melee (1d8+5); AL CE; SV Fort +6, Ref +1, Will +0; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 10;

Skills and Feats: Intimidate +5, Jump +4, Listen +2, Survival +4; Weapon Focus (Battle Axe)

Possessions: Breastplate, Battle Axe +1

Encounter 3 One Small Step

Advanced Vasuthant: Medium Undead; CR 7; HD 6d12+18; hp 69; Init +3; Spd fly 30 ft (6 squares, perfect); AC 15 (+2 Dex, +3 natural) touch 12, flat-footed 13; Base Atk +5; Grapple +7; Atk Slam +8 melee (1d6+4); Full Atk Slam +8 melee (1d6+4) and up to 4 enervating crushes (1d6+4 + 1d4 Str); Space/Reach 5 ft/ 5 ft; SA Enervating Crush, Improved Grab, Reality Distortion; SQ Blindsight, Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft, Immunity to Acid and Cold, Immunity to Light, Resistance to Fire 5 and Electricity 5, Trap Light, Turn Resistance +2, Undead Traits, Unholy Toughness; AL CE; SV Fort +2, Ref +4, Will +6; Str 18, Dex 14, Con -, Int 4, Wis 12, Cha 15;

Skills and Feats: Hide +9*, Listen +8, Spot +7; Flyby Attack, Improved Grapple, Improved Natural Weapon (slam), Improved Toughness (see Appendix 6).

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if it is a full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, with up to 2 creatures one size smaller, or with up to 4 creatures 2 or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

Improved Grab (Ex): To use this ability, the vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it immediately uses its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), it can take a free action to reroll any unfavorable die roll or force its

opponent to reroll a favorable die roll. The vasuthant must accept the new die roll.

Immunity to Light (Ex): A vasuthant is immune to any harmful effects of light, either natural or magical. All clerical spells of the Sun Domain as well as other spells with the light descriptor produce no adverse effects on vasuthants.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and non-magical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally with the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again.

Unholy toughness (Ex): A vasuthant gains a bonus to its hitpoints equal to its Charisma modifier x its hit dice.

Skills: Vasuthants have a +2 racial bonus on Listen and Spot checks. They gain a +4 racial bonus on Hide checks in areas of shadowy illumination.

Encounter 7 Darkness Strikes!

Bleakborn: CR 8; Medium Undead; HD 8d12; hp 68; Init +3; Spd 30 ft (6 squares); AC 27 (+3 Dex, +14 natural) touch 13, flat-footed 24; Base Atk +5; Grapple -; Atk Slam +12 melee (1d6+12 plus 2d6 cold); Full Atk Slam +12 melee (1d6+12 plus 2d6 cold); SA Cold to the Touch, Create Spawn, Heat Draining Aura; SQ Bolster Resistance (Turn Resistance +4), Contingent Healing 10, Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft., Diet Dependent, Fire Lover, Turn Resistance +2, Undead Traits; AL NE; SV Fort +2, Ref +7, Will +8; Str 26, Dex 16, Con -, Int 14, Wis 14, Cha 15;

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Lightning Reflexes.

Cold to the Touch (Su): The touch of a bleakborn deals 2d6 points of cold damage. Every 3 points of cold damage dealt heals the bleakborn of 1 point of damage. If this amount of healing would cause a bleakborn to exceed its full normal hit point total, it gains any excess as temporary hit points that last for up to one hour. Anyone who hits a bleakborn in combat also takes 1d6 points of cold damage, unless they are using ranged weapons.

Contingent Healing (Ex): A bleakborn only heals when in the range of a living creature that it can affect with its heat-draining aura. Even if reduced to 0 hit points or less, a bleakborn eventually heals if a living creature at some future date wanders within 30 feet of its remains, automatically triggering its heat-draining

aura. As long as affected creatures are with the aura, a bleakborn's contingent healing remains active.

A bleakborn does not have immunity to cold. While it doesn't take damage from its own abilities, the cold damage from other bleakborns will damage it.

Create Spawn (Su): Any humanoid slain by a bleakborn becomes a normal zombie. But sometimes a newly created spawn becomes another bleakborn (through the wiles of dark gods that determine such instances). The first bleakborn will do this to the innkeeper and his wife before attacking the party, so there will be three attacking (possibly one per room).

Diet Dependent (Su): A bleakborn requires the warmth they drain from living creatures to remain active. It will take 3d6 months for these bleakborns to lose their mobility.

Fire Lover (Su): A magical fire attack heals a bleakborn of 1 point of damage for each 3 points the attack would have done. If this amount of healing would cause a bleakborn to exceed its full normal hit point total, it gains any excess as temporary hit points that last for up to one hour. A bleakborn makes no saves against fire attacks.

Heat Draining Aura (Su): All living creatures (except those immune to cold damage) that approach within 10 feet of a bleakborn are subject to its heat-draining aura. Victims must make a DC 16 Fortitude save or take 2d6 hit points of cold damage as their living heat is sucked away. Even if they succeed they still lose 1d6 hit points per round as long as they stay within the 30 foot radius.

Tactics: These things are going to be tough to kill since they are constantly absorbing living heat (and healing 10 points per round), even after "death." They will likely need to be dissolved in acid, removed to another plane, or put down and the inn evacuated until officials from the County can be summoned to deal with them.

Encounter 10 I'm Ba-ack!

Enhanced Zombie: Medium Undead; CR 2; HD 6d12+3; hp 42; Init 0; Spd 30 ft (6 squares); AC 15 (+5 natural) touch 10, flat-footed 15; Grapple +6; Atk Slam +6 melee (1d6+3); Full Atk Slam +6 melee (1d6+1); 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;

Feat: Toughness.

Appendix 5: Creature Encounters

APL 10

Encounter 1: The Harvesting

Entombers: Medium Undead; CR 6; HD 8d12; hp 68; Init +0; Spd 30 ft (6 squares), burrow 10 ft.; AC 21 (+11 natural) touch 10, flat-footed 21; Base Atk +4; Grapple +13; Atk Slam +12 melee (1d6+12 plus entomb); Full Atk Slam +12 melee (1d6+12 plus entomb); SA Entomb, Exhume; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Single Actions Only, Damage Reduction 5/silver, Darkvision 60 ft, Undead Traits; AL LE; SV Fort +4, Ref +4, Will +8; Str 27, Dex 10, Con -, Int 6, Wis 14, Cha 15;

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Lightning Reflexes.

Entomb (Su): Whenever an entomber succeeds on a slam attack, it can attempt to entomb its foe. The foe must make a DC 16 Reflex save or be pounded bodily into a shallow grave. The save is Charisma-based. This ability doesn't work in locations with a basement or with an open level below the surface, nor can victims be entombed in magical, living or animated materials.

The upthrust bulge of cracked flooring material, earth and stone reveals the location of the victim to others. Two standard actions spent clearing away the broken material exposes the entombed victim, who can then use his or her next action to stand from a prone position. Attempting to dig out a friend in this way can provoke an attack of opportunity.

The victim is treated as pinned by an opponent (the earth) with a grapple check of 20. Breaking free of first the pin, then the grapple allows the victim to stand from a prone position on his or her next round. Each round the victim spends fully or partially entombed is a round in which the victim suffocates (page 304 of the DMG).

Exhume (Su): If an entomber spends a standard action and touches the top of a grave or space where a creature is buried no more than 10 feet, the body immediately rises to the surface, leaving no hole or tunnel.

Plague Blights: Medium Undead; CR 7; HD 6d12+6; hp 57; Init +5; Spd 30 ft (6 squares); AC 23 (+5 Dex, +8 natural) touch 15, flat-footed 18; Base Atk +3; Grapple +9; Atk Slam +9 melee (1d6+9 (1d6+11 against good-aligned foes) plus gangrenous touch); Full Atk Slam +9 melee (1d6+9 (1d6+11 against good-aligned foes) plus gangrenous touch); SA Gangrenous Touch; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Damage Reduction 5/slashing, Darkvision 60 ft., Gangrenous Stench, Resistant to

Blows, Undead Traits, +2 Turn Resistance; AL NE; SV Fort +2, Ref +7, Will +7; Str 23, Dex 21, Con -, Int 14, Wis 14, Cha 15;

Skills and Feats: Balance +7, Escape Artist +12, Hide +14, Jump +8, Listen +13, Move Silently +14, Spot +13, Tumble +14; Alertness, Cleave, Improved Toughness, Power Attack.

Gangrenous Touch (Su): Supernatural disease (accelerated) – slam, Fortitude DC 15, incubation period instant, damage 1d4 Constitution. Unlike normal diseases, gangrenous touch requires a saving throw every round. It visibly progresses over a period of seconds, turning the afflicted area putrescent and gangrenous. The rot continues until the victim makes two successful saving throws in a row, until the victim reaches 0 Constitution (death) or the victim receives a remove disease spell or similar treatment. Once infected, the victim can't be infected by gangrenous touch again for 24 hours.

The body of a victim claimed by gangrenous touch sloughs into a brittle, stinking mass of putrescent ruin that molds to nothing over the course of a day, unless a remove disease is cast on the remains within that time.

Gangrenous Stench (Ex): Whenever a plague blight desires, it can cause a horrible odor to rot to emanate from the folds of its wrappings. All living creatures within 10 feet of the plague blight must make a DC 15 Fortitude save or take 1d6 points of Strength damage and become nauseated. The save is Charisma-based.

Resistant to Blows (Ex): Physical attacks deal only half damage to a plague blight. Apply this effect before damage reduction.

Boneclaws: Large Undead; CR 6; HD 10d12+40; hp 125; Init +8; Spd 40 ft (8 squares); AC 16 (-1 size, +4 Dex, +3 natural) touch 13, flat-footed 12; Base Atk +5; Grapple +16; Atk Piercing Claw +9 melee (2d6+9); Full Atk Piercing Claw +9 melee (2d6+9); Space/Reach 10 ft./20 ft.; SA Reaching Claws; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Damage Reduction 5/bludgeoning, Darkvision 60 ft, Immunity to Cold, Turn Resistance +2, Undead Traits, Unholy Toughness; AL CE; SV Fort +3, Ref +7, Will +9; Str 25, Dex 18, Con -, Int 14, Wis 14, Cha 19;

Skills and Feats: Hide +13, Intimidate +17, Listen +15, Move Silently +17, Search +15, Spot +15; Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack.

Reaching Claws (Ex): A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (therefore allowing the boneclaw to threaten more squares than its Large size would normally indicate).

Unholy Toughness (Ex): A boneclaw gains a bonus to its hit points equal to its Charisma bonus x its Hit Dice.

Barbarians: Medium Humanoid (Half-Orc) Brb/4: CR 4; HD 4d12+12; hp 45; Init +2 (Dex); Spd 30 ft (6 squares); AC 17 (+2 Dex, +5 breastplate) touch 12, flat-footed 15; Base Atk +4; Grapple +8; Atk Battle Axe +9 melee (1d8+5); Full Atk Battle Axe +9 melee (1d8+5); AL CE; SV Fort +6, Ref +1, Will +0; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 10;

Skills and Feats: Intimidate +7, Jump +6, Listen +4, Survival +4; Power Attack, Weapon Focus (Battle Axe)

Possessions: Breastplate, Battle Axe +1

Cleric: Medium Humanoid (Human) Cle4: CR 4; HD 4d8+8; hp 31; Init +0 (Dex); Spd 20 ft (4 squares); AC 19 (+7 banded mail, +2 heavy steel shield) touch 10, flat-footed 18; Base Atk +3; Grapple +5; Atk Heavy Mace +6 melee (1d8+2); Full Atk Heavy Mace +6 melee (1d8+2); SA Spells; AL CE; SV Fort +6, Ref +3, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 12;

Skills and Feats: Concentration +7, Diplomacy +5, Knowledge (religion) +7, Spellcraft +2; Lightning Reflexes, Toughness, Weapon Focus (heavy mace).

Spells Prepared (6/4/3, base DC = 13 + spell level): 0-(*Detect Magic* x2, *Guidance*, *Light* x2, *Resistance*); 1st-(*Bane*, *Cause Fear**, *Entropic Shield*, *Shield of Faith*); 2nd-(*Inflict Moderate Wounds* x2, *Shatter**)

*Domain Spell. *Domains:* (Death (death touch once/day); Chaos (chaos spells +1 level)).

Possessions: Banded Mail +1, heavy steel shield, club, 2 daggers

Encounter 3 One Small Step

Advanced Vasuthant: Medium Undead; CR 9; HD 8d12+32; hp 116; Init +3; Spd fly 30 ft (6 squares, perfect); AC 15 (+2 Dex, +3 natural) touch 12, flat-footed 13; Base Atk +6; Grapple +8; Atk Slam +9 melee (1d6+4); Full Atk Slam +9 melee (1d6+4) and up to 4 enervating crushes (1d6+4 + 1d4 Str); Space/Reach 5 ft/ 5 ft; SA Enervating Crush, Improved Grab, Reality Distortion; SQ Blindsight, Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft, Immunity to Acid and Cold, Immunity to Light, Resistance to Fire 5 and Electricity 5, Trap Light, Turn Resistance +2, Undead Traits, Unholy Toughness; AL CE; SV Fort +2, Ref +4, Will +7; Str 18, Dex 14, Con -, Int 4, Wis 12, Cha 16;

Skills and Feats: Hide +11*, Listen +10, Spot +7; Flyby Attack, Improved Grapple, Improved Natural

Weapon (slam), Improved Toughness (see Appendix 6).

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if it is a full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, with up to 2 creatures one size smaller, or with up to 4 creatures 2 or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

Improved Grab (Ex): To use this ability, the vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it immediately uses its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), it can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the new die roll.

Immunity to Light (Ex): A vasuthant is immune to any harmful effects of light, either natural or magical. All clerical spells of the Sun Domain as well as other spells with the light descriptor produce no adverse effects on vasuthants.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and non-magical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally with the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again.

Unholy toughness (Ex): A vasuthant gains a bonus to its hitpoints equal to its Charisma modifier x its hit dice.

Skills: Vasuthants have a +2 racial bonus on Listen and Spot checks. They gain a +4 racial bonus on Hide checks in areas of shadowy illumination.

Encounter 7 Darkness Strikes!

Slaughter Wights: Medium Undead; CR 9; HD 18d12+18; hp 171; Init +9; Spd 30 ft (6 squares); AC 19 (+5 Dex, +4 natural) touch 15, flat-footed 14; Base Atk

+5; Grapple +18; Atk Slam +13 melee (1d8+18/crit 17-20 plus energy drain); Full Atk Slam +13 melee (1d8+18/crit 17-20 plus energy drain); SA Create Spawn, Energy Drain; SQ Augmented Critical, Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft, Inescapable Craving, Undead Traits, Vicious Slammer; AL CE; SV Fort +6, Ref +11, Will +11; Str 28, Dex 21, Con -, Int 11, Wis 10, Cha 16;

Skills and Feats: Climb +19, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +15; Daunting Presence, Death Master, Eviscerator, Improved Critical, Improved Initiative, Improved Toughness, Power Attack. (see Appendix 6 for new feats).

Create Spawn (Su): Any humanoid slain by a slaughter wight becomes a normal wight in 1d4 rounds. Sometimes a newly created spawn becomes a slaughter wight instead of a normal wight, through the wiles of the dark gods who determine such instances. The first slaughter wight will do this to the innkeeper, his wife and their daughter/waitress downstairs before attacking the party, so there will be four slaughter wights attacking.

Energy Drain (Su): A living creature hit by a slaughter wight's slam attack gains one negative level. The DC is 21 to remove a negative energy level. For each such negative level bestowed, the wight gains 5 temporary hit points which last 1 hour. This is a negative energy effect.

Inescapable Craving (Ex): A slaughter wight has an inescapable craving for life forces, which it satisfies by using its energy drain attack.

Encounter 10 I'm Ba-ack!

Enhanced Zombie: CR 2; Medium Undead; HD 6d12+3; 42 hp; Init 0; Spd 30 ft (6 squares); AC 15 (+5 natural) touch 10, flat-footed 15; Grapple +6; Atk Slam +6 melee (1d6+3); Full Atk Slam +6 melee (1d6+1); 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;

Feat: Toughness.

Appendix 5: Creature Encounters

APL 12

Encounter 1: The Harvesting

Entombers: Medium Undead; CR 6; HD 8d12; hp 68; Init +0; Spd 30 ft (6 squares), burrow 10 ft.; AC 21 (+11 natural) touch 10, flat-footed 21; Base Atk +4; Grapple +13; Atk Slam +12 melee (1d6+12 plus entomb); Full Atk Slam +12 melee (1d6+12 plus entomb); SA Entomb, Exhume; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Single Actions Only, Damage Reduction 5/silver, Darkvision 60 ft, Undead Traits; AL LE; SV Fort +4, Ref +4, Will +8; Str 27, Dex 10, Con -, Int 6, Wis 14, Cha 15;

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Lightning Reflexes.

Entomb (Su): Whenever an entomber succeeds on a slam attack, it can attempt to entomb its foe. The foe must make a DC 16 Reflex save or be pounded bodily into a shallow grave. The save is Charisma-based. This ability doesn't work in locations with a basement or with an open level below the surface, nor can victims be entombed in magical, living or animated materials.

The up thrust bulge of cracked flooring material, earth and stone reveals the location of the victim to others. Two standard actions spent clearing away the broken material exposes the entombed victim, who can then use his or her next action to stand from a prone position. Attempting to dig out a friend in this way can provoke an attack of opportunity.

The victim is treated as pinned by an opponent (the earth) with a grapple check of 20. Breaking free of first the pin, then the grapple allows the victim to stand from a prone position on his or her next round. Each round the victim spends fully or partially entombed is a round in which the victim suffocates (page 304 of the DMG).

Exhume (Su): If an entomber spends a standard action and touches the top of a grave or space where a creature is buried no more than 10 feet, the body immediately rises to the surface, leaving no hole or tunnel.

Boneclaws: Large Undead; CR 6; HD 10d12+40; hp 125; Init +8; Spd 40 ft (8 squares); AC 16 (-1 size, +4 Dex, +3 natural) touch 13, flat-footed 12; Base Atk +5; Grapple +16; Atk Piercing Claw +9 melee (2d6+9); Full Atk Piercing Claw +9 melee (2d6+9); Space/Reach 10 ft./20 ft.; SA Reaching Claws; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Damage Reduction 5/bludgeoning, Darkvision 60 ft, Immunity to Cold, Turn Resistance +2, Undead Traits, Unholy Toughness; AL CE; SV Fort

+3, Ref +7, Will +9; Str 25, Dex 18, Con -, Int 14, Wis 14, Cha 19;

Skills and Feats: Hide +13, Intimidate +17, Listen +15, Move Silently +17, Search +15, Spot +15; Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack.

Reaching Claws (Ex): A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (therefore allowing the boneclaw to threaten more squares than its Large size would normally indicate.

Unholy Toughness (Ex): A boneclaw gains a bonus to its hit points equal to its Charisma bonus x its Hit Dice.

Slaughter Wights: Medium Undead; CR 9; HD 18d12+18; hp 171; Init +9; Spd 30 ft (6 squares); AC 19 (+5 Dex, +4 natural) touch 15, flat-footed 14; Base Atk +5; Grapple +18; Atk Slam +13 melee (1d8+18/crit 17-20 plus energy drain); Full Atk Slam +13 melee (1d8+18/crit 17-20 plus energy drain); SA Create Spawn, Energy Drain; SQ Augmented Critical, Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft, Inescapable Craving, Undead Traits, Vicious Slammer; AL CE; SV Fort +6, Ref +11, Will +11; Str 28, Dex 21, Con -, Int 11, Wis 10, Cha 16;

Skills and Feats: Climb +19, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +15; Daunting Presence, Death Master, Eviscerator, Improved Critical, Improved Initiative, Improved Toughness, Power Attack. (see Appendix 6 for new feats).

Create Spawn (Su): Any humanoid slain by a slaughter wight becomes a normal wight in 1d4 rounds. Sometimes a newly created spawn becomes a slaughter wight instead of a normal wight, through the wiles of the dark gods who determine such instances. The first slaughter wight will do this to the innkeeper, his wife and their daughter/waitress downstairs before attacking the party, so there will be four slaughter wights attacking.

Energy Drain (Su): A living creature hit by a slaughter wight's slam attack gains one negative level. The DC is 21 to remove a negative energy level. For each such negative level bestowed, the wight gains 5 temporary hit points which last 1 hour. This is a negative energy effect.

Inescapable Craving (Ex): A slaughter wight has an inescapable craving for life forces, which it satisfies by using its energy drain attack.

Barbarians: Brb/4: CR 4; Medium Humanoid (Half-Orc); HD 4d12+12; hp 45; Init +2 (Dex); Spd 30 ft (6

squares); AC 18 (+2 Dex, +6 breastplate) touch 12, flat-footed 15; Base Atk +4; Grapple +8; Atk Battle Axe +9 melee (1d8+5); Full Atk Battle Axe +9 melee (1d8+5); AL CE; SV Fort +6, Ref +1, Will +0; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 10;

Skills and Feats: Intimidate +7, Jump +6, Listen +4, Survival +4; Power Attack, Weapon Focus (Battle Axe)

Possessions: Breastplate +1, Battle Axe +1

Fighters: Medium Humanoids (Human) Ftr/4: CR 4; HD 4d10+8; hp 36; Init +1 (Dex); Spd 20 ft (4 squares); AC 19* (+1 Dex, +6 chainmail, +2 large iron shield, +1 Dodge) touch 11, flat-footed 15; Base Atk +4; Grapple +7; Atk Short Sword +9 melee (1d6+6); Full Atk Short Sword +9 melee (1d6+6); AL NE; SV Fort +6, Ref +2, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12;

Skills and Feats: Climb +4, Jump +7, Intimidate +7, Ride +3; * Dodge, Iron Will, Mobility, Spring Attack, Weapon Focus (Short Sword), Weapon Specialization (Short Sword)

Possessions: Chainmail +1, Short Sword +1

Cleric: Medium Humanoid (Human) Cle4: CR 4; HD 4d8+8; hp 31; Init +0 (Dex); Spd 20 ft (4 squares); AC 19 (+7 banded mail, +2 heavy steel shield) touch 10, flat-footed 18; Base Atk +3; Grapple +5; Atk Heavy Mace +6 melee (1d8+2); Full Atk Heavy Mace +6 melee (1d8+2); SA Spells; AL CE; SV Fort +6, Ref +3, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 12;

Skills and Feats: Concentration +7, Diplomacy +5, Knowledge (religion) +7, Spellcraft +2; Lightning Reflexes, Toughness, Weapon Focus (heavy mace).

Spells Prepared (6/4/3, base DC = 13 + spell level): 0-(*Detect Magic* x2, *Guidance*, *Light* x2, *Resistance*); 1st-(*Bane*, *Cause Fear**, *Entropic Shield*, *Shield of Faith*); 2nd-(*Inflict Moderate Wounds* x2, *Shatter**)

*Domain Spell. *Domains:* (Death (death touch once/day); Chaos (chaos spells +1 level)).

Possessions: Banded Mail +1, heavy steel shield, club, 2 daggers

Encounter 3 One Small Step

Advanced Vasuthant: Large Undead; CR 11; HD 10d12+40; hp 145; Init +3; Spd fly 30 ft (6 squares, perfect); AC 15 (-1 size, +1 Dex, +5 natural) touch 10, flat-footed 13; Base Atk +4; Grapple +12; Atk Slam +13 melee (1d8+8); Full Atk Slam +13 melee (1d8+8) and up to 4 enervating crushes (1d8+8 + 1d4 Str); Space/Reach 10 ft/ 10 ft; SA Enervating Crush, Improved Grab, Reality Distortion; SQ Blindsight, Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft, Immunity to Acid and Cold, Immunity to Light, Resistance to Fire 5 and Electricity 5, Trap Light, Turn Resistance +2, Undead Traits, Unholy Toughness; AL

CE; SV Fort +3, Ref +4, Will +8; Str 26, Dex 12, Con -, Int 4, Wis 12, Cha 16;

Skills and Feats: Hide +11*, Listen +12, Spot +9; Flyby Attack, Improved Grapple, Improved Natural Weapon (slam), Improved Toughness. (see Appendix 6 for new feats).

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if it is a full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, with up to 2 creatures one size smaller, or with up to 4 creatures 2 or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

Improved Grab (Ex): To use this ability, the vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it immediately uses its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), it can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the new die roll.

Immunity to Light (Ex): A vasuthant is immune to any harmful effects of light, either natural or magical. All clerical spells of the Sun Domain as well as other spells with the light descriptor produce no adverse effects on vasuthants.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and non-magical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally with the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again.

Unholy toughness (Ex): A vasuthant gains a bonus to its hitpoints equal to its Charisma modifier x its hit dice.

Skills: Vasuthants have a +2 racial bonus on Listen and Spot checks. They gain a +4 racial bonus on Hide checks in areas of shadowy illumination.

Encounter 7 Darkness Strikes!

Tactics: At this APL, Malachite sends 2 dread wraiths and 6 normal wraiths. Rather than coming through the doors, the wraiths will come out of the floors, walls and ceilings, making full use of their incorporeal advantages. The innkeeper, his wife and daughter bring the final total to 9 wraiths.

Dread Wraiths: Large Undead; CR 12; HD 16d12; hp 136; Init +13; Spd Fly 60 ft (12 squares, good); AC 25 (-1 size, +9 Dex, +7 deflection) touch 25, flat-footed 16; Base Atk +8; Grapple -; Atk Incorporeal Touch +16 melee (2d6 plus 1d8 Constitution drain); Full Atk Incorporeal Touch +16 melee (2d6 plus 1d8 Constitution drain); Size/Reach 10 ft./10 ft.; SA Constitution Drain, Create Spawn; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft, Daylight Powerlessness, Incorporeal Traits, Lifesense 60 ft, Undead Traits, Unnatural Aura; AL LE; SV Fort +5, Ref +14, Will +14; Str -, Dex 28, Con -, Int 17, Wis 18, Cha 24;

Skills and Feats: Diplomacy +9, Hide +24, intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it had the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch must make a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a normal wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from the corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until death. They do not possess the abilities they had in life. The dread wraiths will do this to the innkeeper, his wife and their daughter/waitress downstairs before attacking the party, so there will be a total of nine normal wraiths joining in the attack.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not spells) and flee from it.

Unnatural Aura (Su): Animals, both wild and domesticated can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly

approach and will panic if forced to do so. They remain panicked as long as they are within that range.

Wraiths: Medium Undead; CR 6; HD 5d12; hp 42; Init +7; Spd Fly 60 ft (12 squares, good); AC 15 (+3 Dex, +2 deflection) touch 13, flat-footed 12; Base Atk +2; Grapple -; Atk Incorporeal Touch +5 melee (1d4 plus 1d6 Constitution drain); Full Atk Incorporeal Touch +5 melee (1d4 plus 1d6 Constitution drain); SA Constitution Drain, Create Spawn; SQ Bolster Resistance (Turn Resistance +4), Corpse Crafter (STR +4, +2 hp per HD), Darkvision 60 ft, Daylight Powerlessness, Incorporeal Traits, Undead Traits, Unnatural Aura; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15;

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch must make a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a normal wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from the corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until death. They do not possess the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not spells) and flee from it.

Unnatural Aura (Su): Animals, both wild and domesticated can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach and will panic if forced to do so. They remain panicked as long as they are within that range.

Encounter 10 I'm Ba-ack!

Enhanced Zombie: Medium Undead; CR 2; HD 6d12+3; hp 42; Init 0; Spd 30 ft (6 squares); AC 15 (+5 natural) touch 10, flat-footed 15; Grapple +6; Atk Slam +6 melee (1d6+3); Full Atk Slam +6 melee (1d6+1); 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;

Feat: Toughness.

Appendix 6: New Rules

Feats from Libris Mortis

Daunting Presence: As a standard action the wight can make an awe attack against one opponent DC 22. Failing the save leaves the victim shaken for 10 minutes.

Being shaken, a character takes a -2 penalty on attack rolls, saving throws, skill checks and ability checks.

Death Master: Whenever the slaughter wight successfully crits with its slam attack against a living foe, the victim is also shaken for 10 rounds.

Eviscerator: Whenever the slaughter wight successfully crits with its slam attack against a living foe, all creatures allied to that foe within 30 feet are also shaken for 10 rounds.

Improved Toughness: The slaughter wight gains hit points equal to its Hit Dice.

Spell from Libris Mortis

Ghoul Glyph: This spell has a 1-minute casting time. The caster inscribes a glyph that paralyzes any living creature that enters, passes, or opens the warded area. The glyph can be scribed to glow faintly or be invisible. When activated the subject is paralyzed for 1d6+2 rounds. Additionally, unless they make a Fortitude save, the subject radiates a carrion stench that causes retching and nausea in a 10 ft. radius. Those in the radius must make Fortitude saves at -2 or take a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks and ability checks until the spell ends. Only one ghoulish glyph can be inscribed in a single 5-foot square.

New Monsters

Bleakborn (Encounter Seven) from *Libris Mortis*, pg 86.

This frigid corpse is so cold that it is frosted with icy crystals. Sensing the warmth of life, it shambles eagerly toward its victims. Its eyes reflect the vacuum of the void, its touch chills to the bone, and its very presence seems to drain the heat from your pores.

When inactive, a bleakborn appears to be nothing but a humanoid corpse, slain either by bitterly cold conditions (or if in a warmer environment, as if by a magical cold attack so potent that the corpse still sparkles with ice crystals). However, whenever any living creature comes to within 30 feet of an inactive bleakborn, the warmth and life of the interloper revive the undead creature, giving it purpose and a icy semblance of life.

Bleakborns are also referred to as Moil zombies in some lesser-known tomes about undead, in supposed reference to the cursed city in which they first arose. A bleakborn is not marked by direct violence; rather it looks like a humanoid that has been flash-frozen, with discoloration and some ruptured flesh showing here and there.

A bleakborn stands a little over 6 feet tall and weighs between 150 and 230 pounds.

Bleakborns speak Common and their own language (called Moilian).

Tactics: A bleakborn actively moves toward living creatures, attempting to keep them within range of its heat-draining aura. If possible, a bleakborn pummels a living creature with its ice-cold limbs, hoping to deprive its victim of all warmth and life.

Boneclaw (Encounter One) from *Monster Manual III*, pg 17.

This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment sometimes instantly reaching a length of 10 or more feet, before slowly contracting.

Boneclaws are bloodthirsty undead that enjoy using their extendable claws to bring death to the living. The lore of the dead does not reveal from what dark necromancer's laboratory or fell nether plane boneclaws entered the world. Perhaps they merely "evolved" from lesser forms.

The boneclaw is an intelligent skeletal undead that possesses exceptional control over the length of its claws. At will, a boneclaw can extend one or two of its finger-claws out to a distance of 20 feet, neatly skewering fleshy creatures that stand in the way.

A boneclaw stands about 8 feet tall and weighs about 300 pounds.

Boneclaws speak Common and Abyssal.

Tactics: A boneclaw likes to get the drop on its enemies, especially when its foes are still at range, surprising them with an attack of opportunity by extending its claws as its enemies close to melee range. With its Combat Reflexes, this can occur often within the same fight.

A boneclaw normally attacks using its Power Attack feat, taking a -2 penalty on its attack rolls and gaining a +2 bonus on damage rolls.

Deathlock (Encounter One) from *Libris Mortis*, pg 94.

Skeletally thin, this figure wears a dramatic cloak fringed with magical sigils. Its cadaverous eyes sizzle

with cursed power, and deadly spells dance on its fingertips.

Deathlocks are undead born of the corpses of powerful spellcasters whose remains are so charged with magic that they are unable to lie quiet in the grave. Animate, but shorn of the spirit that once ruled their forms, deathlocks seek to bring all those they meet into an intimate embrace with death. Only their knowledge of spellcasting remains, though twisted and changed.

Sometimes deathlocks retain a single shred of memory from their former spirits. If the recollection was dear to the spirit that once inhabited the now shrivled and blasted body of the deathlock, the creature usually seeks out the source of that memory, hoping to destroy it, compromise it, or undo the deeds associated with it.

Deathlocks stand between 5-1/2 and 6-1/2 feet tall and weight between 100 and 120 pounds.

Deathlocks speak Common, Abyssal, and Infernal.

Tactics: A deathlock prefers to use its spell-like abilities from a distance, disdaining melee. Thus, it can also use *inflict minor wounds* to heal itself.

Entomber (Encounter One) from *Libris Mortis*, pg 97.

This shrunk and disfigured humanoid carcass moves under the power of its own animation though the details of its shape are blurred beneath a coating of filth and grave dirt.

Entombers are undead animated by necromancers who prefer to leave the dirty work to their servants. The entombers are perfect for putting bodies in the ground, or bringing them out, depending on the needs of their masters. They usually inhabit cemeteries, catacombs, or other places where many corpses might be found. Unless specifically commanded otherwise, entombers treat all living creatures as subjects for their entombing power.

Entombers are filthy, streaked with dirt, and sometimea even bits of desiccated fleash (not their own), jewelry, and other small bits taken from the bodieas they exhume or entomb. They stink of both carrion and embalming alchemical fluids. Closer scrutiny reveals their lips are sewn shut.

Most entombers are about 6 feet tall and weight about 160 pounds.

Entombers understand Common, but their lips are sewn shut, so they cannot speak.

Tactics: In melee combat, an entomber's fist is a powerful weapon. However, the fear associated with entombers is more due to their ability to entomb foes with their attack.

Plague Blight (Encounter One) from *Libris Mortis*, pg 115.

Soft and putrescent, this creature's form is wrapped in tight circles of cloth, though bloated, swollen tissue still seeps through. The odor of this creature goes beyond the stink of carrion; the putrefaction of its body is like a physical force that moves before it.

Plauge blights are animated corpses of humanoids who died from plague or rot. In undeath, they seek to putrify all that is pure. They are wily and may attempt to trick their victims into allowing themselves to get close enough to touch.

Plague blights speak whatever languages they spoke before being claimed by plague, plus Common.

Tactics: In melee combat, the stench of plague blight sickens its opponents. Far worse is its touch, which brings on a terrible wasting disease in its victims, rotting the flesh in seconds and sending tendrils of dead flesh ever inward toward the heart.

A plague blight's natural weapons, as well as any weapons it wields, are treated as evil-aligned for purpose of overcoming damage reduction.

Slaughter Wight (Encounters One and Seven) from *Libris Mortis*, pg 121.

A slender, wiry corpse moves toward you, supernatural agility obvious in its motions. Its leathery, desiccated flesh ripples across its body, tolerant of the creature's quick movements despite being lifeless parchment.

Slaughter wights are undead that have been specially touched by dark gods, endowing them with a vicious hatred of life that goes beyond that of simple walking dead. A slaughter wight's appearance is an exaggerated and horrifying effigy of the form it had in life.

Though sometimes found lurking in barrows, more often slaughter wights skulk through the nighttime streets of large cities seeking to fulfill an order or contract on a living human target. After all, slaughter wights make exceptional assassins.

A slaughter wight is about the height and weight of a human.

Slaughter wights speak Common.

Tactics: Slaughter wights are deadly combatants, not only because of their supernaturally strong blows and ability to drain life from their foes, but also because of their special knowledge that allows them to deal and master death (see feats).

A slaughter wight normally attacks using its Power Attack feat, taking a -5 penalty on its attack rolls and gaining +5 bonus on damage rolls.

Spawn of Kyuss (Encounter Seven) from *Monster Manual II*, pg 186

Spawn of Kyuss are disgusting undead creatures created by Kyuss, a powerful evil cleric turned demigod. Completely mad, the spawn of Kyuss wander caverns, crypts, and sometimes the open countryside searching for victims.

A spawn of Kyuss looks like a well-rotted zombie. Only once the monster is within 20 feet do the writhing, green worms crawling in and out of its skull orifices become apparent. A spawn of Kyuss is usually clad in rotted clothing, though a rare few wear decaying pieces of armor.

A cleric of 16th level or higher may use a *create greater undead* spell to create new spawn of Kyuss. This process requires maggots from the corpse of a diseased creature in addition to the normal material components.

Spawn of Kyuss split into multiple groups when creating their own spawn, and it is rare to encounter more than three of them together. Occasionally a larger creature falls under the curse of a spawn of Kyuss and follows it as a normal zombie (see special abilities).

Tactics: Unlike zombies, spawn of Kyuss are not limited to partial actions, and they are intelligent enough to pretend that they have restricted movement until ready to attack. They normally use their fear auras to scatter victims, then gang up on individuals until they have caught all opponents.

Vasuthant (Encounter Three) from *Monster Manual III*, pg 182.

A spherical cloud of impenetrable darkness floats toward you. As it draws near, black tendrils reach out from the cloud's opaque core.

Vasuthants are shadowy, undead abominations. These life-hungry creatures vary greatly in size and power, each one growing larger as it sucks in more life energy. Smaller vasuthants appear as shadowy clouds, while larger varieties are colossal spheres of pitch-black nothingness that can suck up nearby light, sap strength, and manipulate gravity and time. Vasuthants possess immunity or resistance to most forms of energy.

A Small vasuthant is about 2 feet in diameter. As it advances in Hit Dice and becomes larger, its diameter increases to 5 feet at Medium size, 10 feet at Large size, 15 feet at Huge size, 20 feet at Gargantuan size, and 30 feet at Colossal size. Vasuthants are weightless and know no languages.

Tactics: A vasuthant desires to feed off the positive energy of every living thing it encounters. In every round, the creature attempts to use its improved grab ability to initiate an enervating crush attack.

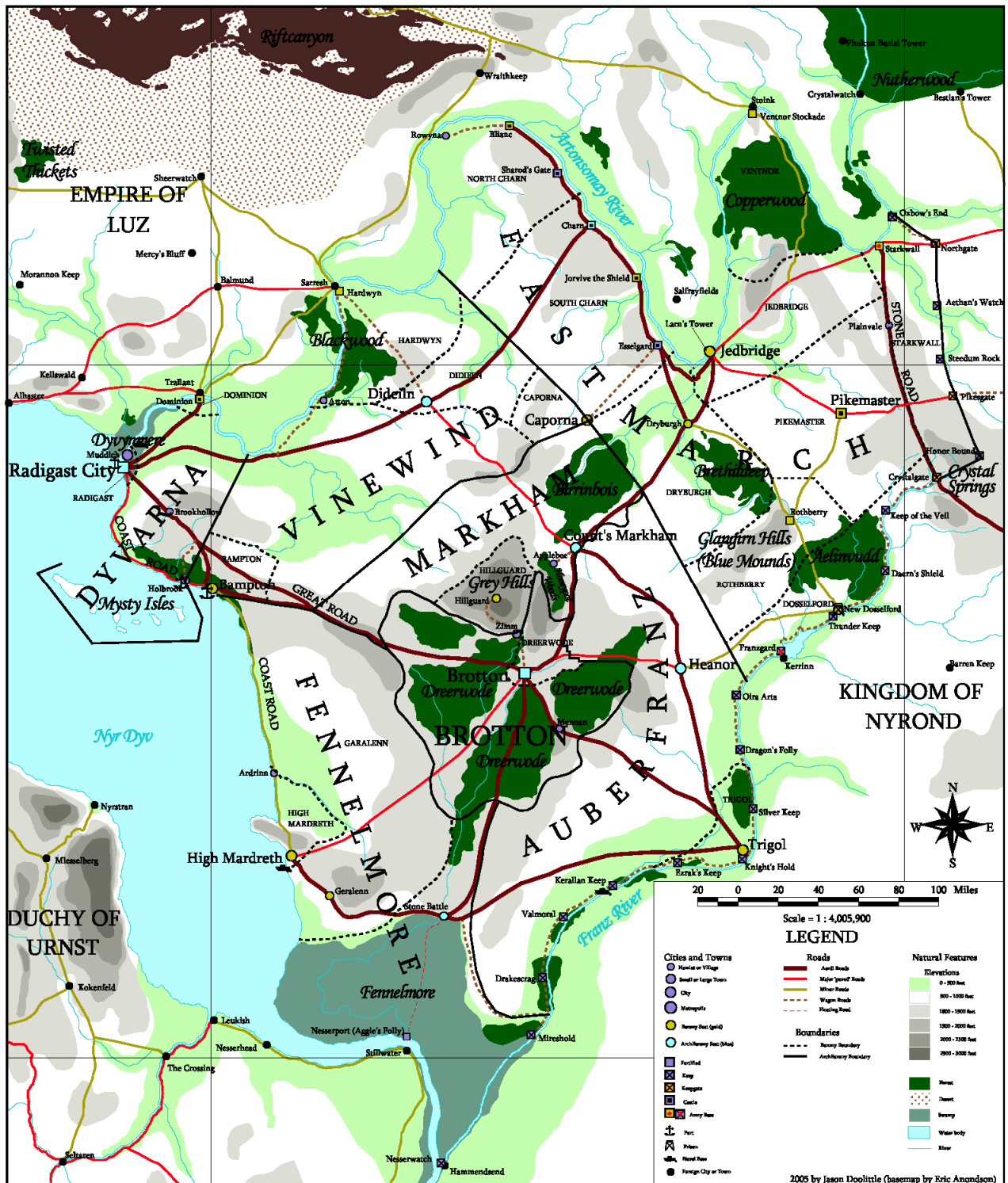
*Flying Sewer Master
Blanket Chartreuse Lesson
Learned Rhyming Pidgeon
Topsy Sleeping Hidebound
Unspecific Halberd Horses
Tombstone Starburst
Extraordinary*

[illegible]

Player Handout Three:

The New Map of the County of Urnst

The Noble Realm of THE COUNTY OF URNST



Player Handout 4:

Agent A's Notes

With luck, this will not fall into the hands of the Enemy. I fear I will not survive this mission, so I have hidden my final report inside my own body. If you are reading this, it will mean I was successful in causing my own demise at the hands of agents of the County intelligent enough to know what to do next.

My fears have been realized. The Lich Malachite has narrowed the location of one of the remaining pieces of the Charn Armor, Jorvive's Shield, to a few possible locations. If he can put all the pieces together, he plans on giving them to his greatest death knight, believing he will then be unbeatable. He has amassed a huge force of undead and excavations are underway even as I write this. It will take a major coordinated effort to push through his forces and seize the item before he reaches it. The item lies buried somewhere beneath the Temple of Zodal that lies on the road between Brotton and High Mardreth.

Additionally, I have learned of two other threats. If nothing is done to stop him, Malachite intends to launch a massive attack all across the County on the 5th of Patchwall, just a week before the Contessa's Birthday. To accomplish this he will be sending forays repeatedly against each town to kill the citizens, to gather more corpses to swell his army's numbers and to create a climate of fear everywhere.

This is only the surface of his plan. His true attack will be in the form of a devastating plague. It is my belief that he has already begun spreading it across the land and his attacks on the towns are really intended only to verify how quickly the plague has spread.

I pray this mission falls under the hazardous field agent clause, for the constant exposure to dead things has had an effect on my mind. Otherwise, I hope my family will someday understand.

Agent A.

Player Handout 4:

Agent B's Notes

With luck, this will not fall into the hands of the Enemy. I fear I will not survive this mission, so I have hidden my final report inside my own body. If you are reading this, it will mean I was successful in causing my own demise at the hands of agents of the County intelligent enough to know what to do next.

My fears have been realized. The Lich Malachite has narrowed the location of one of the remaining pieces of the Charn Armor, Esselgard's Gauntlet, to a few possible locations. If he can put all the pieces together, he plans on giving them to his greatest death knight, believing he will then be unbeatable. He has amassed a huge force of undead and excavations are underway even as I write this. It will take a major coordinated effort to push through his forces and seize the item before he reaches it. The item lies buried somewhere beneath the Franzspires along the Franz River north of Kerrinn.

Additionally, I have learned of two other threats. If nothing is done to stop him, Malachite intends to launch a massive attack all across the County on the 5th of Patchwall, just a week before the Contessa's Birthday. To accomplish this he will be sending forays repeatedly against each town to kill the citizens, to gather more corpses to swell his army's numbers and to create a climate of fear everywhere.

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Agent B.

Player Handout 4:

Agent C's Notes

With luck, this will not fall into the hands of the Enemy. I fear I will not survive this mission, so I have hidden my final report inside my own body. If you are reading this, it will mean I was successful in causing my own demise at the hands of agents of the County intelligent enough to know what to do next.

My fears have been realized. The Lich Malachite has narrowed the location of one of the remaining pieces of the Charn Armor, the Cloak of Sharod's Gate, to a few possible locations. If he can put all the pieces together, he plans on giving them to his greatest death knight, believing he will then be unbeatable. He has amassed a huge force of undead and excavations are underway even as I write this. It will take a major coordinated effort to push through his forces and seize the item before he reaches it. The item lies buried somewhere in a sunken series of caves along the banks of the Artonsamay, north of Dominion.

Additionally, I have learned of two other threats. If nothing is done to stop him, Malachite intends to launch a massive attack all across the County on the 5th of Patchwall, just a week before the Contessa's Birthday. To accomplish this he will be sending forays repeatedly against each town to kill the citizens, to gather more corpses to swell his army's numbers and to create a climate of fear everywhere.

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I pray this mission falls under the hazardous field agent clause, for the constant exposure to dead things has had an effect on my mind. Otherwise, I hope my family will someday understand.

Agent C.

Player Handout 4:

Agent D's Notes

With luck, this will not fall into the hands of the Enemy. I fear I will not survive this mission, so I have hidden my final report inside my own body. If you are reading this, it will mean I was successful in causing my own demise at the hands of agents of the County intelligent enough to know what to do next.

My fears have been realized. The Lich Malachite has narrowed the location of one of the remaining pieces of the Charn Armor, the Helm of Bianc, to a few possible locations. If he can put all the pieces together, he plans to give them to his greatest death knight, believing he will then be unbeatable. He has amassed a huge force of undead and excavations are underway even as I write this. It will take a major coordinated effort to push through his forces and seize the item before he reaches it. The item lies buried somewhere beneath a ruined tower on the south edge of the Copperwood.

Additionally, I have learned of two other threats. If nothing is done to stop him, Malachite intends to launch a massive attack all across the County on the 5th of Patchwall, just a week before the Contessa's Birthday. To accomplish this he will be sending forays repeatedly against each town to kill the citizens, to gather more corpses to swell his army's numbers and to create a climate of fear everywhere.

This is only the surface of his plan. His true attack will be in the form of a devastating plague. It is my belief that he has already begun spreading it across the land and his attacks on the towns are really intended only to verify how quickly the plague has spread.

I pray this mission falls under the hazardous field agent clause, for the constant exposure to dead things has had an effect on my mind. Otherwise, I hope my family will someday understand.

Agent D.

Player Handout 4:

Agent E's Notes

With luck, this will not fall into the hands of the Enemy. I fear I will not survive this mission, so I have hidden my final report inside my own body. If you are reading this, it will mean I was successful in causing my own demise at the hands of agents of the County intelligent enough to know what to do next.

My fears have been realized. The Lich Malachite has narrowed the location of one of the remaining pieces of the Charn Armor, the Master's Pike to a few possible locations. If he can put all the pieces together, he plans on giving them to his greatest death knight, believing he will then be unbeatable. He has amassed a huge force of undead and excavations are underway even as I write this. It will take a major coordinated effort to push through his forces and seize the item before he reaches it. The item lies hidden in ancient catacombs beneath the cellar of an abandoned inn, the Skull Duggery, west of Esselgard.

Additionally, I have learned of two other threats. If nothing is done to stop him, Malachite intends to launch a massive attack all across the County on the 5th of Patchwall, just a week before the Contessa's Birthday. To accomplish this he will be sending forays repeatedly against each town to kill the citizens, to gather more corpses to swell his army's numbers and to create a climate of fear everywhere.

This is only the surface of his plan. His true attack will be in the form of a devastating plague. It is my belief that he has already begun spreading it across the land and his attacks on the towns are really intended only to verify how quickly the plague has spread.

I pray this mission falls under the hazardous field agent clause, for the constant exposure to dead things has had an effect on my mind. Otherwise, I hope my family will someday understand.

Agent E.

Player Handout:

Agent F's Notes

With luck, this will not fall into the hands of the Enemy. I fear I will not survive this mission, so I have hidden my final report inside my own body. If you are reading this, it will mean I was successful in causing my own demise at the hands of agents of the County intelligent enough to know what to do next.

My fears have been realized. The Lich Malachite has narrowed the location of one of the remaining pieces of the Charn Armor, the Wraithkeep Girdle, to a few possible locations. If he can put all the pieces together, he plans on giving them to his greatest death knight, believing he will then be unbeatable. He has amassed a huge force of undead and excavations are underway even as I write this. It will take a major coordinated effort to push through his forces and seize the item before he reaches it. The item lies buried somewhere beneath the Tears of Obad-Hai on the Trigol Plain.

Additionally, I have learned of two other threats. If nothing is done to stop him, Malachite intends to launch a massive attack all across the County on the 5th of Patchwall, just a week before the Contessa's Birthday. To accomplish this he will be sending forays repeatedly against each town to kill the citizens, to gather more corpses to swell his army's numbers and to create a climate of fear everywhere.

This is only the surface of his plan. His true attack will be in the form of a devastating plague. It is my belief that he has already begun spreading it across the land and his attacks on the towns are really intended only to verify how quickly the plague has spread.

I pray this mission falls under the hazardous field agent clause, for the constant exposure to dead things has had an effect on my mind. Otherwise, I hope my family will someday understand.

Agent F.

Player Handout 4:

Agent G's Notes

With luck, this will not fall into the hands of the Enemy. I fear I will not survive this mission, so I have hidden my final report inside my own body. If you are reading this, it will mean I was successful in causing my own demise at the hands of agents of the County intelligent enough to know what to do next.

My fears have been realized. The Lich Malachite has narrowed the location of the remaining pieces of the Charn Armor to a few locations. If he can put all the pieces together, he plans on giving them to his greatest death knight, believing he will then be unbeatable. He has amassed a huge force of undead and excavations are underway even as I write this. It will take a major coordinated effort to push through his forces and seize the items before he finds them. The items lie buried somewhere

1. beneath the Temple of Zodal that lies on the road between Brotton and High Mardreth.
2. under the pillars of ... near the ruins of the Crystal Springs
3. in a sunken series of caves along the banks of the Artonsamay, north of Dominion
4. locked under a ruined tower on the south edge of the Copperwood
5. hidden in catacombs beneath an abandoned inn, the Skull Dugger, west of Esselgard
6. or below the Tears of Obad-Hai on the Trigol Plain

Additionally, I have learned of two other threats. If nothing is done, Malachite intends to launch a massive attack all across the County on the 5th of Patchwall, just a week before the Contessa's Birthday. To accomplish this he will be sending forays repeatedly against each town to kill the citizens, to gather more corpses to swell his army's numbers and to create a climate of fear everywhere.

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Agent G.