



A UCC SPONSORED CAMPAIGN

Terror from Below

"The Dark Tome Saga" Part Two

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and the Universe Construction Company**

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

The hordes of the restless dead strike the city of Amthydor once more, wreaking havoc with its citizens, paupers and rich nobles alike. Recently the Diamond Legion crushed the machinations of the Magocracy of Pyrroth to create an undead army, but the dead still rise like the morning sun to plague the living. Who or what is continuing the evil that was thought vanquished? And more importantly, who is brave enough to stand against such dark power? For heroes of levels 1-6.

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Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJDM Empowerment Clause

The coordinators of the campaign empower DMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The DM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the DM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the DM can throw at them, and some level 3 parties are relatively weak for their levels. If the DM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the DM should let common sense rule the day (and the module).

Since this event has multiple undead encounters, special attention should be given to the ATL at which you run this event. If you have a party with no one capable of turning undead, you might need to lower the ATL by 1. If they have more than one PC capable of turning undead, you might need to raise the ATL by 1. Use your best judgment.

World Background

High Magocracy of Pyrroth

Ruler: Grand High Mage Chrisor and the Lyarch (High Council)

Government: Magocracy

Capital: Lethyr

Resources: Magic items, artwork, timber, metals, books

Population: 3,880,600 (humans 99%)

Alignment: LE, LN, N, NE

Language: Common, Pyrrothan

Deities: Destine, Dymora, Emerys, Oblivion, Zara

Description: Founded by survivors of Thyras, Pyrroth is home to the most evil of evil wizards. The rule in Pyrroth is ‘survival of the fittest’, and only the strong survive in this nation almost entirely devoted to the pursuit of magic. Rank in this strict Magocracy is based upon ability and those without arcane talent are considered second-class citizens. Pyrroth has a history of aggression against its neighboring nations. Choal and Kehron have succeeded in resisting by force, though at a high price, while Aedar has raised magical forces of its own, trained for good to counter the evil practices of Pyrroth.

Lethyr: (Metropolis, 41,380)

Kehron

(home of the Mensharan Tribesmen)

Ruler: High Queen Selice

Government: Monarchy

Capital: Ramallas

Resources: Cheese, cloth, furs, mountain ponies, wine, wool

Population: 819,570 (humans 85%, half-elves 6%, other fey 6%, forest elves 2%)

Alignment: NG, N, CG

Language: Common, Rhenese

Deities: Ardra, Aurelian, Ayla, Brianna, Cerion, Cyrene, Destine, Elianna, Emerys, Meneon, Pietos, Sorena

Description: The people of the rolling plains and rugged hills of Kehron have close ties to their land and consider it to be a living, breathing entity. Arcane practitioners in Kehron tend to be sorcerers rather than wizards, drawing their power from their connection to the land (though without causing harm to it).

Kehron has no army in the traditional sense. Rather, it is defended by a civilian militia made up of units of warriors mounted on sturdy hill ponies or gypsy-bred horses. The land itself plays a role in defending Kehron. The earth rises up to block the passage of

invading forces, or opens gaping chasms beneath their feet. Plants seem to reach out and entangle men and mounts. Animals sneak into enemy camps at night, to sabotage invaders by chewing through ropes and saddle girths or to steal food, weapons and other smaller objects.

Kehron frequently finds itself the target of Pyrroth’s aggressions, as the mages of that nation covet whatever mysterious power they believe to be hidden there.

Ramallas: (Large city, 23,850)

Adventure Summary

Introduction – This places the PCs in the general area of the Berserker’s Festhall and describes the local surroundings a bit. If they are Amthydor citizens then perhaps they eat there often or are interested in one of the waitresses or waiters that work there, or a patron often frequents the establishment. Perhaps they are seeking adventure and figured that this was a good place to pick up information on a job opportunity. Whatever the reason, they are in the vicinity when the events of Encounter 1 take place.

Encounter 1 – The PCs are either eating at the Berserker’s Festhall or are simply passing by it when hordes of undead descend upon the patrons of the establishment and those in the general area, killing or maiming anything alive within reach. Two soldiers from the Diamond Legion are there but even with their help, it is clear that this has all the makings of a slaughter unless the PCs step in to assist. Once the undead onslaught is halted, the PCs are briefed regarding the most recent events related to this attack and asked to help by Captain Vestra, who arrives shortly after the situation is under control. If they refuse the offer of the Diamond Legion, do not despair. There are still the Mensharan, and with them, it’s very personal.

Encounter 2 – Whether the PCs agreed to Captain Vestra’s offer or not, the Mensharan representative, a barbarian by the name of Johan Kulls-The-Weak contacts them shortly after the attack and tells them that his mistress, a Mensharan witch named Sunja Nightslayer wishes to speak to them and offer assistance in their quest. Sunja explains her personal interest in the affair and

reveals the existence of the Manual of the Dead. She asks the PCs to bring it to her when they find it so that she may destroy it. Through a divination in the form of a cryptic riddle, she points the PCs in the right direction and asks them to return to this place when they are done. Amthydor, with its rigid laws, is no place for the Mensharan, much less one of their witches.

Encounter 3 - Depending on how they can decipher the riddles of the Witch and which Skull Rod they choose to go after, the PCs can go to three separate locations. This encounter assumes they went to find the Skull Rod hidden in a fountain near the Berserker's Festhall. While looking for it, they will come into conflict with the group of Mordanite rogues, their leader missing his left hand due to the heavy law of Amthydor after he tried to start up a Thieves Guild. The rogues have been scouting the area and making sure the Skull Rod is not found. If asked who is behind this, they say "a man in robes with lots of tattoos." If asked where the rest of the Skull Rods are, they do not know (Sargon was careful about such things).

Encounter 4 -With some information gathering and speaking to the Diamond Legion as to where the undead attacks seem to be most prevalent, the PCs travel to the Poor District where they run into a cleric of Mordana and some undead that are guarding the Skull Rod in the graveyard, specifically a hollow tombstone. Since poor people often die through neglect and the rich turn a blind eye to them, the Poor District is fertile ground for creating undead. If defeated, the cleric of Mordana will reveal the general location of the last Skull Rod. He states that a Pyrroth wizard named Sargon, still somewhere in the city, is responsible for this.

Encounter 5 - The PCs can find another Skull Rod hidden inside of a secret compartment in a gargoye statue hanging over the Jade Palace, a restaurant staffed by foreigners from far off Daiguo. The gargoye statue is trapped, releasing a jet of fire from its mouth if the trap is not disabled. This Skull Rod is near the Nobles District.

Encounter 6 – At this point, the PCs get some help from the Diamond Legion, who report that Sargon was sighted leaving the Dauntless Dolphin Inn and Tavern. Since the Diamond Legion is still needed in the city due to straggling bands of undead that must be put down, they ask the PCs to bring him to justice for his crimes. The PCs follow Sargon's path, leading up to the remains of Sargon's pillaged stagecoach. The inhabitants, including the horses, are missing. Successful tracking leads the PCs into the forest.

Encounter 7 - Following the tracks, the PCs encounter a Deathspawn (a negative energy elemental creature of Mordana, goddess of death) named Deous in the forest where he lives. Deous ambushed the carriage and Sargon's necromantic powers were useless against Deous (actually they empowered him). Deous killed Sargon and his bodyguards and with his negative-energy based abilities and Use Magic Device skill, then used the Skull Rod to animate them as undead. He plans to do so to other "life-slaves" so that he can build an undead army to command and use to attack the many "life-slaves" plaguing the world.

Conclusion - If the PCs defeat Deous, they can claim the Manual of the Dead and the last Skull Rod and report to both the Mensharan witch and the Diamond Legion of their success and claim their rewards.

Epilogue – The mod ends on an ominous note. The Mensharan witch was able to use her strange and powerful arcane might to remove the magic from the Skull Rods but during her return to her land, she and her bodyguards were ambushed by some powerful creature that burned the flesh off their bones. The PCs are left to wonder who or what did this...

Introduction

This module starts the PCs off somewhere near the Berserker's Festhall which is located in the Adventurer's District, a common place to find PCs for obvious reasons. This district serves as an excellent source of information for any jobs the PCs might seek. The PCs could be doing anything from just passing by, eating at the Berserker's Festhall, on the way back from purchasing a weapon, or any other plausible that fits their character.

Seeking to break away from the doldrums of inactivity that have beset you recently, you have come to the Adventurers District hoping your luck will change. You have heard it is an excellent place to find an employer in need of a sharpened blade or powerful magic, both capable of earning you good coin. Amongst the myriad signs posted on the walls of the Berserker's Festhall, some offer a reward for loved ones that went missing after the undead invasion and others show portraits of miscreants and a hefty price for their capture. Other adventurers scan them over intently while some haggle with prospective employers.

The Berserker's Festhall is lively today, brisk with the same energetic pace as the melody of the performing minstrel. A powerfully built man sits behind the bar, dividing his time between soundly and swiftly defeating others in arm wrestling contests, serving drinks, and mesmerizing patrons with embellished stories of his adventuring days that bring many raucous cheers and toasts of ale. His well shaven but scarred face is in sharp contrast to the joy he is experiencing.

A **Knowledge: Local check DC 10** allows the PCs to identify him as Guntayer, the owner of the Berserker's Festhall, known for running a rowdy but honest business. Another **Knowledge: Local check DC 10** lets the PCs know that two of the current patrons are members of the Diamond Legion, the law enforcement agency of the city, known for their reputation as stern but fair dispensers of justice. If the PCs wish to purchase

food or drink, refer to the appropriate pages in the PHB (minor note: the drinks served here are a bit stronger than their counterparts from other taverns). If the PCs wish to Gather Information refer to the following notes below:

Result of 5 or more:

The Diamond Legion enforces the law of Amthydor and are suspicious of adventurers so if they ask a lot of questions, it's best to be polite, honest, and above all, patient.

Result of 10 or more: (all above + the following)

Some say that Guntayer was a Legionnaire and got that scar from some beast he put down but he never talks about it. Also, a woman named Ardent Vestra is a Captain of the Diamond Legion who often patrols this district.

Result of 15 or more: (all above + the following)

The city is still dealing with pockets of undead that appear to wreak havoc on its citizens. Granted, the recent invasion of undead was repelled, but there are still some left. Until recently, the Diamond Legion, with the help of adventurers, was quelling the situation but the undead attacks are happening more frequently.

Result of 20 or more: (all above + the following)

Demons were seen in the city a few years back, for the first time in over 400 years. People are hoping it is a chance occurrence but the shrine of Dymona is taking no chances and has been investigating.

Encounter One – When Animals Attack

Allow the PCs to role play a bit if they want but not excessively. At this point, allow the PCs to make **Spot and Listen checks (DC 15)**. If they succeed in the Spot check, allow the PCs to see the onslaught of the undead animals attacking people

in the streets and some of them headed straight for the Berserker's Festhall. This prevents them from being surprised. If they make their Listen check, they can differentiate between the rowdy noises coming from within the Berserker's Festhall and the screams of people outside of it. If the PCs are outside of the tavern when the attack occurs, they need not make the checks, but may have to absorb the first set of attacks without backup. Adjust the boxed text according to whether the PCs are surprised or not.

Suddenly, the fun and frolic from within the Berserker's Festhall ends with the shattering of windows and terrified screams. Leaping and flying through the broken windows are dogs and hawks, talons and teeth bearing down on the shocked patrons. Much to your horror, you realize that their bodies are composed of tattered decaying flesh that barely clings to their bones. This condition does nothing to diminish their savagery, although they do seem to be moving slower than you would expect. The doors burst open as patrons try to escape the animal attacks; you catch a glimpse of horses outside the tavern in a similar condition. They arch upward as they strike their hooves upon their victims, sending them crumpling to the ground. Already several of the patrons lie on the ground, skulls caved in from hoof strikes, their throats ripped out, or covering their eyes for protection. The patrons frantically try to fend them off but it seems a massacre is imminent.

If the PCs are in trouble, make use of the two Diamond Legion members of the inn, or even Guntayer himself who will grab his club and gleefully bludgeon the undead to pieces. Have them take out one per round only if PCs are in serious trouble.

ATL 1

Zombie dogs (2): Medium Undead; HD 2d12+3; hp 15; Init -1 (Dex); Spd 40 ft; AC 16 (+1 Dex, +5 natural), touch 11, flatfooted 15); BAB/Grp: +1/+4; Atk Bite +4 melee (1d6+4) or slam attack +4 melee (1d6+4); Face/Reach: 5 ft. by 5 ft./ 5 ft.; Special Qualities: DR 5/slashing, Darkvision 60 ft.,

Undead, single actions only. AL NE; SV Fort +0, Ref +1, Will +3; Str 17, Dex 8, Con -, Int-, Wis 10, Cha 1. Feats: Toughness.

Zombie eagles (2): Small Undead, HD 1d12+3, hp 9; Init +1 (Dex); Spd 10 ft, 80 ft. fly (clumsy); AC 15 (+1 size, +1 Dex, +3 natural), touch 12, flatfooted 14; BAB/Grp: +0/+1; Atk Claw +2 melee (1d4+1) and bite -3 melee (1d4) or slam +2 melee (1d4+1), ; Face/Reach: 5 ft. by 5 ft./ 5 ft.; Special Qualities: DR 5/slashing, Darkvision 60 ft., Undead, single actions only. AL NE, SV Fort +0, Ref +1, Will +2. Str 12, Dex 13. Con -, Int -, Wis 10, Cha 1. Feats: Toughness.

ATL 3

Zombie heavy horse (1): Large Undead; HD 4d12+3; hp 45; Init +0 (Dex); Spd 50 ft.; AC 16 (-1 size, +7 natural), touch 9, flatfooted 15; BAB/Grp: +2/+7; Atk Hoof +7 melee (1d6+5) or slam attack +7 melee (1d8+5); Face/Reach: 5 ft. by 10 ft./ 5ft.; Special Qualities: DR 5/slashing, Darkvision 60 ft., Undead, single actions only. AL: NE; SV; Fort +1, Reflex +1, Will +4; Str 20, Dex 11, Con -, Int -, Wis 10, Cha 1. Feats: Toughness.

Zombie dogs (4): Medium Undead; HD 2d12+3; hp 27; Init -1 (Dex); Spd 40 ft; AC 16 (+1 Dex, +5 natural), touch 11, flatfooted 15); BAB/Grp: +1/+4; Atk Bite +4 melee (1d6+4) or slam attack +4 melee (1d6+4); Face/Reach: 5 ft. by 5 ft./ 5 ft.; Special Qualities: DR 5/slashing, Darkvision 60 ft., Undead, single actions only. AL NE; SV Fort +0, Ref +1, Will +3; Str 17, Dex 8, Con -, Int-, Wis 10, Cha 1. Feats: Toughness.

Zombie eagles (4): Small Undead, HD 1d12+3, hp 15; Init +1 (Dex); Spd 10 ft, 80 ft. fly (clumsy); AC 15 (+1 size, +1 Dex, +3 natural), touch 12, flatfooted 14; BAB/Grp: +0/+1; Atk Claw +2 melee (1d4+1) and bite -3 melee (1d4) or slam +2 melee (1d4+1), ; Face/Reach: 5 ft. by 5 ft./ 5 ft.; Special Qualities: DR 5/slashing, Darkvision 60 ft., Undead, single actions only. AL NE, SV Fort +0, Ref +1, Will +2. Str 12, Dex 13. Con -, Int -, Wis 10, Cha 1. Feats: Toughness.

ATL 5

Zombie heavy horses (2): Large Undead; HD 4d12+3; hp 45; Init +0 (Dex); Spd 50 ft.; AC 16 (-1 size, +7 natural), touch 9, flatfooted 15; BAB/Grp: +2/+7; Atk Hoof +7 melee (1d6+5) or slam attack +7 melee (1d8+5); Face/Reach: 5 ft. by 10 ft./ 5ft.; Special Qualities: DR 5/slashing, Darkvision 60 ft., Undead, single actions only. AL NE; SV Fort +0, Ref +1, Will +3; Str 20, Dex 11, Con -, Int -, Wis 10, Cha 1. Feats: Toughness.

Zombie dogs (4): Medium Undead; HD 2d12+3; hp 27; Init -1 (Dex); Spd 40 ft; AC 16 (+1 Dex, +5 natural), touch 11, flatfooted 15); BAB/Grp: +1/+4; Atk Bite +4 melee (1d6+4) or slam attack +4 melee (1d6+4); Face/Reach: 5 ft. by 5 ft./ 5 ft.; Special Qualities: DR 5/slashing, Darkvision 60 ft., Undead, single actions only. AL NE; SV Fort +0, Ref +1, Will +3; Str 17, Dex 8, Con -, Int-, Wis 10, Cha 1. Feats: Toughness.

Zombie eagles (4): Small Undead, HD 1d12+3, hp 15; Init +1 (Dex); Spd 10 ft, 80 ft. fly (clumsy); AC 15 (+1 size, +1 Dex, +3 natural), touch 12, flatfooted 14; BAB/Grp: +0/+1; Atk Claw +2 melee (1d4+1) and bite -3 melee (1d4) or slam +2 melee (1d4+1), ; Face/Reach: 5 ft. by 5 ft./ 5 ft.; Special Qualities: DR 5/slashing, Darkvision 60 ft., Undead, single actions only. AL NE, SV Fort +0, Ref +1, Will +2. Str 12, Dex 13. Con -, Int -, Wis 10, Cha 1. Feats: Toughness.

ATL 7

Zombie heavy horse (3): Large Undead; HD 4d12+3; hp 45; Init +0 (Dex); Spd 50 ft.; AC 16 (-1 size, +7 natural), touch 9, flatfooted 15; BAB/Grp: +2/+7; Atk Hoof +7 melee (1d6+5) or slam attack +7 melee (1d8+5); Face/Reach: 5 ft. by 10 ft./ 5ft.; Special Qualities: DR 5/slashing, Darkvision 60 ft., Undead, single actions only. AL NE; SV Fort +0, Ref +1, Will +3; Str 20, Dex 11, Con -, Int -, Wis 10, Cha 1. Feats: Toughness.

Zombie dogs (6): Medium Undead; HD 2d12+3; hp 27; Init -1 (Dex); Spd 40 ft; AC 16 (+1 Dex, +5 natural), touch 11, flatfooted 15); BAB/Grp:

+1/+4; Atk Bite +4 melee (1d6+4) or slam attack +4 melee (1d6+4); Face/Reach: 5 ft. by 5 ft./ 5 ft.; Special Qualities: DR 5/slashing, Darkvision 60 ft., Undead, single actions only. AL NE; SV Fort +0, Ref +1, Will +3; Str 17, Dex 8, Con -, Int-, Wis 10, Cha 1. Feats: Toughness.

Zombie eagles (8): Small Undead, HD 1d12+3, hp 15, Init +1 (Dex); Spd 10 ft, 80 ft. fly (clumsy); AC 15 (+1 size, +1 Dex, +3 natural), touch 12, flatfooted 14; BAB/Grp: +0/+1; Atk Claw +2 melee (1d4+1) and bite -3 melee (1d4) or slam +2 melee (1d4+1), ; Face/Reach: 5 ft. by 5 ft./ 5 ft.; Special Qualities: DR 5/slashing, Darkvision 60 ft., Undead, single actions only. AL NE, SV Fort +0, Ref +1, Will +2. Str 12, Dex 13. Con -, Int -, Wis 10, Cha 1. Feats: Toughness.

Note: Unless the PCs go outside or stand at the open doorway, the zombie horses cannot effectively attack them. However, if they consider themselves heroes in the true sense of the word, they will engage them in order to prevent harm to innocents. For purposes of combat within the Berserker's Festhall, assume the place is 100 feet long by 75 feet wide with a 20-foot high ceiling and randomly cluttered with tables and chairs. If the PCs cast a **detect evil spell on the zombie animals while they are animated or up to 4 rounds** after they have been destroyed, there are evil emanations fluctuating oddly coming from them but these emanations start to fade as soon as they are destroyed. (The fluctuations are the result of the animals being turned into undead by a Skull Rod, the necromantic device created by the slain Pyrroth wizard, but there is no way for the PCs to know this yet).

A couple of rounds after the combat has ended, the PCs will be notice that the surviving Diamond Legion officers rush outside to meet a woman dressed like them, but apparently of higher status. This woman is Captain Ardent Vestra, one of the leaders of the Diamond Legion of Amthydor. The Diamond Legion officers will begin pointing to the PCs after which Captain Vestra will approach them. If the PCs have had dealings with the PCs before, she will recognize them.

Note: Amthydor has a reputation for seeing adventurers as troublemakers but in the end they are humble and wise enough to realize that Amthydor has been well served by the heroics of adventurers. As long as the PCs obey the law and cooperate, there should be no problems. If the PCs insist on being belligerent, disrespectful, or on breaking the law, they will learn that Amthydor law is nothing to toy with, and neither is Captain Vestra.

With the threat of the undead attack ended, you begin to relax and take stock of the situation. As you do so, an attractive woman, obviously the officers' superior approaches you and says, "Greetings. I am Captain Vestra of the Diamond Legion. My soldiers informed me that your heroics were instrumental in putting down the undead. First off, my thanks to you. Many people would run away but you stood your ground and fought bravely. This is the kind of mettle I am looking for to assist in an investigation. But first of all, tell me your names and a little about yourselves, and what occurred here so that I can include that in the official report."

At this point the PCs can make their formal introductions. As they do so, they notice that Captain Vestra is listening intently and eyeing them with great detail, perhaps looking for something out of place or just being extremely cautious. It may seem as if she is using the paladin ability of **detect evil**, but she is only using her Sense Motive skill to determine the PCs' motivations. If the PCs wish to believe she is a paladin, let them run with it. It would not be the first time PCs jumped to conclusions. Behind her, one of her officers jots down what they say.

After their introductions and explanations, Captain Vestra continues.

"Hmmm...interesting..." says Captain Vestra, shaking her head, obviously disturbed by what transpired. "This could be the remnants of the undead invasion. Many citizens lost their lives and there was serious damage to the infrastructure of the city. The attack was repelled, but the damages of the event still linger even

today, with packs of undead rising from beneath the city to prey on the living. It took much hard work from the Diamond Legion, with help from adventurers like you, to reduce the undead attacks to a manageable level. With the exception of sporadic clashes, things have been under control. But recently, the undead attacks have sparked up again, and those rising as of late seem more ravenous, as if driven by something more than mere hunger or wickedness. I'd like to hire you to investigate this matter and see if you can find the source of these renewed attacks and stop them. I despise anything or anyone that threatens to dim the Shining Jewel that is Amthydor."

At this point the PCs are able to ask questions that they may deem important to their investigation. Of course the PCs could refuse to help. While this would not cause the adventure to end, it will deny them a tremendous resource and ally in the Diamond Legion and Captain Vestra. Some of the possible questions with their answers are listed below. If the PCs ask questions not listed, improvise as best you can.

"How much would you pay us to investigate the matter for you? "

"Well the city has spent a tremendous amount of its reserve funds to repair the damage done. However, I can promise you each 50 gp for your efforts. Also, you would gain my favor, that of the Diamond Legion as well as the gratitude of the Lord Monarch. The latter alone is worth a fortune."

"Who is the Lord Monarch? "

"The Lord Monarch is the honorable ruler of Amthydor. He is known for his great wisdom and kindness to all people, be they the richest of nobles or a common beggar. The Lord Monarch's family, House Torestyn, were the first rulers of this city many years ago and I shudder to think what would have happened to Amthydor without their guidance."

"Who was behind the undead assault on the city?"

“A vile lich, who shall remain nameless, left his dark legacy upon us and soon after, the undead ran amok all day and night. As I stated before, the undead were put down, but now it seems our reprieve was temporary.”

“Do you have any clues as to who else may be behind this?”

“Well recently, we discovered a secret lab beneath the city belonging to a wizard of Pyrroth. He was a necromancer and was performing hideously cruel experiments on captured indigent and woman who, for lack of a better term, traded contentment of the flesh for coin. I still have nightmares about what we discovered there. Fortunately, we struck with the element of surprise and slew him. Time, justice, and the Way’s End took care of his followers soon after. Still, some of them might have escaped to continue his work.”

“What other sources of help can we use for our investigation?”

“I will provide you a temporary pass that will allow you into parts of the city that are otherwise restricted, particularly the Nobles District. There are many temples in the city that could aid you as well. Also, the attacks have occurred most often in or near the Poor District, the Adventurers’ District, the Merchant District, and the Services District. Attacks have happened in other areas but with less frequency.”

“Are you sure 50 gp is all you can give us?”

With a dismayed look, Captain Vestra says, “It saddens me to see people put the love of money above all things. I promise you that once you have investigated the situation and brought me the results, we will negotiate the possibility of more pay. I swear this on my honor as a Legionnaire.”

Captain Vestra will provide the PCs with a special pass. This pass is not an excuse to disregard the law or disrespect the people of Amthydor. Neither

will be tolerated. Captain Vestra tells the PCs that if they wish to speak to her, to go to the Diamond Legion Headquarters in the Adventurer’s District

Encounter Two – Riddles of the Witch

As Captain Vestra and the Diamond Legion depart, leaving the PCs to begin their investigation or go about their business if they turned her down, the Mensharan will make their move. While the Mensharan Witch and her contingent wait outside the city, one of them, namely the son of Sunja Nightslayer, a Mensharan ranger/fighter by the name of Johan Kulls-The-Weak was sent into the city in disguise. He overhears the conversation between the PCs and Captain Vestra and decides to try to enlist their help against the Pyrrothian minions he opposes. He will trail the PCs once Captain Vestra and the Diamond Legion leave and try to speak to them with a degree of secrecy.

Allow the PCs to make a Spot check (DC 12 + ATL) as they start moving about Amthydor. If they succeed they notice that Johan is following them. If they realize they are being trailed, read the following text:

As you move about Amthydor, you are both saddened yet awe-inspired by the magnificent architecture that has seen better days thanks to the undead attacks. The people around you carry themselves with an air of pride and you get the sense that it is this strength of character that has allowed Amthydor to remain unconquered for sixteen hundred years. No doubt it is what makes this city the Shining Jewel of the Freelands, if not all of Raia.

(Read the following when/if Johan is spotted)

With that, your attention is drawn to a figure in a dark blue hooded robe leaning against the wall of a building. “So much clothing on such a warm day.” you think to yourself. However, as you continue moving about, the figure follows you, albeit in a parallel course. You pause and in light

of what transpired earlier, you ponder whether to succumb to your curiosity and approach the figure. It could just be your paranoia at work. Then again, it might not.

If the PCs do not see Johan trailing them, Johan will tire of simply following them and wait for them to get into a place where he feels it is safe to confront them. He will get their attention by tossing a pebble with a small piece of parchment wrapped around. For simplicities sake, roll a random die to decide which PC is struck. On the parchment is written the following: **“We share the same enemy. May I have council with you?”**

Once Johan makes his presence known to the PCs, read the following boxed text:

You approach the enigmatic figure with cautious intrigue. When you are about 10 feet away, he motions you with his hand and dips around the corner of a building into an alley. When you reach the mouth of the alley, the figure slowly lowers the hood of his cloak “Greetings and Brianna be with you. I apologize for my covert approach, but Amthydor is an awkward place for my people. My name is Johan-Kulls-The-Weak and I am of the Mensharan people. My mother, the revered Sunja Nightslayer, a noted Mensharan Witch, wishes to have council with you regarding your quest. She holds information that would greatly aid your cause. Sunja and my fellow Mensharan are camped outside the city. Our customs, by Amthydor standards and its suffocating law, are viewed as barbaric. For these reasons we would prefer a more private setting.”

As you weigh the words of the young Mensharan, it allows you to take in his distinctive appearance. A tattoo of a hawk covers almost the entirety of his upper face, its wings spread and stretching over his eyes like an elaborate mask. Its talons stretch towards the lower part of his face, hugging the ridges of his nose like strangely shaped black tears dripping from his eyes. He wears an unusual pair of bone earrings in the shape of a unicorn, and his long black hair is tied in a ponytail with leather string and smells of wild berries. He stands shorter than the average

man but something about his presence is both commanding and reassuring.

If the PCs want, have them roll a **Spot check DC 15** to notice that, beneath his cloak, Johan has a longsword, throwing axe, and one dagger strapped to each boot.

If the PCs agree to his terms, Johan gives them the location of the Mensharan encampment outside the city and asks that the PCs meet them there around 5 PM. If the PCs insist on having the Mensharan meet them in the city, Johan is visibly bothered by this but maintains his calm and says:

“As I said before, this is no place for a Mensharan. Oil and water don’t mix, as the old saying goes. You know where to find us. My job here is finished.” With that, he places the hood of his cloaks over his head and walks away.

Assuming the PCs have agreed to meet with Sunja, read the following boxed text. If they have any reservations about doing so, subtly remind them that what they’ve been hired for by Captain Vestra may be aided by what Sunja tells them. Read the following boxed text once the PCs head towards their meeting with the Mensharan.

Troubleshooting: The PCs refuse the meeting

If the PCs refuse to leave the city to meet the Mensharans, you can still run the adventure, albeit in a slightly modified fashion. If the PCs think to go to a temple for a divination (cost: 100 x ATL gp) to set them on the right track (Destine would be the best possible choice, but all the temples cast spells for money), then let them pay to get the prophecies they would otherwise get from Sunja Nightslayer. However, they will get none of the rewards they would have gotten from her (though they can still claim them from the Diamond Legion). Modify all text as needed to fit the new situation and continue with the module.

Leaving the city of Amthydor, you look back and marvel at its mighty stone walls that seem to protect it like a suit of full plate would a warrior

in battle. You have placed your hopes in the hands of a stranger, and you hope that your leap of faith is rewarded.

As you reach the area that Johan mentioned, you see the Mensharan waiting for you. Ten in total, Johan included, they are of the same stature and appearance as Johan, except for one. Towering above the others is a half-orc with an almost monstrous physicality to him; his chiseled biceps and chest muscles rippling as he glances towards you, showing all the mercy of a hawk tearing the meat off a dead rabbit.

Stepping before the group is an elderly woman dressed in blue robes similar to those of Johan. As she passes the other Mensharan, they bow their heads in reverence to her.

“Hello outlanders. I am Sunja Nightslayer. Let us get to the point of the matter at hand. The enemy you seek is an apprentice of the Magocracy of Pyrroth, our most hated foes. He murdered one of my sons in battle and his fellow Pyrrothians, villainous scum be they all, have waged a campaign of murder and corruption in their quest to exterminate my people, take our land, and rule the world through magic and tyranny.” As she speaks, she paces back and forth, curling her ashen colored hair with her spindly fingers. “The current plague of undead in your city is being caused by magic devices that were created with a tome called the Manual of the Dead. These devices, rods with heads like skulls, have been scattered about Amthydor and are creating the undead. I have tried to discern their location, but potent magic keeps them veiled. I would have to enter the city and use magic which Amthydor views as highly unconventional by their laws to find them. You, however, are not so impeded, and can be as the dagger that stabs deep into the black heart of my enemy. Now, let me consult the bones.”

Sunja reaches into her cloak and pulls out what appears to be a desiccated lizard. She holds it aloft and begins to speak quickly in a tongue that sounds like mad ramblings. She continues this for about 30 seconds and then in a sudden sweeping

motion accompanied by a shriek, she slams the desiccated lizard to the ground, shattering it to bits.

“Let us read the bones of fate and secrets. There are four rods, all hidden and coveted by those who aid the evil of the enemy. I cannot tell exactly where, but with wisdom, the riddles of the bones will serve you. The bones, for weal or woe, never lie.”

Pointing to the bones, she says, “Seek the first Skull Rod within Lohm’s grasp, Cyrene’s breath, Lucor’s pleasure, and Illudra’s fortune; know that his armor always wears his seal. Seek the second Skull Rod in the prison of stone that bears the name of the lady who flows of life and protects the flower, in a place where Meneon’s comfort is warm for those who have grown cold. The third Skull Rod lies in the maw of the one-toothed silent guardian that leers outward, while watching over the palace of jade.” Sunja pauses for a moment, then a smile comes across her thin lips, spawning wrinkles, like lines on a map, along her wizened face. “Seek a Skull Rod in the possession of our most hated foe but know that his sins will be his undoing, his strength his weakness, and he will call another master. Seek this Rod last and you will live longer.” As she kneels to retrieve the scattered bones, she shudders for a moment, and then glances back to Johan briefly, muttering something under her breath.

“You have the wisdom of the bones, but wisdom is nothing without courage, hope, and action. Evil is the ally of complacency and time is short. When you are done with your task, return to this place and you will be rewarded. I ask that should you find the Manual of the Dead and the Skull Rods that you bring them to me. Only the ancient magic of my people can destroy the foul devices and cleanse that which is tainted. Speak nothing of us to the law of Amthydor as they would view your contact with us with deep suspicion. May the Eldritch Dagger be with you.” As she finishes speaking, she hands you a pouch. “You should find this useful.”

Give the players **Player Handout 1: The Reading of the Bones**. Reference **GM Handout 1: Skill Rolls for the Reading Clues** to resolve skill checks to answer the riddles.

If the PCs accept the mission and trust in Sunja, they will be well rewarded. The pouch contains **3 potions of cure light wounds (level 1 caster) and 50 gp per PC**. After completion of the task, she will reward them further.

The PCs can make a **Knowledge: Religion check DC 10** to realize that the Eldritch Dagger is a nickname the Mensharan have for Emerys, the god of Magic, and that Brianna is the goddess of fauna. The Mensharan holds both gods in high esteem. If the PCs were paying close attention to Sunja, they can make a **Spot check DC 15 and a Knowledge: Religion check DC 10** to realize that the holy symbol she carries at her side is that of Emerys. Lastly, if they make **Listen check DC 20**, they will be able to understand what Sunja mumbled under her breath, which was “**One must live to tell the tale of the serpent’s wickedness.**”

If the PCs are stumped by the riddle, give them a **Knowledge: Religion check DC 15** to know how each god is associated with relation to each part of the riddle (Lohm is god of earth and stone, Cyrene is the goddess of water, Lucor is the god of commerce and wealth, and Illudra is the goddess of mischief and luck). Also, have the PCs roll a **Knowledge: Local check (DC 12 + ATL, +2 circumstance bonus for native Amthydorans)** to figure out each of the locations referred to in the riddles. The PCs may ask other business owners or even members of the Diamond Legion about the “armor and seal” portion of the riddle. If the PCs ask anyone associated with mining or other metal crafters (weaponsmiths, nobles prominent in the mining industry of Amthydor, blacksmiths, etc.), the **Knowledge: Local DC check is reduced to 10**. The same applies if they seek help from other NPCs throughout the city, but such experts might choose to charge a fee for their time. Gather Information rolls (DC 15 + ATL) can serve in a pinch. Try to discourage the players from leaning on such NPCs unless they cannot make the DCs of the rolls to learn what they need to know.

If the PCs decipher the first riddle of the Skull Rod, they figure out that it refers to a fountain across the street from Grendel’s Magnificent Armory. Grendel is a leader in the armorers’ guild and his armor is considered by populace of Amthydor to be second to none. He regularly stamps the armor he makes with his personal seal so that others may seek him out. Lohm’s grasp refers to the stone the fountain is made of, Cyrene’s breath refers to the water in the fountain, Lucor’s pleasure refers to the coins people toss into it that are collected at dusk each day, and Illudra’s fortune refers to the myth of luck associated with tossing a coin into a fountain.

Troubleshooting: Being Rude

If the PCs choose to be disrespectful or mock the strange Mensharan customs, Sunja will grow angry and verbally castigate them before leaving. If the PCs are feeling particularly insane or are seeking a quick death and decide to attack the Mensharans, narrate a brutal beating at the hands of the witch and her warriors and have them leave the PCs with single-digit hit points. They can pay the local temples for healing and for divinations if they wish to continue the adventure. Otherwise, things go as described above.

Encounter Three – In The Shadows of Death

After the PCs reenter the city of Amthydor, their investigation hits full swing. Even without deciphering the riddles, they know that there are 4 Skull Rods to find. The Skull Rod in the possession of Sargon, the wizard of Pyrroth, is well shielded and he has taken extra care to remain inconspicuous. Also, Sargon is a dangerous opponent for low level PCs (7th level necromancers are funny this way) more so since he counts Mordanite clerics, rogues, and his bodyguards as allies.

By the time the PCs have returned from meeting the Mensharan and gathered information on the fountain, the sun has set and the streets are mostly

bare, although less so since this is the Adventurers District and action goes with the territory. The Skull Rod in the fountain is watched and guarded over by a band of rogues that are working for Sargon. The rogue leader is a one handed man by the name of Henstrom Deroth. Henstrom made the mistake of attempting to start a thieves' guild in Amthydor, something that Amthydor law is particularly intolerant about. He was caught and had his left hand cut off. He was ready to give up and leave Amthydor when Sargon came to him and whispered words of money and vengeance and Henstrom agreed to help him. Besides killing many of the animals that have been animated to attack people recently, Henstrom and his minions are entrusted with protecting the Skull Rods location and silencing anyone who gets too close ...PERMANENTLY. If things seem to be going badly, their orders are to bring the Skull Rod back to a safehouse and wait for Sargon (who will not show up there).

When the PCs approach the fountain, they can roll a Spot check or a Listen check (DC 15 + ATL). If they fail either roll, the rogues will get a surprise round of bow attacks on the PCs before initiative is rolled, after which they will converge for melee attacks. When in melee, make use of their feats (many of them reflect their familiarity with each others' combat style). If the PCs make their checks and notice the rogues, the rogues will still attack with bows from the shadows and converge into melee, but the PCs will not be surprised. For combat purposes, the streets are 15 feet wide and the fountain is in the intersection where four main streets converge. There are the typical buildings with a couple of alleyways on each side, but other than this it is unremarkable. More importantly, there are ample shadows for the rogues to use.

Having deciphered the first riddle, you come upon a beautiful fountain made of marble, immaculately clean and well maintained considering it rests at the center of a busy intersection. Topping the fountain and part of the overall sculpture, is a merman mounted on a dolphin. They are depicted riding on top of the crest of a wave that seems as if it is about to crash down. The fountain itself has already had its

coins collected, a daily precaution to avoid theft. Shooting from the dolphin's blowhole is a thin jet of water that falls to the pool below, only to circulate up once more. A glance at your surroundings casts aside all doubts as you see a sign to your left engraved on an iron plate that reads "Grendel's Magnificent Armory."

In order to find the Skull Rod, the PCs must make a Search check DC 20. If the roll is successful, they notice that the piece connecting the merman to the fountain is not a solid piece; it rotates and is hollow. The PCs must then make a Disable Device check DC 10 (or Search DC 20) to realize that, in order to gain access to the Skull Rod, they must put a finger in the dolphin's blowhole and twist it clockwise. The resulting pressure sets off a mechanism within that opens the secret compartment beneath the water and reveals the Skull Rod.

Troubleshooting: Detect Evil

A paladin would most likely think to use her *detect evil* power to find the Skull Rods. This will work if the power is focused in the right place. If the rod is inactive, it scans as Moderate evil. If active, it scans as Strong evil. In areas where a rod has been but is no longer there, a Faint residual aura will be present.

Of course, locating the rod doesn't tell the PCs how to get it out from wherever it is.

The moment the PCs figure things out and start the process of opening the secret compartment, Henstrom and his minions will attack. They will try to optimize their feats and abilities (sneak attack, flanking, etc.) in order to eliminate the PCs quickly. Since the Diamond Legion often shows up late to conflicts in this part of the city, they won't be around to help. If one of the PCs is killed and the rogues can do so, they grab the Skull Rod and make a run for it, just as a few random adventurers come along to sway the odds against them. When the attack commences, read the following boxed text, adjusting accordingly for unexpected PC actions.

Having figured out the method of opening the secret compartment, you see a dull black rod appear beneath the waters of the fountain. Roughly two feet long, it features a skull with razor sharp fangs and empty eye sockets shaped to express undying rage. As you reach to claim your prize, a volley of arrows flies your way, accompanied with a raspy voice dripping of sarcasm that says, "I'm gonna send your fingers in a sack to that bitch Vestra myself."

At this point roll initiative and take into account whether the PCs were surprised or not. Any PC that gets close to Henstrom will notice that a stump dagger replaces his left hand. Henstrom will fight to the death due to the enmity he has for the law of Amthydor, but the lesser rogues will surrender and spill the beans if Henstrom goes down and the situation looks bleak for them (an **Intimidate check DC 18** is enough; add +4 bonus to the roll if Henstrom is dead or clearly beaten). If the rogues talk, they do not know where Sargon, the wizard of Pyrroth, is now, but do mention that they're working for a "tattooed man wearing robes of black fire." They don't know where the other Skull Rods are, but that they were supposed to make sure the one in the fountain stayed there unless it had to be moved.

ATL 1

Henstrom Deroth: Male Human Rogue 2; HD 2d6+2; hp 16; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 armor, +3 Dex); BAB/Grp: +1/+3; Atk Stump dagger +3 melee (1d4+2) or Shortsword +3 melee (1d6+2) or daggers (x2) +3 melee or +4 ranged (1d4+3); SV Fort +1 Ref +6 Will +1; SQ Sneak attack +1d6, evasion; AL NE; Str 14, Dex 17, Con 12, Int 13, Wis 12, Cha 12; *Skills & Feats:* Exotic Weapon Proficiency: Stump dagger, Dodge; Bluff +6, Climb +2*, Diplomacy +3, Disable Device +3*, Escape Artist +6, Gather Info +3, Hide +8, Innuendo +2, Intimidate +4, Jump +2, Listen +5, Move Silently +7, Open Lock +4*, Pick Pocket +3*, Read Lips +2, Search +4, Spot +5, Tumble +4. (Skills with a * are penalized due to his loss of his left hand.)

Rogue minions (2): Level 1 Human Rogues; HD 1d6+1; hp 7; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 armor, +3 Dex); BAB/Grp: +0/+2; Atk Shortsword +3 melee (1d6+2) or daggers (x2) +2 melee or +4 ranged (1d4+2) or Shortbow +3 ranged (1d6); SV Fort +1, Reflex +5, Will +0; SQ Sneak attack +1d6; AL CN; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 12; *Skills & Feats:* Weapon Focus: Shortsword, Dodge; Bluff +3, Climb +4, Disable Device +5, Escape Artist +4, Gather Info +3, Hide +5, Intimidate +2, Jump +2, Listen +4, Move Silently +6, Open Lock +5, Pick Pockets +3, Search +5, Spot +4, Tumble +6.

ATL 3

Henstrom Deroth: Male Human Rogue 2/Fighter 1/Sorcerer 1; HD 2d6+1d10+1d4+8; hp 31; Init +4 (Dex); Spd 30 ft.; AC 17 (+3 armor, +4 Dex); BAB/Grp: +2/+4; Atk Stump dagger +4 melee (1d4+2) or Shortsword +6 melee (1d6+2) or daggers (x2) +4 melee or +6 ranged (1d4+2); SV Fort +3 Ref +7 Will +3; SQ Sneak attack +1d6, evasion; AL NE; Str 14, Dex 18, Con 15, Int 12, Wis 12, Cha 14; *Skills & Feats:* Exotic Weapon Proficiency: Stump dagger, Dodge, Combat Expertise, Combat Reflexes; Bluff +8, Climb +3*, Diplomacy +4, Disable Device +4*, Escape Artist +7, Gather Info +4, Hide +9, Intimidate +5, Jump +4, Listen +5, Move Silently +8, Open Lock +5*, Pick Pocket +4*, Ride +5, Search +4, Spot +5, Tumble +7. (Skills with a * are penalized due to his loss of his left hand.)

Henstrom's Spells (5/4, Save DC = 12 + spell level): 0-level: *acid splash, daze, mage hand, touch of fatigue*; 1st-level: *shield, ray of enfeeblement*.

Rogue minions (3): Human Rogue 2; HD 2d6+4; hp 16; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 armor, +3 Dex); BAB/Grp: +1/+2; Atk Shortsword +4 melee (1d6+1) or daggers (x2) +2 melee or +4 ranged (1d4+1) or Shortbow +4 ranged (1d6); SV Fort +1, Reflex +6, Will +0; SQ Sneak attack +1d6, evasion; AL CN; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 12; *Skills & Feats:* Weapon Finesse: Shortsword, Dodge; Bluff +3, Climb +4, Disable Device +6, Escape Artist +4, Gather Info +3, Hide +7, Innuendo +2, Intimidate +2, Jump +2,

Listen +5, Move Silently +7, Open Lock +6, Pick Pockets +3, Read Lips +2, Search +6, Spot +5, Tumble +6.

ATL 5

Henstrom Deroth: Male Human Rogue 3/Fighter 2/Sorcerer 1; HD 3d6+2d10+1d4+18; hp 55; Init +5 (Dex); Spd 30 ft.; AC 17 (+3 armor, +4 Dex); BAB/Grp: +4/+7; Atk Stump dagger +7 melee (1d4+3) or Shortsword +7 melee (1d6+3) or daggers (x2) +7 melee or +8 ranged (1d4+3); SV Fort +5 Ref +8 Will +4; SQ Sneak attack +2d6, evasion, uncanny dodge; AL NE; Str 16, Dex 20, Con 17, Int 12, Wis 12, Cha 12; *Skills & Feats:* Exotic Weapon Proficiency: Stump dagger, Dodge, Combat Expertise, Combat Reflexes, Improved Feint; Bluff +9, Climb +3*, Diplomacy +3, Disable Device +5*, Escape Artist +7, Gather Info +3, Hide +11, Intimidate +6, Jump +7 Listen +6, Move Silently +10, Open Lock +7*, Pick Pocket +4*, Ride +7 Search +5, Spot +6, Tumble +9. (Skills with a * are penalized due to his loss of his left hand.)

Henstrom's Spells (5/4, Save DC = 11 + spell level): 0-level: *acid splash, daze, mage hand, touch of fatigue*; 1st-level: *shield, ray of enfeeblement*.

Rogue minions (3): Human Rogue 3/Sorcerer 1; HD 3d6+1d4+8; hp 24; Init +3 (Dex); Spd 30 ft ; AC 16 (+3 armor, +3 Dex); BAB/Grp: +2/+3; Atk Shortsword +5 melee (1d6+1) or daggers (x2) +3 melee or +5 ranged (1d4+1) or Shortbow +5 ranged (1d6); SV Fort +2, Reflex +7, Will +3; SQ Sneak attack +2d6, evasion, uncanny dodge; AL CN; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 14; *Skills & Feats:* Weapon Finesse: Shortsword, Dodge, Combat Reflexes; Bluff +5, Climb +5, Disable Device +7, Escape Artist +4, Gather Info +4, Hide +8, Intimidate +5, Jump +3, Listen +6, Move Silently +8, Open Lock +6, Pick Pockets +3, Search +7, Spot +5, Tumble +7

Rogues' Spells (5/4, Save DC = 12 + spell level): 0-level: *acid splash, daze, mage hand, touch of fatigue*; 1st-level: *shield, ray of enfeeblement*.

ATL 7

Henstrom Deroth: Male Human Rogue 3/Fighter 2/Sorcerer 1/Barbarian 1; HD 3d6+2d10+1d4+1d12+21; hp 65/79; Init +5 (Dex); Spd 40 ft.; AC 17/15 (+3 armor, +4 Dex); BAB/Grp: +4/+7/+9; Atk Stump dagger +9/+11 melee (1d4+4/+6) or Shortsword +8/+10 melee (1d6+4/+6) or daggers (x2) +8/+10 melee or +9 ranged (1d4+4/+6); SV Fort +7/+9 Ref +8 Will +4; SQ Rage, Sneak attack +2d6, fast movement, evasion, uncanny dodge; AL NE; Str 18/20, Dex 20, Con 17/19, Int 12, Wis 12, Cha 12; *Skills & Feats:* Exotic Weapon Proficiency: Stump dagger, Dodge, Weapon Finesse: Shortsword, Combat Reflexes, Combat Expertise; Bluff +3, Climb +8/10*, Diplomacy +3, Disable Device +6*, Escape Artist +7, Gather Info +3, Hide +11, Intimidate +6, Jump +7 Listen +6, Move Silently +10, Open Lock +7*, Pick Pocket +4*, Ride +7 Search +5, Spot +6, Tumble +9. (Skills with a * are penalized due to his loss of his left hand.)

Boldfaced numbers reflect stats while raging.

Henstrom's Spells (5/4, Save DC = 11 + spell level): 0-level: *acid splash, daze, mage hand, touch of fatigue*; 1st-level: *shield, ray of enfeeblement*.

Rogue minions (3): Human Rogue 3/Sorcerer 1; HD 3d6+1d4+12; hp 31; Init +3 (Dex); Spd 30 ft ; AC 16 (+3 armor, +3 Dex); BAB/Grp: +2/+3; Atk Shortsword +5 melee (1d6+1) or daggers (x2) +3 melee or +5 ranged (1d4+1) or Shortbow +5 ranged (1d6); SV Fort +2, Reflex +7, Will +1; SQ Sneak attack +2d6, evasion, uncanny dodge; AL CN; Str 12, Dex 16, Con 16, Int 12, Wis 10, Cha 14; *Skills & Feats:* Weapon Finesse: Shortsword, Dodge, Combat Reflexes; Bluff +5, Climb +5, Disable Device +7, Escape Artist +4, Gather Info +4, Hide +8, Intimidate +4, Jump +3, Listen +6, Move Silently +8, Open Lock +6, Pick Pockets +3, Search +7, Spot +5, Tumble +7

Rogues' Spells (5/4, Save DC = 12 + spell level): 0-level: *acid splash, daze, mage hand, touch of fatigue*; 1st-level: *shield, ray of enfeeblement*.

The stump dagger is securely attached to Henstrom's arm and cannot be disarmed. It can be removed with a sunder attack.

For the sake of simplicity, assume the Skull Rod is dormant now, its power working in cycles. However, the innate negative energy powers within the Skull Rod affect living creatures as follows whether it is dormant or active. Read the following boxed text if they make contact with it with their flesh.

As you grasp the Skull Rod, you immediately feel a strange coldness snake through your body, starting from where you are holding it. Your body is overcome with the sensation of a million angry wasps stinging you all over and you begin to lose feeling in your fingers. A throbbing pain hammers within your skull and your body screams for relief. As your knees buckle from the agony, a small trail of blood flows from your nostrils.

A Spellcraft check DC 10, Knowledge: Arcana check DC 10, or an Intelligence check DC 15 allows the PC to figure out that it is safe to carry the Skull Rod if it is wrapped in something. However, every round after the first that a living creature maintains flesh contact with the Skull Rod, they take 1 hp of damage.

The PCs may press on if they wish to continue, either going for the Skull Rod in the gargoyle or the one in the graveyard in the Poor District. If the PCs are low on healing or badly injured, they can find an inn to sleep in and go to the Temple District the next day and pay for healing. This may also allow them to gather information from there as well.

Encounter Four – Grave Consequences

If the PCs figure out the riddle of the Skull Rod that speaks of the prison of stone, it will bring them to the Amthydor Cemetery. Even if they don't get the first part of the riddle, the last part of

it that says "where Meneon's comfort is warm for those who have grown cold" is a good clue regarding the Cemetery. If all else fails, give them an Intelligence check DC 10 to point them in the right direction.

As you approach the large, iron-wrought fence that surrounds the Amthydor Cemetery, you immediately note that the padlock and chains that normally hold the gate shut have been shattered. The gate swings lazily on its hinges, creaking almost as if in pain.

Passage through the graveyard is swift and silent, save for a low wind that moans in your ears. Strangely, no one, living or dead, opposes your passage. But out of the corner of your vision, you can almost sense eyes following you as you tread where no living being was meant to go.

You pause for a moment, sensing something is wrong. You listen for sounds of danger but hear only silence...too much silence. Even the normal sounds of small animals and insects are absent from the graveyard this day. There is not a single undead within sight, but surely this is impossible...they must be somewhere waiting for you...

The graveyard is the site of the next combat between them and the cleric of Mordana that has been buying dead animals to animate. This also leads them to one of the Skull Rods, which is housed in a hollow crude tombstone with the name "Gertrude Bloodthorn" that can be found in the paupers' section of the graveyard. The last name is the key to the riddle. Allow the PCs to make a **Search check DC 20** to find the tombstone with this name on it, but only if one of them openly suggests that perhaps the names on the tombstones have something to do with it. If they do not suggest this and are stumped, allow them an **Intelligence check DC 12**. If they make it, give them a clue and allow them the Search roll. It will take a couple of hours but if they want to, they can take 20 on it to ensure success and find this particular tombstone.

It seems that even death does not grant the poor of Amthydor any dignity. The tombstones before you are more often than not crudely carved stones

or mold-covered pieces of wood, the only thing that the poor of the city can afford. None of the graves have flowers on them, only the weeds that have grown over them due to neglect. Every so often you pass an open grave with a coffin, which is nothing more than a cheaply nailed together wooden crate that awaits its next occupant. As you continue to read the epitaphs, you come across one with the name “Gertrude Bloodthorn.”

If the PCs make any attempt to inspect the tombstone Ohma, the priestess of Mordana will attack them. She was surveying the area and spotted the PCs coming, and dove into an empty grave behind a random tombstone. Due to this she has enough concealment to give her the equivalent of *invisibility*. Along with her, a few undead that have just been awakened will burst out from their graves that have been partially dug up and attack. Getting up and out of their graves is a move equivalent action for the enemy NPCs for the first round. Ohma gets a surprise round on the PCs if she is not detected and the PCs can make a **Spot check DC 15** to notice that the dirt above the undead stirs a bit before they burst out. Ohma and the undead start out about 20 feet away from the PCs in random directions.

As you inspect the tombstone, graves roughly 20 feet away burst open, momentarily covering the area above them in a spray of dirt and dust. You find yourself face to face with the soulless eyes of creatures that hunger for your flesh and the ebb and flow of life within you. Springing from an open grave is a woman wearing a black velvet mask tinged with red and black clothing. A holy symbol of some kind dangles from her belt, along with a heavy and light mace. “Every secret has a price,” she tells you, “and this one will cost you your lives.”

A **Knowledge: Religion check DC 10** reveals that it is a symbol of Mordana, the goddess of the undead. A **Knowledge: Religion check DC 20** will reveal the types of undead that have sprung up to attack. Ohma will attempt to defeat the PCs with distance spells before closing in with melee attacks

and her Death Touch granted power. She is confident that the undead will bring the PCs down.

The Skull Rod

The presence of the Skull Rod affects the area of the combat scene by boosting the effects of negative energy and undead in general. All undead gain a +2 profane bonus to Armor Class, attack and damage rolls, and Turn Resistance. Attempts by clerics that use negative energy to rebuke, command, or bolster undead gain the same +2 profane bonus to both attack and damage rolls for turning. These changes are accounted for in the stat blocks where needed, but the GM should keep the bonus in mind while making these rolls.

Tactics: On the first round she is able, Ohma will use a turning attempt to bolster her undead lackeys. This is resolved as a normal turning check (d20 + Charisma modifier). The result becomes the effective turning HD for the undead present if it exceeds the HD of the undead, no damage roll required. After that she will focus on spells as best she can, trying to catch multiple PCs in a *sound burst (unholy blight* at higher levels) early in the combat, *bless* to help her allies and herself in combat, *hold person* to target heavy fighters. When she faces an opponent who is fairly wounded or seems to be weaker than the rest, she will try to use her *death touch* power on them. Spells marked with a ~~strike through~~ are pre-cast before the combat starts.

The undead will close in to attack the PCs. If they find that they cannot hit the PCs' armor class, they will switch tactics (unless they are mindless zombies) and attempt to make a touch attack; this will deal no damage, but will transmit special attacks like paralysis and level drain. They get a number of touch attacks equal to their normal number of claw attacks.

ATL 1

Human commoner zombies (5): Medium Undead; HD 1d12+3; hp 10; BAB/Grp: +1/+2; Init -1 (Dex); Spd 30 feet; AC 13 (-1 Dex, +2 natural, +2 profane); Atk Club +4 melee/ (1d6+3) or Slam +4 melee (1d6+3); Face/Reach: 5 ft. by 5 ft / 5 ft`; Special Qualities: DR 5/slashing, Darkvision 60 ft., Turn Resistance +2, Undead, single actions only. AL NE; SV Fort +0, Reflex -1, Will 3. Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1. Feats: Toughness.

Ohma; Female human cleric of Mordana level 2; HD 2d8+4; hp 20; Init +6 (+2 Dex +2 Impr. Init.); Face/Reach: 5 ft by 5 ft / 5 ft ; Spd 20 ft; AC 17 (+5 armor, +2 Dex); BAB/Grp: +1/+3; Atk Heavy Mace +3 melee (1d8+2) or light mace +3 melee (1d6+2) or Light Crossbow +3 ranged (1d8); SV Fort +5, Ref +2, Will +5; AL NE; Str 14, Dex, 14, Con 14, Int 10, Wis 15, Cha 12. *Skills & Feats:* Concentration +5, Heal +3, Knowledge: Arcana +2, Knowledge: Religion: +2, Spellcraft +2, Scry +2. Combat Casting, Improved Initiative. Spells Memorized (DC 12 + spell level, 13 + spell level if marked with an *): Domains: Death & Evil; **lvl 0:** detect magic, resistance, guidance, virtue. **lvl 1:** obscuring mist, protection from good* (d), cause fear, bless.

Granted Power: Ohma may use a death touch once per day. Her death touch is a supernatural ability that produces a death effect. She must succeed on a melee touch attack against a living creature (using the rules for touch spells). When she touches, roll 2d6. If the total at least equals the creature's current hit points, it dies (no save).

ATL 3

Human commoner zombies (3): Medium Undead; HD 2d12+3; hp 27; BAB/Grp: +1/+2; Init -1 (Dex); Spd 30 feet; AC 13 (-1 Dex, +2 natural, +2 profane); Atk Club +4 melee/ (1d6+3) or Slam +4 melee (1d6+3); Face/Reach: 5 ft. by 5 ft / 5 ft`; Special Qualities: Turn Resistance +2, Undead, single actions only. AL NE; SV Fort +0,

Reflex -1, Will 3. Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1. Feats: Toughness.

Ghoul (2): Medium Undead; HD 2d12; hp 24; Init +2 (Dex); Spd 30 ft; AC 16 (+2 natural, +2 Dex, +2 profane); BAB/Grp: +1/+2; Atk: Bite +5 melee (1d6+3 and paralysis); Full Atk: Bite +5 melee (1d6+3 and paralysis) and 2 claws +2 melee (1d3+2 plus paralysis); Face/Reach: 5 ft by 5 ft / 5 ft; Special Qualities: Undead, Turn Resistance +4. Special attacks: Paralysis, create spawn; AL CE; SV Fort +0. Ref +2, Will +5. Str 13, Dex 15, Con -, Int 12, Wis 14, Cha 16. *Skills & Feats:* Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7. Multi-attack.

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

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

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

Ghast (1): Medium Undead; HD 4d12; hp 42; Init +2 (Dex); Spd 30 ft; AC 18 (+2 Dex, +4 natural, +2 profane); BAB/Grp: +2/+5; Atk: Bite +7 melee (1d8+4 and paralysis); Full Atk: Bite +7 melee (1d8+4 and paralysis) and 2 claws +4 melee (1d4+3 and paralysis); Face/Reach: 5 ft by 5 ft / 5 ft; Special Qualities: Undead, Turn Resistance +4. Special attacks: Stench, create spawn, paralysis; AL CE; SV Fort +1, Ref +3, Will +6. Str 15, Dex 15, Con -, Int 12, Wis 14, Cha 16. *Skills & Feats:* Climb +6, Escape Artist +8, Hide +8, Move Silently +7, Search +6, Spot +8. Multi-attack, Toughness.

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghaſt's bite or claw attack muſt ſucceed on a DC 15 Fortitude ſave or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The ſave DC is Charisma-based.

Stench (Ex): The ſtink of death and corruption ſurrounding theſe creatures is overwhelming. Living creatures within 10 feet muſt ſucceed on a DC 15 Fortitude ſave or be ſickened for 1d6+4 minutes. A creature that ſuſſeſſfully ſaves cannot be affected again by the ſame ghaſt's ſtENCH for 24 hours. A *delay poiſon* or *neutralize poiſon* ſpell removes the effect from a ſickened creature. Creatures with immunity to poiſon are unaffected, and creatures reſiſtant to poiſon receive their normal bonus on their ſaving throws. The ſave DC is Charisma-based.

Ohma; Female human cleric of Mordana level 4; HD 4d8+20; hp 48; Init +6 (+2 Dex, +4 Impr. Init.); Face/Reach: 5 ft by 5 ft / 5 ft; Spd 20 ft; AC 18 (+6 armor, +2 Dex); BAB/Grap: +3/+5; Atk Heavy Mace +6 melee (1d8+2) or light mace +5 melee (1d6+2) or Light Crossbow +5 ranged (1d8); SV Fort +6, Ref +5, Will +7; AL NE; Str 14, Dex, 14, Con 20, Int 10, Wis 16, Cha 12. *Skills & Feats:* Concentration +10, Heal +5, Knowledge: Arcana +3, Knowledge: Religion: +4, Spellcraft +4, Knowledge (Planes) +3. Combat Casting, Improved Initiative, Weapon Focus (heavy mace). Spells Memorized (DC 12 + ſpell level): **lvl 0:** detect magic, reſiſtance, guidance (x2), virtue. **lvl 1:** obſcuring miſt, protection from good* (d), cauſe fear, bleſs, divine favor; **lvl 2:** ~~bear's endurance~~, ſound burſt, hold perſon, death knell (d).

Granted Power: Ohma may uſe a death touch once per day. Her death touch is a ſupernatural ability that produces a death effect. She muſt ſucceed on a melee touch attack againſt a living creature (uſing the rules for touch ſpells). When ſhe touches, roll 4d6. If the total at leaſt equals the creature's current hit points, it dies (no ſave).

ATL 5

Human commoner zombies (5): Medium Undead; HD 2d12+3; hp 27; BAB/Grap: +1/+2; Init -1 (Dex); Spd 30 feet; AC 13 (-1 Dex, +2 natural, +2 profane); Atk Club +4 melee/ (1d6+3) or Slam +4 melee (1d6+3); Face/Reach: 5 ft. by 5 ft / 5 ft; Special Qualities: Turn Reſiſtance +2, Undead, ſingle actions only. AL NE; SV Fort +0, Reflex -1, Will 3. Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1. Feats: Toughneſs.

Ghaſt (3): Medium Undead; HD 4d12; hp 42; Init +2 (Dex); Spd 30 ft; AC 16 (+2 Dex, +4 natural, +2 profane); BAB/Grap: +2/+5; Atk: Bite +7 melee (1d8+4 and paralysis) and 2 claws +4 melee (1d4+3 and paralysis); Face/Reach: 5 ft by 5 ft / 5 ft; Special Qualities: Undead, Turn Reſiſtance +4. Special attacks: StENCH, create ſpawn, paralysis; AL CE; SV Fort +1, Ref +3, Will +6. Str 15, Dex 15, Con -, Int 12, Wis 14, Cha 16. *Skills & Feats:* Climb +7, Escape Artist +8, Hide +8, Move Silently +7, Search +6, Spot +8. Multi-attack, Weapon Finesse.

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The ſave DC is Charisma-based.

Paralysis (Ex): Thoſe hit by a ghaſt's bite or claw attack muſt ſucceed on a DC 15 Fortitude ſave or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The ſave DC is Charisma-based.

Stench (Ex): The ſtink of death and corruption ſurrounding theſe creatures is overwhelming. Living creatures within 10 feet muſt ſucceed on a DC 15 Fortitude ſave or be ſickened for 1d6+4 minutes. A creature that ſuſſeſſfully ſaves cannot be affected again by the ſame ghaſt's ſtENCH for 24 hours. A *delay poiſon* or *neutralize poiſon* ſpell removes the effect from a ſickened creature. Creatures with immunity to poiſon are unaffected, and creatures reſiſtant to poiſon receive their normal bonus on their ſaving throws. The ſave DC is Charisma-based.

Wight (1): Medium Undead; HD 4d12; hp 42; Init +1 (Dex), Spd 30 ft; AC 18 (+2 Dex, +4 natural,

+2 profane); BAB/Grap: +2/+3; Atk: Slam +6 melee (1d4+4 and energy drain); Face/Reach: 5 ft by 5 ft / 5 ft; Special Qualities: Undead, Turn Resistance +2; energy drain, create spawn; AL LE; SV Fort +1. Ref +2, Will +5. Str 15, Dex 15, Con -, Int 11, Wis 13, Cha 15. *Skills & Feats*: Climb +6, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. Alertness, Blindfight.

Create Spawn (Su): Any 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 its death. They do not possess any of the abilities they had in life.

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

Ohma; Female human cleric of Mordana level 6; HD 6d8+30; hp 70; Init +6 (+2 Dex +2 Impr. Init.); Face/Reach: 5 ft by 5 ft / 5 ft; Spd 20 ft; AC 19 (+6 armor, +2 Dex, +1 *magic vestment*); BAB/Grap: +4/+6; Atk Heavy Mace +7 melee (1d8+2) or light mace +6 melee (1d6+2) or Light Crossbow +6 ranged (1d8); SV Fort +7, Ref +4, Will +8; AL NE; Str 14, Dex, 14, Con 20, Int 10, Wis 16, Cha 12. *Skills & Feats*: Concentration +8, Heal +5, Knowledge: Arcana +3, Knowledge: Religion: +5, Spellcraft +5, Knowledge: (Planes) +3. Combat Casting, Improved Initiative, Weapon Focus (heavy mace), Extra Turning. Spells Memorized (DC 13 +spell level): **lvl 0:** detect magic, resistance, guidance (x2), virtue. **lvl 1:** obscuring mist, protection from good* (d), cause fear, bless, divine favor; **lvl 2:** ~~bear's endurance~~, sound burst, hold person, death knell (d), invisibility purge. **lvl 3:** , animate dead (d), dispel magic, blindness/deafness, ~~magic vestment~~.

Granted Power: Ohma may use a death touch once per day. Her death touch is a supernatural ability that produces a death effect. She must succeed on a melee touch attack against a living creature (using the rules for touch spells). When she touches, roll 6d6. If the total at least equals the creature's current hit points, it dies (no save).

ATL 7

Human commoner zombies (4): Medium Undead; HD 2d12+3; hp 27; BAB/Grap: +1/+2; Init -1 (Dex); Spd 30 feet; AC 13 (-1 Dex, +2 natural, +2 profane); Atk Club +4 melee/ (1d6+3) or Slam +4 melee (1d6+3); Face/Reach: 5 ft. by 5 ft / 5 ft; Special Qualities: Turn Resistance +2, Undead, single actions only. AL NE; SV Fort +0, Reflex -1, Will 3. Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1. Feats: Toughness.

Ghast (5): Medium Undead; HD 4d12; hp 42; Init +2 (Dex); Spd 30 ft; AC 16 (+2 Dex, +4 natural, +2 profane); BAB/Grap: +2/+5; Atk: Bite +6 melee (1d8+3 and paralysis) and 2 claws +3 melee (1d4+2 and paralysis); Face/Reach: 5 ft by 5 ft / 5 ft; Special Qualities: Undead, Turn Resistance +2. Special attacks: Stench, create spawn, paralysis; AL CE; SV Fort +1, Ref +3, Will +6. Str 13, Dex 15, Con -, Int 12, Wis 14, Cha 16. *Skills & Feats*: Climb +6, Escape Artist +8, Hide +8, Move Silently +7, Search +6, Spot +8. Multi-attack, Weapon Finesse.

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

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

Wight (2): Medium Undead; HD 4d12; hp 42; Init +1 (Dex), Spd 30 ft; AC 17 (+1 Dex, +4 natural, +2 profane); BAB/Grap: +2/+3; Atk: Slam +5

melee (1d4+3 and energy drain); Face/Reach: 5 ft by 5 ft / 5 ft; Special Qualities: Undead; Special Qualities: Energy drain, create spawn; AL LE; SV Fort +1, Ref +2, Will +5. Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15. *Skills & Feats*: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. Alertness, Blindfight.

Create Spawn (Su): Any 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 its death. They do not possess any of the abilities they had in life.

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

Ohma; Female human cleric of Mordana level 8; HD 8d8+40; hp 76; Init +6 (+2 Dex +2 Impr. Init.); Face/Reach: 5 ft by 5 ft / 5 ft; Spd 20 ft; AC 20 (+6 armor, +2 Dex, +2 *magic vestment*); BAB/Grp: +6/+8; Atk Heavy Mace +9/+4 melee (1d8+2) or light mace +8/+3 melee (1d6+2) or Light Crossbow +8 ranged (1d8); SV Fort +9, Ref +5, Will +10; AL NE; Str 14, Dex, 14, Con 20, Int 10, Wis 18, Cha 12. *Skills & Feats*: Concentration +8, Heal +5, Knowledge: Arcana +3, Knowledge: Religion: +5, Spellcraft +5, Knowledge: (Planes) +3. Combat Casting, Improved Initiative, Weapon Focus (heavy mace), Extra Turning. Spells Memorized (DC 14 + spell level): **lvl 0:** cure minor wounds, detect magic, resistance, guidance (x2), virtue. **lvl 1:** cure light wounds, obscuring mist, protection from good* (d), cause fear, bless, divine favor; **lvl 2:** ~~bear's endurance~~, spiritual weapon, sound burst, hold person, death knell (d), invisibility purge. **lvl 3:** animate dead (d), dispel magic, ~~magic vestment~~, blindness/deafness, summon monster III. **lvl 4:** unholy blight* (d), unholy blight*, cure critical wounds, divine power.

Granted Power: Ohma may use a death touch once per day. Her death touch is a supernatural ability that produces a death effect. She must succeed on a melee touch attack against a living creature (using the rules for touch spells). When

she touches, roll 8d6. If the total at least equals the creature's current hit points, it dies (no save).

Aftermath: Since Ohma is a cleric of Mordana, she would rather die than tell the PCs any secrets. However, if the PCs can pull off an Intimidate check DC 20, she will give up the name Sargon and corroborate her affiliation with Sargon. She will otherwise say nothing else unless magically induced to do so. If magically forced to tell more, Ohma tells them that Sargon is probably still in the city but was planning to leave in a day or two. The exact location is not known. If she is killed then this is a moot point.

If the PCs investigate the tombstone of Gertrude Bloodthorn, they discover that it is hollow. If they crack it open, inside it is the Skull Rod. If this is the first Skull Rod the PCs went after and one of them makes physical contact with it for more than one round, read the boxed text from Encounter 3 that describes the adverse effects of doing so. If they take the proper precautions then nothing happens.

Encounter Five – The Silent Guardian

If the PCs solve the riddle of the Skull Rod in the gargoyle, it brings them to the Jade Palace in the Services District, between the Sea and Nobles District. The PCs can make a **Gather Information or Knowledge: Local check DC 10** to find out that the riddle speaks of this rather exquisite restaurant. The Jade Palace is run by a Daiguo man named Fan Ye Wu and is quite popular, serving meals native to Daiguo. Read the following boxed text as they reach the restaurant.

Your instincts and information gathering skills bear fruit as you arrive at the restaurant known as the Jade Palace. Run by a couple from the land of Daiguo, it has a reputation for being very popular due to the exotic meals offered by the owners. Upon reaching the doorway of the Jade Palace, the succulent smell of cooked meats and

fresh fruits of all varieties gnaw at your stomachs and make your mouth water.

If the PCs wish to eat here, the prices are the same as in the PHB but 25% higher due to the excellent service and the exotic food. Before they enter the restaurant however, allow them to make a **Spot check DC 15** to notice that on the side of every other building in this district, there are the typical stone gargoyle statues often seen in gothic architecture, but those on the roof of the Jade Palace are in a distinctly Daiguonese (Chinese) style. The gargoyles seem to be looking down towards the streets.

If the PCs wish to climb the walls, they can do so with a **Climb check DC 20**. One round after starting to climb, the owners of the Jade Palace, The owner will exit the restaurant and demand that they climb down, as the PCs are creating a spectacle in front of the restaurant. The PCs may make a **Diplomacy check DC 20** to convince them of their good intentions (showing them the notice given to them by Captain Vestra grants a **+10 Circumstance bonus**). A wilder method is a **Bluff check DC 20**, perhaps to convince them that they are repairing something on the roof or walls. Depending on how good or bad the lie is, the DM may use his discretion and add or subtract up to 3 from the roll. If the rolls are particularly bad, have a Diamond Legion officer show up to investigate the disturbance and authorize the PCs actions. In any case, once the PCs reach the gargoyle, read the following boxed text.

At close range, the gargoyle seems to mock you with its sly smile. Close inspection of the statue however, reveals its damaged state. Perhaps the natural passage of time, the elements, or inferior craftsmanship is the culprit, although the latter seems doubtful. It is at that moment that you notice where most of the damage has taken place. Its mouth, once filled with a single row of sharp teeth is now fangless, with the exception of a solitary tooth that still remains on the upper part of its jaw.

The Skull Rod is within a secret compartment inside the gargoyles mouth, protected by different

traps, dependant on EL. In order to remove the Skull Rod, the trap must be successfully disarmed with a Disable Device trap, the DC and damage depending on the ATL.

ATL 1

Poison Needle Trap: mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison: Fortitude DC 13, Dam 1 Con/1d2 Con); Search DC 22; Disable Device DC 20.

ATL 3

Glyph of Warding (Blast): spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. *Cost:* 350 gp to hire NPC spellcaster.

ATL 5

Fireball Trap: magic device; touch trigger; one no reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

ATL 7

Black Tentacles Trap: magic device; proximity trigger (*alarm*); no reset; spell effect (*black tentacles*, 7th-level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 29.

It is not possible to collect the poisons to use or sell later. They go inert one round after being triggered or removed from the trap.

Once the PCs retrieve the Skull Rod, if they choose to make physical contact with it for more than 1 round without taking the necessary precautions, read them the boxed text in Encounter 3 that describes the harmful effects of doing so. If any witnesses are present, the PCs don't need to offer any explanations if they made successful Diplomacy or Bluff checks earlier on. If not, they

need to do so now. If it is necessary to use the Diamond Legion to help them out, this may complicate matters later on as any Diamond Legion officers that see the Skull Rod will expect it to be turned in as evidence. The PCs may get assistance in this matter later on from Sunja.

Note: If the PCs do decide to eat in the Jade Palace, one of the oddities of the day there is that they serve all of their meat boneless. If asked why, either of the owners tell them that: *For some odd reason, the meat with bones began animating itself starting a few weeks ago. After we removed the bones, they returned to normal. You can imagine how horribly this would have affected business.* They also tell you that they passed this information on to other eating places to avoid a mass panic.

Encounter Six – The Predator Becomes Prey

When the adventure continues after the PCs return from their search for the three Skull Rods depends on the time of day. If the PCs did this at night, then their best bet is to rest the night because most places are closed and they may need to replenish spells or heal. If this occurred during the day and the PCs feel they can press on, then they receive the information from the Diamond Legion about an hour after getting back. Simply adjust the boxed text accordingly.

Having returned from retrieving the Skull Rods, you pause a moment to contemplate your next move. With Three Skull Rods in hand, only one remains but if Sunja was correct, it is in the hands of the wizard himself. The menaces you already faced have more than proven that he is a deadly threat. Furthermore, there is the matter of finding him, but from the riddle, it seems that one way or another, your paths will cross.

“Excuse me”, says a voice from behind you. “Are you the adventurers Captain Vestra hired at the Berserker’s Festhall? If so, we have received feedback from one of our informants as to the

possible whereabouts of the culprit.” You see a young man dressed in the uniform of a Diamond Legionnaire awaiting your response.

The person speaking to you is a young member of the Diamond Legion. If they acknowledge their identities, he continues.

“Well it seems that we may have a lead on the culprit. There was a mysterious man that took a room at the Dauntless Dolphin Inn and Tavern in the Port District yesterday. Bialtor Doogen, the owner of the place told us that the fellow came in covered from head to toe in a black robe with a flame motif. He paid his money and made no trouble so Bialtor had no reason to suspect the man. Well, an hour ago or so, the man left the Dauntless Dolphin in a stagecoach and from what Bialtor told us, in a hurry too. Bialtor also caught a glimpse of the man’s right arm as he was shutting the stagecoach door. He said there were strange tattoos all over it; unlike any he’d ever seen. Furthermore, when one of the barmaids went into the room he had been renting to clean it up, she was shocked to find a rat scurrying about the floor with its neck twisted unnaturally. It was no doubt dead, but still chased her down the stairs until Bialtor heard her screams, grabbed a belaying pin and crushed it in its tracks. I’ve been instructed to give you the direction we feel the stagecoach traveled based on our knowledge of the roadways. If this man is guilty, then regardless of whether he is still in the city or not does not change the fact that he committed his crimes in Amthydor, and must be held accountable. You have the authority, given by Captain Vestra, to hunt him down and bring him to justice. If you do so, Captain Vestra will double the amount of payment she originally promised you.

Sargon, in his haste and after hearing of the PCs recent successes got spooked and became careless. He killed a rat in his room with his quarterstaff and left it under his bed. He forgot to turn the Skull Rod off in time and enough energy leaked out of it to animate the dead rat as a zombie. If the PCs ask to search his room, the Diamond Legion officer tells them that there is no time. The Diamond

Legion has already searched quite thoroughly and found no further clues.

Once the PCs make it out of the city, tracking the stagecoach can be done in a number of ways. A successful Track check DC 15 lets the PCs differentiate the tracks from stagecoach and its multiple horses from that of others that have recently traveled the roadway. Another way is using a **Knowledge: Nature check (DC 15) or a Spot check (DC 20)** to notice the following. For the Survival or Knowledge: Nature checks, a successful roll allows the PCs to catch sight of a flock of circling vultures in the distance almost 2 hours into their trip. The vultures are feeding on the dead horses that have been killed during the ambush by the Deathspawn. This may prove suspicious enough for the PCs to check it out, knowing that that many vultures flying around means something big or several things died in that area. The Spot check allows the PCs to see the vultures circling but does not tell them why, although common sense should tell them that the vultures are attracted to something dead. If successful, they come across the overturned stagecoach, dead horses, and the scene of the battle between Sargon, his minions, and the Deous, the Deathspawn.

It is now late afternoon, and the sun will set soon.

Arriving at the scene, you find absolute destruction and carnage. Your presence startles the vultures feasting on the fly-covered bodies of two dead horses, causing them to squawk angrily at you as they fly off. The stagecoach has been dragged off the road, a difficult task given its size and weight. Studying the dead horses, you see their abdomens sliced open and riddled with slash marks. Peering into the stagecoach, you find it empty but the inside is splattered in blood and the soft seat cushions are torn to shreds. It would seem that something attacked the necromancer while he was making his escape, and everything seems to indicate that he has met a justly cruel fate. However, this also means the last Skull Rod is in the hands of another, one that seems even more powerful than the wizard himself.

There are several clues at the scene if the PCs are willing to look. First, if the PCs perform a **Search check DC 25**, they will find a secret compartment under torn cushions that holds some gold (the amount varies by ATL as per the Treasure Summary). Another **Search check DC 30** of the general vicinity will reveal a small piece of torn black cloth. This came from Sargon's robe as he was engaged in combat. If the PCs perform a **Heal check DC 15**, they realize that the slash marks on the horses were not caused by manufactured weapons but by a claw of some creature, and that the deepest part of the wounds in every single case starts at the top and thins out at the bottom. This indicates that the attacker swooped down at the horses.

If the PCs try to track the attackers, the roll is not difficult since the attack was recent and the undead not trying to hide their trail. The **Track DC is DC 10**, or PCs owning animals with the Scent special quality can track them, though this will require that the PCs make successful **Handle Animal checks** to encourage the animals to track undead. Animal companions and familiars do not need special handling and will gladly track if asked. If the PCs have neither of these skills, allow them a **Search check DC 20** to find periodic drops of blood on the grass or tree branches from the bleeding wounds of the undead. This latter method, however, gives the enemy ample time to prepare for their arrival.

Encounter Seven – Master and Servants

Once the PCs are able to follow whatever clues they find to the enemy's lair, they will come face to face with the creature and learn the final fate of Sargon and his minions.

The attacker, Deous, is a special negative energy elemental devoted to the death goddess Mordana. The details of the creation of such beings is unknown except to her devoted clergy, but it causes the recipient to become a special form of negative energy elemental native to the Material Plane, known as a Deathspawn. The entity has

powers relating to negative energy and, of course, vulnerability to positive energy.

Earlier, Sargon attempted to combat Deous but the creature's invulnerability to most of Sargon's negative-energy powered spells proved to be the wizard's undoing. Deous then incapacitated Sargon's bodyguards, making them easy prey. When all of its enemies were dead, Deous ransacked the stagecoach and found the Skull Rod. The moment he held it in his hand, he felt tremendous power from it and, thanks to his negative energy body, was not harmed by it but rather empowered. The rod replenished his innate supernatural and special abilities and healed him of his wounds. Establishing a connection with it, he turned the rod's powers upon the bodies of Sargon and his bodyguards. With this new device, Deous is supremely confident that he can amass an undead army to march against all worshippers of the other gods of Raia, or the "life slaves" as he refers to them.

As the PCs reach the end of the trail of the undead, they see the undead mulling about behind some trees. A successful **Spot check DC 20** allows them to notice two things: one of the undead is wearing black robes, and about 30 feet up in the air, on one of the trees, seems to be a crude tree house.

Unless the PCs are hiding, they will be seen by Deous due to the viewpoint advantage he has while being in his perch (**the perch adds a +5 Circumstance bonus to his Spot checks**). The perch also gives Deous the same kind of bonus to its **Hide checks and ½ cover (+4 AC, +2 Reflex saves)** as long as it remains on it. If Deous spots them, he will immediately swoop down from his perch and command the undead to attack as he hovers about 20 feet off the ground and verbally assaults the PCs with threats of their death, constantly referring to them as "life slaves". There is no way they can use Diplomacy on the creature – it is hostile and won't quit until its dead.

The sun is about to set, and the trail you have been following seems to end. As you look about, you see human-sized figures moving about in the trees about 30 feet away. Then from above you

comes a piercing shout, followed by the shadowy form of some winged monster pulled straight out of the bowels of torment itself. Sinister black wings hold the tall creature aloft as it looks down upon you with disgust. Its body, rippling with muscle and midnight blue skin, is covered tightly in strips of dirty cloth, accentuated by pieces of black, lusterless metal embedded within them. As it leers down at you with its burning red eyes, it throws back its head and says, "Life slaves... all of you. You humble yourselves before gods who give you the false belief that life is the most precious and sacred thing in the world. Fools! But now I have the weapon that will change all of that."

With that, he pulls his arm out from behind him and reveals the last Skull Rod in his clawed hand, raising it above him in with all the majesty of a king holding aloft his jeweled scepter. "With my legion of undead, we will march upon you all and stab at the hearts of the living and bringing you into the Grey Realm of Mordana."

With that, he waves his hand and the undead charge forward, even as the foul beast points the deadly artifact in your direction.

Tactics: Deous will use its *ray of enfeeblement* attacks to weaken the powerful looking fighters, or on any frail looking spellcasters. If this does not work, it will close in with its claw attacks, weakening the PCs with energy drains. Once he has exhausted these attacks he will use his Flyby Attack feat, hoping that his undead have softened up the PCs.

Reminder: The Skull Rod

The presence of the Skull Rod affects the area of the combat scene by boosting the effects of negative energy and undead in general. All undead gain a +2 profane bonus to Armor Class, attack and damage rolls, and Turn Resistance. Attempts by clerics that use negative energy to rebuke, command, or bolster undead gain the same +2 profane bonus to both attack and damage rolls for turning. These changes are accounted for in the

stat blocks where needed, but the GM should keep the bonus in mind while making these rolls. Deous enjoys the same benefits, plus he has *Fast Healing* while holding the rod equal to the ATL of the party.

ATL 1

Deous, Deathspawn (1): Medium-sized Elemental (Evil, Extraplanar); HD 2d8+6; hp 22; Init +1 (Dex); Spd 30 ft., fly 90 ft. (good); AC 16 (+1 Dex, +3 natural, +2 profane); BAB/Grp: +1/+3; Atk claw +5 melee (1d6+4); Full Atk claw +5 melee (1d6+4); Face/Reach: 5 ft by 5 ft / 5 ft.; Special attacks: *ray of enfeeblement*, rebuke undead. SQ Elemental Traits, Fast Healing 1, Positive/negative energy; AL CE; SV Fort +2, Reflex +5, Will +4; Str 14, Dex 12, Con 17, Int 10, Wis 11, Cha 16. *Skills & Feats:* Hide +9, Intimidate +8, Listen +5, Move Silently +5, Spot +5. Flyby Attack, Hover.

Ray of Enfeeblement: (Su): The Skull Rod allows the Deathspawn to release a ray of black, crackling energy as a ranged touch attack up to 60 feet away (maximum range). The ray mimics the effects of a *ray of enfeeblement* spell cast by a 2nd level sorcerer (DC 14). This power can be used three times a day.

Rebuke Undead: (Sp): A Deathspawn can rebuke undead as a cleric of ½ his hit dice. With the Skull Rod in hand, Deous can rebuke undead as a cleric equal to his character level.

Positive/Negative Energy: Because of the negative energy that powers the Deathspawn's existence, it is harmed by positive energy attacks, just as undead are. They suffer damage from *cure* spells, *blessed* weapons, and holy water. *Inflict* spells and similar effects heal Spawns of Angst as they do undead. As elementals, Deathspawn cannot be turned.

Elemental Traits: Darkvision out to 60 feet; immunity to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking; does not eat, sleep or breathe.

Human commoner zombies (6): Medium Undead; HD 1d12+3; hp 15; BAB/Grp: +1/+2; Init -1 (Dex); Spd 30 feet; AC 13 (-1 Dex, +2 natural, +2 profane); Atk Club +4 melee/ (1d6+3) or Slam +4 melee (1d6+3); Face/Reach: 5 ft. by 5 ft / 5 ft.; Special Qualities: Undead, Turn Resistance +2, single actions only. AL NE; SV Fort +0, Reflex -1, Will 3. Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1. Feats: Toughness.

ATL 3

Deous, Deathspawn (1): Medium-sized Elemental (Evil, Extraplanar); HD 4d8+12; hp 40; Init +1 (Dex); Spd 30 ft., fly 90 ft. (good); AC 19 (+1 Dex, +3 natural, +3 studded leather, +2 profane); BAB/Grp: +3/+6; Atk claw +6 melee (1d6+3); Full Atk 2 claws +6 melee (1d6+3); Face/Reach: 5 ft by 5 ft / 5 ft.; Special attacks: energy drain, *ray of enfeeblement*, rebuke undead. SQ Elemental Traits, Fast Healing 3, Positive /negative energy; AL CE; SV Fort +2, Reflex +5, Will +4; Str 16, Dex 12, Con 17, Int 10, Wis 11, Cha 16. *Skills & Feats:* Hide +9, Intimidate +8, Listen +5, Move Silently +5, Spot +5. Flyby Attack, Multiattack.

Energy Drain (Su): Living creatures hit by a deathspawn's physical attacks gain one negative level. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the deathspawn gains 5 temporary hit points.

Ray of Enfeeblement: (Su): The Skull Rod allows the Deathspawn to release a ray of black, crackling energy as a ranged touch attack up to 60 feet away (maximum range). The ray mimics the effects of a *ray of enfeeblement* spell cast by a 2nd level sorcerer (DC 15). This power can be used three times a day.

Rebuke Undead: (Sp): A Deathspawn can rebuke undead as a cleric of ½ his hit dice. With the Skull Rod in hand, Deous can rebuke undead as a cleric equal to his character level.

Positive/Negative Energy: Because of the negative energy that powers the Deathspawn's existence, it is harmed by positive energy attacks, just as undead are. They suffer damage from *cure* spells, *blessed* weapons, and holy water. *Inflict* spells and similar effects heal Spawns of Angst as they do undead. As elementals, Deathspawn cannot be turned.

Elemental Traits: Darkvision out to 60 feet; immunity to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking; does not eat, sleep or breathe.

Ghoul (3): Medium Undead; HD 2d12; hp 24; Init +2 (Dex); Spd 30 ft; AC 16 (+2 natural, +2 Dex, +2 profane); BAB/Grp: +1/+2; Atk: Bite +5 melee (1d6+3 and paralysis); Full Atk: Bite +5 melee (1d6+3 and paralysis) and 2 claws +2 melee (1d3+2 plus paralysis); Face/Reach: 5 ft by 5 ft / 5 ft; Special Qualities: Undead, Turn Resistance +2. Special attacks: Paralysis, create spawn; AL CE; SV Fort +0. Ref +2, Will +5. Str 13, Dex 15, Con -, Int 12, Wis 14, Cha 16. *Skills & Feats:* Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7. Multi-attack.

Ghoul Fever (Su): Disease—bite, Fortitude DC 13, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

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

ATL 5

Deous, Deathspawn (1): Medium-sized Elemental (Evil, Extraplanar); HD 6d8+18; hp 58; Init +1 (Dex); Spd 30 ft., fly 90 ft. (good); AC 19 (+1 Dex, +3 natural, +3 studded leather, +2 profane); BAB/Grp: +4/+7; Atk claw +9 melee (1d6+5); Full Atk 2 claws +9 melee (1d6+5); Face/Reach: 5 ft by 5 ft / 5 ft.; Special attacks: energy drain, *ray of enfeeblement*, rebuke undead. SQ Elemental Traits, Fast Healing 5, Positive/negative energy; AL CE; SV Fort +2, Reflex +5, Will +4; Str 16, Dex 12, Con 17, Int 10, Wis 11, Cha 16. *Skills & Feats:* Hide +9, Intimidate +8, Listen +5, Move Silently +5, Spot +5. Flyby Attack, Multiattack.

Energy Drain (Su): Living creatures hit by a deathspawn's physical attacks gain one negative level. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the deathspawn gains 5 temporary hit points.

Ray of Enfeeblement: (Su): The Skull Rod allows the Deathspawn to release a ray of black, crackling energy as a ranged touch attack up to 60 feet away (maximum range). The ray mimics the effects of a *ray of enfeeblement* spell cast by a 4th level sorcerer (DC 15). This power can be used three times a day.

Rebuke Undead: (Sp): A Deathspawn can rebuke undead as a cleric of ½ his hit dice. With the Skull Rod in hand, Deous can rebuke undead as a cleric equal to his character level.

Positive/Negative Energy: Because of the negative energy that powers the Deathspawn's existence, it is harmed by positive energy attacks, just as undead are. They suffer damage from *cure* spells, *blessed* weapons, and holy water. *Inflict* spells and similar effects heal Spawns of Angst as they do undead. As elementals, Deathspawn cannot be turned.

Elemental Traits: Darkvision out to 60 feet; immunity to poison, sleep effects, paralysis, and

stunning; not subject to critical hits or flanking; does not eat, sleep or breathe.

Ghoul (1): Medium Undead; HD 2d12; hp 24; Init +2 (Dex); Spd 30 ft; AC 16 (+2 natural, +2 Dex, +2 profane); BAB/Grp: +1/+2; Atk: Bite +5 melee (1d6+3 and paralysis); Full Atk: Bite +5 melee (1d6+3 and paralysis) and 2 claws +2 melee (1d3+2 plus paralysis); Face/Reach: 5 ft by 5 ft/ 5 ft; Special Qualities: Undead, Turn Resistance +4. Special attacks: Paralysis, create spawn; AL CE; SV Fort +0. Ref +2, Will +5. Str 13, Dex 15, Con -, Int 12, Wis 14, Cha 16. *Skills & Feats*; Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7. Multi-attack.

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

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

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

Ghast (1): Medium Undead; HD 4d12; hp 42; Init +2 (Dex); Spd 30 ft; AC 18 (+2 Dex, +4 natural, +2 profane); BAB/Grp: +2/+5; Atk: Bite +6 melee (1d8+3 and paralysis) and 2 claws +3 melee (1d4+2 and paralysis); Face/Reach: 5 ft by 5 ft/ 5 ft; Special Qualities: Undead, Turn Resistance +4. Special attacks: Stench, create spawn, paralysis; AL CE; SV Fort +1, Ref +3, Will +6. Str 13, Dex 15, Con -, Int 12, Wis 14, Cha 18. *Skills & Feats*; Climb +6, Escape Artist +8, Hide +8, Move Silently +7, Search +6, Spot +8. Multi-attack, Weapon Finesse.

Ghoul Fever (Su): Disease—bite, Fortitude DC 16, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 16 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures

within 10 feet must succeed on a DC 16 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Wight (1): Medium Undead; HD 4d12; hp 42; Init +1 (Dex), Spd 30 ft; AC 19 (+3 Dex, +4 natural, +2 profane); BAB/Grp: +2/+3; Atk: Slam +8 melee (1d4+5 and energy drain); Face/Reach: 5 ft by 5 ft/ 5 ft; Special Qualities: Undead; Special Qualities: Energy drain, create spawn; AL LE; SV Fort +1. Ref +2, Will +5. Str 16, Dex 16, Con -, Int 11, Wis 13, Cha 17. *Skills & Feats*: Climb +7, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. Alertness, Blindfight.

Create Spawn (Su): Any 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 its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

ATL 7

Deous, Deathspawn (1): Medium-sized Elemental (Evil, Extraplanar); HD 8d8+24; hp 76; Init +1 (Dex); Spd 30 ft., fly 90 ft. (good); AC 19 (+1 Dex, +3 natural, +3 studded leather, +2 profane); BAB/Grp: +6/+10; Atk claw +12 melee (1d6+6); Full Atk 2 claws +12 melee (1d6+6); Face/Reach: 5 ft by 5 ft / 5 ft.; Special attacks: energy drain, *ray of enfeeblement*, rebuke undead. SQ Elemental Traits, Fast Healing 5, Positive/negative energy; AL CE; SV Fort +2, Reflex +5, Will +4; Str 18, Dex 12, Con 17, Int 10, Wis 11, Cha 18. *Skills & Feats*: Hide +9, Intimidate +11, Listen +5, Move Silently +5, Spot +5. Flyby Attack, Multiattack.

Energy Drain (Su): Living creatures hit by a deathspawn's physical attacks gain one negative level. The DC is 18 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the deathspawn gains 5 temporary hit points.

Ray of Enfeeblement (Su): The Skull Rod allows the Deathspawn to release a ray of black, crackling energy as a ranged touch attack up to 60 feet away (maximum range). The ray mimics the effects of a *ray of enfeeblement* spell cast by a 6th level sorcerer (DC 18). This power can be used three times a day.

Rebuke Undead (Sp): A Deathspawn can rebuke undead as a cleric of ½ his hit dice. With the Skull Rod in hand, Deous can rebuke undead as a cleric equal to his character level.

Positive/Negative Energy: Because of the negative energy that powers the Deathspawn's existence, it is harmed by positive energy attacks, just as undead are. They suffer damage from *cure* spells, *blessed* weapons, and holy water. *Inflict* spells and similar effects heal Spawns of Angst as they do undead. As elementals, Deathspawn cannot be turned.

Elemental Traits: Darkvision out to 60 feet; immunity to poison, sleep effects, paralysis, and

stunning; not subject to critical hits or flanking; does not eat, sleep or breathe.

Ghast (4): Medium Undead; HD 4d12; hp 42; Init +2 (Dex); Spd 30 ft; AC 18 (+2 Dex, +4 natural, +2 profane); BAB/Grp: +2/+5; Atk: Bite +6 melee (1d8+3 and paralysis) and 2 claws +3 melee (1d4+2 and paralysis); Face/Reach: 5 ft by 5 ft/ 5 ft; Special Qualities: Undead, Turn Resistance +4. Special attacks: Stench, create spawn, paralysis; AL CE; SV Fort +1, Ref +3, Will +6. Str 13, Dex 15, Con -, Int 12, Wis 14, Cha 18. *Skills & Feats*: Climb +6, Escape Artist +8, Hide +8, Move Silently +7, Search +6, Spot +8. Multi-attack, Weapon Finesse.

Ghoul Fever (Su): Disease—bite, Fortitude DC 16, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 16 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 16 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Wight (2): Medium Undead; HD 4d12; hp 42; Init +1 (Dex), Spd 30 ft; AC 19 (+3 Dex, +4 natural, +2 profane); BAB/Grp: +2/+3; Atk: Slam +8 melee (1d4+5 and energy drain); Face/Reach: 5 ft by 5 ft/ 5 ft; Special Qualities: Undead; Special Qualities: Energy drain, create spawn; AL LE; SV Fort +1. Ref +2, Will +5. Str 16, Dex 16, Con -, Int 11, Wis 13, Cha 17. *Skills & Feats*: Climb +7, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. Alertness, Blindfight.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawns are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Pursuit: At ATL 1, Deous will not follow the PCs if they decide to run. At ATL 3, Deous and his undead minions will follow and continue to attack the PCs for 1 round after they decide to flee before returning to their forest location. At ATL 5 and up, Deous and his undead will follow and continue to attack the PCs for 2 rounds after they decide to flee.

Going Back: If the PCs are victorious, then they can retrieve the last Skull Rod and the Manual of the Dead, which was stuffed in a small pouch in Deous possession. At this point, they must decide whether to go to Captain Vestra with the Skull Rods or to Sunja.

If the PCs were forced to flee, read the following boxed text:

Unable to contend with the monsters' savagery, you flee the scene as quickly as possible. Though you would like to retrieve the last Skull Rod, at this point it is certain death to try. Three rods is better than none and the Manual of the Dead is lost to you for now. There is no doubt that had you perished in battle you would have risen as a creature of darkness to feast upon the living. The thought of this sends chills racing up your spine.

If the PCs defeat Deous and his minions, read the following boxed text:

As the foul beast collapses to the ground and his undead minions are destroyed, you notice that even in death, the winged monster clutches the Skull Rod as if it held his very life within its

metallic form. A small black covered book slips out of the pouch carried by the beast upon impact with the ground. The title, written in Common, reads "Manual of the Dead". Your mission accomplished, now you must decide what to do with what you have found.

With the defeat of Deous and his minions or at least with three of the four Skull Rods, the PCs must make some difficult choices. They must choose whether to take the evidence to Captain Vestra or to Sunja. If they take the items to Vestra, go to Conclusion A. If they stop first at Sunja's camp to turn in the items, go to Conclusion B.

Conclusion A: The Diamond Legion

If the PCs take the evidence to Captain Vestra (this includes the 4 Skull Rods and the Manual of the Dead), deciding not to visit Sunja and the Mensharan, read the following boxed text.

Deciding to serve the law of Amthydor before the desires of a strange people like the Mensharan, you bring what your discoveries to the main headquarters of the Diamond Legion. Captain Vestra listens to your story intently, as one of her staff writes it down on the logbook. After you have spun your tale of death and danger, she leaves for a moment and comes back with your payment. "One hundred gold pieces each, as promised." she says. "You have done a good job and a service to the city. Because of you, many people will sleep safer and lives have been saved." With that, she carefully takes the magic items away.

If the PCs ask where she is taking them, she says, "The Temple of Emerys will look these over and probably destroy them, a deserving fate for such foul creations."

If the PCs fled Deous and his minions and return the evidence to Captain Vestra (in this case only three Skull Rods), deciding not to visit Sunja and the Mensharan, read the following boxed text:

Deciding to serve the law of Amthydor before the desires of a strange people like the Mensharan, you bring what your discoveries to the main headquarters of the Diamond Legion. Captain Vestra listens to your story intently, as one of her underlings writes it down on the logbook. After you have spun your tale of death and danger, she leaves for a moment and comes back with your payment.” One hundred gold pieces each, as promised.” she says. “You have done a good job and a service to the city. Because of you, many people will sleep safer and lives have been saved. I will have my people investigate this strange creature you spoke of as well and consult the various temples of Amthydor about it. Rest assured, we will get to the bottom of this.” With that, she takes the magic items away.

black haze into itself. Then in a flash of golden light, the ring explodes. Sunja turns to you and says, “They have no power now. You may take them back to Captain Vestra. I suggest you tell her that after the death of Sargon, the rods somehow lost their power. That is a reasonable statement of the truth. As for the Manual of the Dead,” she says as she holds it in her hand, “it is what spawned these diabolical creations. With the item in our possession, this will not happen again.”

With that, Sunja tosses you a backpack and says, “Take this. You have earned it. The Mensharan people remember their friends as well as their enemies.” Sunja turns and walks away, the rest of the Mensharan trailing behind her.

Conclusion B: The Mensharan

If the PCs decided to take the items to the Mensharan, this is a wise choice for reasons they will soon learn.

If the PCs are able to bring all four Skull Rods and the Manual of the Dead to the Mensharan, read the following boxed text:

Keeping to your word to the Mensharan witch Sunja, you travel to the meeting place outside the city. Sunja smiles at you as if anticipating good news and says, “Ahhh... I see you have solved the riddles of the bones and brought back the items in question. You are very resourceful and that is an admirable quality to have. Please give me the items so that I may perform the ritual of purification.”

As you hand over the items, she takes each one into her gloved hands and spikes them into the ground. She then takes out a gold ring that magically grows to encircle and tighten around the four Skull Rods. Closing her eyes, she begins a chant similar to the one she used to read the bones, all the while walking in a circle around the rods. Suddenly, a black haze surrounds the rods and as she chants further, it seems as if the golden ring encircling the rods is absorbing the

If the PCs do as she says and make up a reasonable story that does not include the Mensharan, Captain Vestra is satisfied with them and pays them the 100 gp.

If the PCs are able to bring only three of the four Skull Rods (without the Manual of the Dead) to the Mensharan, read the following boxed text

Keeping your word to the Mensharan witch Sunja, you travel to the meeting place outside the city. Sunja gazes at you with dismay and says, “You wear the sorrow of a task unfulfilled upon your faces like a Mordana. A pity you could not retrieve all four rods and the Manual of the Dead. The book is very dangerous in the wrong hands as you can see. Before I perform the ritual of purification on the three rods, tell me what happened to the last rod and the book?”

Once the PCs relate the story of the battle with the Deathspawn and the undead, read the following boxed text:

“This is troubling indeed. Such a creature whose powers are akin to the Skull Rod is a dangerous foe. Nonetheless, he lacks wisdom and is a reckless fool who can be defeated in time. But let us deal with what we can. Please hand me the three rods.”

As you hand over the items, she takes each one into her gloved hands and spikes them into the ground. She then takes out a gold ring that magically grows to encircle the three Skull Rods. Closing her eyes, she begins a chant similar to the one she used to read the bones, all the while walking in circle around the rods. Suddenly, a black haze surrounds the rods and as she chants further, it seems as if the golden ring encircling the rods is absorbing the black haze into itself. Then in a flash of golden light, the ring explodes. Sunja turns to you and says, "They have no power now. You may take them back to Captain Vestra. I suggest you tell her that upon the death of Sargon, the rods somehow lost their power. That is a reasonable statement of the truth."

With that, Sunja tosses you a backpack and says, "Take this. You have earned it. The Mensharan people remember their friends as well as their enemies." Sunja turns and walks away, the rest of the Mensharan trailing behind her.

If the PCs do as she says and make up a reasonable story that does not include the Mensharan, Captain Vestra is satisfied with them and pays them the 100 gp.

Epilogue

It has been two days since your experience with the Mensharan, the Skull Rods, and the undead, but the memories of the ordeal refuse to fade. You have slept little in the last two days, waking up screaming in pools of sweat, consumed by nightmares of undead ripping the flesh off your bones and eating you alive while you stare at the walls of what can only be an earthen grave. But since your mission ended, the undead attacks in Amthydor have greatly subsided, and life is returning to a sense of normalcy. A small boy jolts past you holding a bundle of pamphlets in his hand. "Citizens of Amthydor," he shouts, "Read all about the Massacre of Flame right here in the Amthydor Shining Jewel. Ten burned bodies found outside the city." As you steel yourself against the horrible sense of dread that wells up inside, you pass the boy a copper piece

and start reading. The story tells of a horrible finding near where you had met the Mensharan. It describes how nine bodies of indeterminate race, nine male and one female, were found burned to a crisp. The fire was so hot, says the story, that in some cases it turned bone to dust." Crumbling the paper into a ball, you think to yourself, "What in the name of the gods could have done something like that?"

But the answer to that question is a mystery for another day.

THUS ENDS "TERROR FROM BELOW"

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

Introduction

Encounter 1

Defeating the undead attack 50 XP

Encounter 3

Defeating the rogues and their leader 75 XP

Getting the 1st Skull Rod 50 XP

Encounter 4

Defeating the cleric of Mordana 75 XP

Defeating the undead in the graveyard 50 XP

Getting the 2nd Skull Rod 50 XP

Encounter 5 (One or the other but not both)

Setting off the trap 50 XP

Disabling the trap without setting it off 100 XP

Getting the 3rd Skull Rod 50 XP

Encounter 7

Defeating Deous & his undead minions 250 XP

Conclusion

Bringing the items to the Mensharan 25 XP

Bringing the items to Capt. Vestra first 25 XP

Discretionary Roleplaying Award 100 XP

Total Possible Experience: 875 XP

Treasure Summary

If it's not on this list, the PCs cannot keep it.

Items, unless magical, are listed at ½ market price already.

Encounter 2

- 3 Potions of Cure Light Wounds (Value: 50 gp each 150 gp total), Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).
- 50 gp to each PC for agreeing to help the Mensharan.

Encounter 3

- ATL 2: Leader Rogue: Studded leather- 12.5 gp, MW shortsword- 155 gp, shortbow- 15 gp, 20 arrows- 5 sp, dagger- 1 gp, 20 gp currency; Thug rogues- studded leather (2) – 25 gp, shortsword- 5 gp, shortbow- 15 gp, 20 arrows- 5 sp, dagger- 1 gp, 30 gp currency.
- ATL 4 & 6: Leader Rogue: MW Studded Leather- 67 gp, 5 sp, shortbow- 15 gp, 20 arrows- 5 sp, dagger- 1 gp, 30 gp currency, Shortsword +1- 2,310 gp, Ring of Feather Falling- 2,200 gp. Thug rogues- studded leather (3) – 37 gp, 5 sp, shortsword – 5 gp, dagger – 1 gp, shortbow- 15 gp, 60 arrows- 1 gp, 5 sp, 60 gp currency.

Encounter 4

- ATL 2: Priest of Mordana: MW Chainmail- 150 gp, heavy mace- 6 gp, light mace- 2 gp, 5 sp, light crossbow- 15 gp, 5 sp, 10 bolts- 5 sp, silver holy symbol of Mordana- 12 gp, 5 sp, 30 gp currency.
- ATL 4 & 6: Chainmail +1- 1,300 gp, heavy mace- 6 gp, light mace- 2 gp, 5 sp, light crossbow- 15 gp, 5 sp, 10 bolts- 5 sp, silver holy symbol- 12 gp, 5 sp, Pearl of Power (level 1)- 1,000 gp.

Encounter 6

- ATL 2: 250 gp in a secret compartment within the stagecoach.
- ATL 4 & 6: 350 gp in a secret compartment within the stagecoach, arcane scroll- ghoul touch (3rd level caster)- 150 gp.

Encounter 7

- ATL 2: Stagecoach guards- Chain Shirts (2)- 100 gp, 2 longswords- 15 gp, 2 daggers- 1 gp, 2 longbows- 75 gp, 40 arrows- 1 gp, 40 gp currency. Wizard-dagger- 1 gp, light crossbow- 17 gp, 5 sp, scroll- chill touch- 100 gp (2nd level caster), Ring of Protection +1 (2,000 gp), 50 gp. currency.
- ATL 4 & 6: Stagecoach guards- MW Chain Shirts (2)- 250 gp, 2 longswords- 15 gp, 2 daggers- 1 gp, 2 longbows- 75 gp, 40 arrows- 1 gp, 80 gp currency. Wizard-dagger- 1 gp, light crossbow- 17 gp, 5 sp, 10 bolts- 5 sp, 100 gp currency, Scroll-chill touch- 150 gp (3rd level caster), Ring of Protection +1 (2,000 gp), Cloak of Resistance +1, 100 gp currency.
- ATL 2: 65 gp in Deous tree perch. ATL 4 & 6: 130 gp in Deous tree perch.

Conclusion

- 100 gp to each PC from Captain Vestra for completion of task.
- Favor of the Diamond Legion: For successfully ending the threat of the undead menace spawned by Sargon, the wizard of Pyrroth, the PCs have earned the respect and attention of the Diamond Legion, especially Captain Vestra. This grants the PC with this favor a +2 bonus to all Charisma-based skill checks with the Diamond Legion. It can also be permanently used to acquire the free casting of any legal arcane or divine spell of 1st-2nd level by a 5th level caster that is aligned with the Diamond Legion.
- For successful completion of the task at hand, Sunja gives each PC a *Ring of the Mensharan*. This ring grants a +4 bonus to all Charisma-based skill checks when

openly worn in the presence of the Mensharan. This is a great honor to bestow on outlanders and selling the ring create an equal penalty to all Charisma-based skill checks when dealing with the Mensharan. The Mensharan never forget their friends or their enemies' actions.

- In gratitude, Sunja gives each PC an *Amulet of Ardra's Tear*. This appears as a soft, brittle, colorless stone crystal is about the size of a human fist and has a glossy, magnificent finish. The witches of Mensharan often make these for their warriors & themselves. Each one of these stones, when worn next to the skin, grants the wearer the ability to mimic the effects of an application of Restorative Ointment twice. When both uses are expended, the amulet dissipates into sweet scented vapor. (*Caster level: 12th; Prerequisites: Craft Wondrous Item, cure light wounds, remove disease neutralize poison, spellcaster 5th level; Market Price: 1,200 gp, Weight- n/a.*)

Player Handout 1: The Reading of the Bones

Seek the first Skull Rod within Lohm's grasp, Cyrene's breath, Lucor's pleasure, and Illudra's fortune; know that his armor always wears his seal.

Seek the second Skull Rod in the prison of stone that bears the name of the lady who flows of life and protects the flower, in a place where Meneon's comfort is warm for those who have grown cold.

The final Skull Rod lies in the maw of the one-toothed silent guardian that leers outward, while watching over the palace of jade.

Seek a Skull Rod in the possession of our most hated foe, but know that his sins will be his undoing, his strength his weakness, and he will call another master. Seek this Rod last and you will live longer.

DM Handout 1: Skill Rolls for the Reading Clues

Riddle 1

Knowledge (Religion) DC 12: Lohm is god of earth and stone; Cyrene is goddess of water; Lucor is god of wealth and commerce; Illudra is goddess of mischief and luck.

Knowledge (Local) DC 12 + ATL: The famed Amthydoran armorsmith Grendel always marks his work with a stamped seal. A fountain is placed at the intersection where his shop is located

Riddle 2

Knowledge (Religion) DC 12: Meneon is the god of the moon, just death, and repose, guardian of dead souls.

Knowledge (Local) DC 12: All dead are given burial in the Amthydor Cemetery. However, there are different sections depending on your standing in the community, thus one for the poor, one for middle class, another for nobles, etc.

“Prison of stone” refers to the cemetery, or mausoleums, and is a generic hint to go to the cemetery.

The name “Bloodthorn” is referred to in the phrases “flows of life” and “protects the flower.” An Intelligence check DC 10 will let the PCs realize that these hints could reveal the name of a person buried there, but they will have to piece the rest together themselves.

Riddle 3

Knowledge (Local) DC 12 will reveal that the Jade Palace is a popular restaurant which serves exotic foods common in the foreign land of Daiguo.

Craft (Masonry, Sculpting), Knowledge (Arcana, Architecture and Engineering), or Profession (Engineer-Architect) DC 12: This riddle seems to describe a gargoyle (statue, not creature).

Riddle 4

No important information here, just a hint that they will find their quarry later on. An Intelligence check DC 10 will reveal that.

Critical Event Summary: TERROR FROM BELOW

1. Did the PCs defeat the undead attacking the Berserker's Festhall?

Yes No

2. Did the PCs agree to Captain Vestra's request to stop the undead menace of Amthydor?

Yes No

3. Did the PCs agree to Sunja Nightslayer's request for their aid in defeating or slaying Sargon the wizard of Pyrroth?

Yes No

4. Did the PCs interact with the Mensharan in a respectful manner? Yes No Didn't go

5. Did the PCs defeat Henstrom and his rogue minions and discover the Skull Rod hidden in the fountain?

Yes No

6. Did the PCs defeat Ohma and the undead in the graveyard? Yes No

7. What resources did the PCs use to gain information to accomplish their goals?

Mensharan Diamond Legion Temples Citizens/Business Owners Other

8. Did the PCs find the Skull Rod hidden within the gargoyle statue above the Jade Palace?

Yes No

9. Did the players defeat Deous and its undead minions?

Yes No

10. Did the players retrieve all the Skull Rods and the Manual of the Dead? Yes No

11. To whom did the PCs return the Skull Rods and the Manual of the Dead first?

The Mensharan Captain Vestra Neither (name who _____)

12. While interacting with Captain Vestra, did the PCs mention their interaction with the Mensharan during their investigation?

Yes No

13. Did the PCs respect the lawful nature of Amthydor and act respectfully towards it?

Yes No

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Roster of Heroes: Terror From Below

Judge Name: _____

Convention: _____

Date: _____

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

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