

COVENENT HILL

by Ree Soesbee

Everyone knows about the Lich on Covenant Hill. His tale is older than the town that has grown up in its shadow, more ancient even than the forest that surrounds them both. For hundreds of years he has walked the nearby beaches, searching for the bodies of shipwrecked sailors. Yet the Old One has never ventured toward the village, and nothing disturbs his silent hermitage. The land is at peace, though soft moans still whisper on the long shadows of night and the peasants of Heathwyck tell tales of ghosts and spirits that walk the ancient garrison's barren grounds.

But on recent nights, the old tales have begun to come true. Once the tales of undead were no more than moans in the wind. Now, dead rise from the graves of Heathwyck, marching one by one into the night. The people of Heathwyck are frightened, and it seems that the Old One turns his eyes at last toward the town below. The peace that has existed for centuries has been broken, and peasants who stay too late in the fields are slaughtered by undead while the moon shines brightly above. More graves open, and the dead stumble toward the ancient garrison as if drawn by some unknown force – a command they cannot resist.

Something terrible whispers in the wind of Covenant Hill...

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For use with
UNDEAD
d20 Sourcebook
by AEG

Requires the use of the
Dungeons & Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®





GAME MASTER BACKGROUND

Covenant Hill is an adventure designed for characters of levels 5–7. Players must enter a ruined garrison that is infested with undead, fight to discover the true source of the evil emanating from Covenant Hill — and destroy it. But at the end, the players will make a difficult decision between justice... and greed.

A Lich named Urun has lived in the forgotten garrison of Covenant Hill for hundreds of years. Once a powerful good necromancer, Urun has spent his immortality studying death in order to find a way to restore life. He lives in self-imposed solitude with his undead servitors and those few apprentices brave enough to seek him out. Urun is a good soul. He uses the bodies of animals and of shipwrecked humans in his experiments, and would never threaten the innocent people of Heathwyck. However, his apprentices do not all have the same morals. An ambitious man named Ansgar slipped into Urun's private chambers. While there, Ansgar stole Urun's phylactery — the gem that gives him command over undead. With the phylactery, Ansgar raised a barrier around Covenant Hill, preventing Urun from returning. He has begun to summon undead, gathering an army. Ansgar plans to declare himself King by the power of dark necromancy.

The priests and paladins of Heathwyck's church, the Temple of Light, want to rid the town of the Lich. They are prevented for two reasons. The first is a magical barrier around the garrison, preventing priests and paladins from entering. Secondly, the Temple of Light doesn't have the manpower or the popular support to attack Covenant Hill. Now that the undead have begun to rise from the graves around Heathwyck, the Temple of Light is drawing more support. Their own fighters cannot enter the place, but a militia of commoners could do so.

Both Urun and the Temple of Light approach the PCs, and ask them to retrieve the phylactery. If it is returned to Urun, he returns to his studies, sadder and wiser. The bodies of the Heathwyck dead are returned to their graves. If the phylactery is returned to the Temple of Light, Urun is banned from the area forever, and the barrier around the garrison on Covenant Hill will fall.

The Temple and Urun both offer to reward the PCs for their services. Those rewards, however, are vastly different in scope. The Temple offers the PCs 'the peace of mind, knowing that an evil such as this is destroyed' and 'a blessing upon their souls.' They offer no monetary compensation, and no magical gifts other than simple healing when the PCs return from their quest. The Lich, on the other hand, offers both money and magic items. He has a store of items outside the garrison, and he allows the PCs the chance to take their choice from his treasure-vaults.

If they betray either one, the other will almost definitely become a major thorn in the PCs side for a long time to come. No matter which side they aid, the other curses them for their decision. In the end, what happens to Urun and Heathwyck is entirely in the hands of the PCs.

HOW TO USE THIS PRODUCT

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a just a single session and makes for an excellent evening's gaming. To prepare yourself to run the adventure, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

DUNGEONS AND DRAGONS

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run this adventure without it.

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PLAYER BACKGROUND

Heathwyck is a bustling town near the sea, beneath the cliffside shadow of a mountain known as Covenant Hill. It has a busy port, trade, and is renowned as pleasant tourist attraction in the warm summer months. Legend has it that an Lich lives in the abandoned garrison ruins at the top of Covenant Hill, but no one seems to care. It is a peaceful town, and filled with pleasant diversions.

You are asleep in your inn room within the city, when you hear a terrible scream outside your window. Leaping to look, you see three shambling figures, and a fourth tearing himself up from the graveyard across the street. A peasant woman drops her bags and flees from the zombies as they make their way up the road toward the cliff garrison.

A banging at your door captures your attention before you can do more than stare. In the hallway, a white-faced acolyte of Heathwyck's Temple of Light stands holding a lantern. His fingers shake with fear and his voice is strained. "Please," he begs, "Come quickly. The Temple has need of you."

The acolyte leads the PCs to the Temple of Light, in the center of Heathwyck.

The Temple of Light is a white stone building, lit on all sides by blazing torches that seem to cause the building itself to glow. In deference to the God of Light, the Temple is never dark – inside or out. Peasants huddle inside, sitting in prayer on the stone pews or whispering in fear as the priests of Light try to calm them. The acolyte leads bows in reverence, and then turns to show the way to the Grand Master's chambers at the rear of the temple. He knocks once on the door, then opens it.

Within rests a very old man. His graying beard lies heavy on a withered chest, and ancient fingers seem shriveled beneath the thick gold rings of his office. He lies on his bed while the Lord Templar of the church salutes you. The Templar says, "I am Johannis, and this is the Grand Master Laurent, of the Light. The Grand Master is very sick, and this strain wearies him." The Templar looks worriedly at the old man.

"I... am... Laurent," whispers the old man. "I have been in the service of the god for fifty years. All that time, I have looked up at that black garrison and wondered when its evil would be released upon our peaceful city." A racking cough shakes his body. "The evil has now... come. Undead rise from the graves of Heathwyck. An army is forming — one that could threaten the entire kingdom with its black necromancy. It must be stopped..."

Another spasm of coughs makes the old man silent, and his Templar continues the tale. "There is a Lich that lives in the garrison of Covenant Hill. He is raising an army, and stealing the bodies of our loved ones to fuel his war. This must be stopped. A barrier exists around the

garrison, preventing the Faithful from entering. Until now, we were forced to be content with a truce. Now the Lich steals our dead, robs our people, and threatens our very lives. Please help us. Go to the tower and steal the Lich's phylactery the source of his power. With it, we can bring down the barrier; with the town militia beside us, we can at last destroy the evil of Covenant Hill."

THE TEMPLE'S OFFER

The paladins of the temple can't go to Covenant Hill themselves because Urun placed a barrier around the garrison. They have a few small tokens which will allow a single paladin or priest to enter, but not enough for an army. (They will offer these to the PCs as needed.) They have no money or magic to offer the PCs, but they insist that killing the undead will save the town from evil, and that their god will look favorably on anyone that helps them destroy the undead of Covenant Hill.

Laurent is very old, and very sick. After telling the PCs of the dangers, he asks them to leave him to rest. Johannis escorts the PCs out of the temple, and speaks of raising a militia of commoners to attack the temple once the PCs have stolen the phylactery. He tells them that according to legend, it is a large green amulet on a silver chain. Once they retrieve it, they should return immediately to holy ground. Although the PCs don't know it, the Lich's magic prevents the phylactery from being destroyed. The Temple's promise that they have the means to destroy it is empty.

Several of the peasants in the church hear Johannis speaking to the PCs, and the word spreads quickly that the PCs are helping the Temple of Light. People stop to thank the PCs on their way out, kissing their hands and telling tales of undead mothers, cousins, sisters and children walking the streets toward the ancient garrison. The people of Heathwyck are terrified, and genuinely believe that the evil of Covenant Hill is going to destroy them. The PCs are already heroes — and they haven't even begun their quest.

THE LICH'S OFFER

After the PCs are away from the temple and on their way back to the Inn:

A cold wind blows through the deserted city streets of Heathwyck. A man in tattered robes is standing in the road ahead. He raises a hand in peace, and his voice is rough and strange as he says, "Peace, noble adventurers. I mean you no harm. My name is Urun, and I need your help. A traitorous apprentice has desecrated my home on Covenant Hill, and he threatens these gentle folk. I am no threat to them, nor have I ever been. I seek only to do my research in the quiet peace of immortality. Yet my apprentice Ansgar has stolen my phylactery, used magic to ban me from my own garrison, and draws upon the strength of my labors to do evil. If he is not stopped,

he will murder countless innocents in his mad quest for power. Please. Listen to me. Aid us all, and stop Ansgar. Win for me my phylactery, and I will send the dead of Heathwyck to sleep once more in their quiet graves. More, I will reward you with your choice of treasures from my collection — gold and jewels, or lost magics to aid you on future quests.” The old man removes his hood. His features are shriveled and desiccated, withered skin pulled tight over his skull in death. “I can do no more without my phylactery. Return it to me at the beach where the bones of fallen ships lie, and help me restore peace.” With that, the wind rises once more, bitter and cold. The Lich fades into the darkness and is gone.

Urun is staying in the shipwrecked husks on the cliffshore, but if the PCs seek him there at this time, he cannot be found. Once they have the phylactery, they can go to the beach to return it to him, and he will gladly come out to meet them.

ON THE ROAD TO COVENANT HILL

From the road above the cliffs, the ruins of a garrison at the top of Covenant Hill become visible. It is large and gray against the stormy sky, but the tower’s topmost light still shines, warning ships at sea of the rocky coast. The road twists and turns through thick scrub and tree-lined rocky areas. Around a corner, several large creatures leap through the brush!

The road to the Lich’s stronghold is badly overgrown. The creature attacking the PCs is an owlbear, one of the beasts from Urun’s laboratories. It was set free by Ansgar in order to protect the keep from any of the Temple’s followers or Heathwyck’s peasants that tried to assault Covenant Hill. There are **3 owlbears (hp 47)** involved in this attack; 2 are waiting in the tree line for an opportunity to strike when the PCs least expect it.

Owlbear: CR 4; SZ L (beast); HD 5d10+20; hp 47; Init +1 (Dex); Spd 30 ft.; AC 15 (–1 size, +1 Dex, +5 natural); Atks 2 Claws +7 melee (1d6+5), bite +2 melee (1d8+2); SQ Scent; SV Fort +8, Ref +5, Will +2; Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10; AL: CE. Skills: Listen +8, Spot +7.

THE OUTER TOWERS

The portcullis to the garrison at the top of the hill is lowered, and covered with rust. It will be difficult to raise with even the greatest strength. To either side, lonely towers rise above the ivy-covered walls of the garrison, and through the gate the noise of clattering shutters flip open and closed in the wind.

The shutter sound isn’t actually shutters, as any thief with a high Listen (DC 15) will be able to tell the PCs. It is actually movement within the outer courtyard, as if something is marching in a very repetitive fashion. The noise is actually the skeletal archers, marching in mindless formation inside the outer courtyard.

If the PCs approach the tower, a squad of **14 zombies (hp 16 each)** that inhabit the two high stone structures attack them. Within three rounds, a small squad of **8 skeletal archers (hp 6 each)** appear beyond the portcullis, shooting arrows through the open grating of the iron gate. It should be noted that the majority of these skeletons and zombies are the bodies stolen from Heathwyck’s graveyards, as noted by the fresh earth on their bodies, and the symbols on their clothing. The portcullis requires a 17 strength to lift, and takes 3 rounds to push it high enough that a man-sized creature can crawl underneath. There is a house inside that lifts the gate farther (if turned with a 14 strength or better. One of the skeletons has an iron key hanging from its rotten belt.

Zombies (14): CR 1/2; SZ M (undead); HD 2d12+3; hp 16; Init –1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks Slam +2 melee (1d6+1), shortsword +2 melee (1d6); SQ Undead, partial actions only; SV Fort +0, Ref –1, Will +3; Str 13, Dex 8, Con –, Int –, Wis 10, Cha 1; AL N. Feats: Toughness

Skeleton Archers (8): CR 1/3; SZ M (undead); HD 1d12; hp 6; Init +5 (+1 Dex, +4 Imp Init); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks 2 Claws +0 melee (1d4), shortbow +5 ranged (1d6); SQ Undead, immunities; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con –, Int –, Wis 10, Cha 11; AL N. Feats: Improved Initiative

THE OUTER COURTYARD

Just inside the outer gates is a large courtyard that may have once been a training area for soldiers. There is a great deal of exercise equipment (now rotted), and a stable in the north-eastern corner. The stable hangs by a few bolts, and the hay and grain inside is long since rotted away. The courtyard is empty and eerily silent. To the west, you see a large set of iron double-doors leading into the garrison proper. Above you, the lonely light of the lighthouse tower shines bleakly out to sea.

The key from the skeleton’s belt will unlock the double-doors, which open, squeaking on its rusted hinges. The door is used occasionally (thus, it still moves, as does the portcullis), but it is rarely opened and is not silent when used. If the door is allowed to open normally, the noise will alert the monsters in the next four areas.

1. THE ENTRANCE CHAMBER

As the party enters the main entrance hall of the garrison, you see a dimly lit chamber that stretches 40 ft. long by 20 ft. wide. There are three doors; one north, one south, and one on the far west wall.

If the door from the Outer Courtyard made a significant amount of noise, read the following text:

The western door is swinging open as you enter, and you see three knights in ancient plate mail striding through, their zombie mastiffs at their side. One of them silently points his sword at you in challenge, and the huge hounds leap forward to attack.

If the doors were silenced (Magically or otherwise) the fight with the Brothers of Steel and their hounds occur when the party enters the Feast Hall (room #2).

For more information on the Brothers of Steel, refer to the New Monster entry at the end of this module.

Zombie Hounds (4): CR 1; SZ L (undead); HD 4d12+3; hp 29; Init -1 (Dex); Spd 40 ft.; AC 11 (-1 size, -1 Dex, +3 natural); Atks Slam +4 melee (1d8+4), bite +4 melee (2d6+2); SQ Undead, partial actions only; SV Fort +0, Ref -1, Will +4; Str 17, Dex 8, Con -, Int -, Wis 10, Cha 1; AL N. Feats: Toughness, Weapon Finesse (Bite).

2. THE FEAST HALL

The door to the west opens slowly, but is silent. The room beyond was once a feast hall, but now the tapestries are dull and tattered, and the huge table is scarred and rotted. There are four doors out of this room, two on the north wall, and two on the south. The far southern door is barred shut with bands of iron.

If the Brothers of Steel did not attack the PCs in the Entrance Chamber (room #1), then read the following:

Three knights in ancient plate mail rise, their zombie mastiffs at their side. One of them points his sword in challenge, and the huge hounds leap forward to attack.

3. TACTICS ROOM

Once grand, this room holds tables filled with three-dimensional maps of the region, in order to plan strategy. The maps on the tables are sadly out of date, showing only a tiny village where the now-bustling city of Heathwyck stands. The coast, mountains, and other natural features seem correct, with minor changes to mark the passage of time. The books on the shelves are rotting and foul, and their information is of little use.

Troop movements, supply lines and the contents of the armory and grain reserves from year to year are recorded.

Beyond the items listed in the room description, this room is empty.

4. STUDY HALL

Long tables with thin benches pushed underneath them fill the room. On the west wall, there is a large slate board hanging from the ceiling, and on the ground around it is a great amount of chalk dust. Books lay scattered about the room, and several of the tables appear to have been hacked apart by sword or axe blows. This room may once have been some sort of a study hall, but it is now ruined and destroyed. Five zombies look up and, grinning, draw their blades.

5. OFFICER'S ROOMS

These are in moderately good repair, despite their rotting furnishings. There are only two beds in each room, and the beds are still standing. The chests at their feet remain. Apparently, these were the quarters for the officers of the garrison, but now they are the resting place of the Brothers of Steel.

Three of these rooms are occupied by a Brother of Steel. As soon as one of them is attacked, the other two come out of their chambers and engage the PCs.

6. COMMON BARRACKS

These chambers were once part of the main barracks of the garrison. They are now empty of everything save their rotted furnishings.

The occasional skeleton and zombie occupy these rooms.

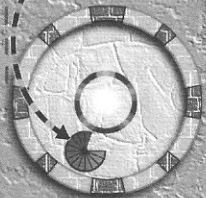
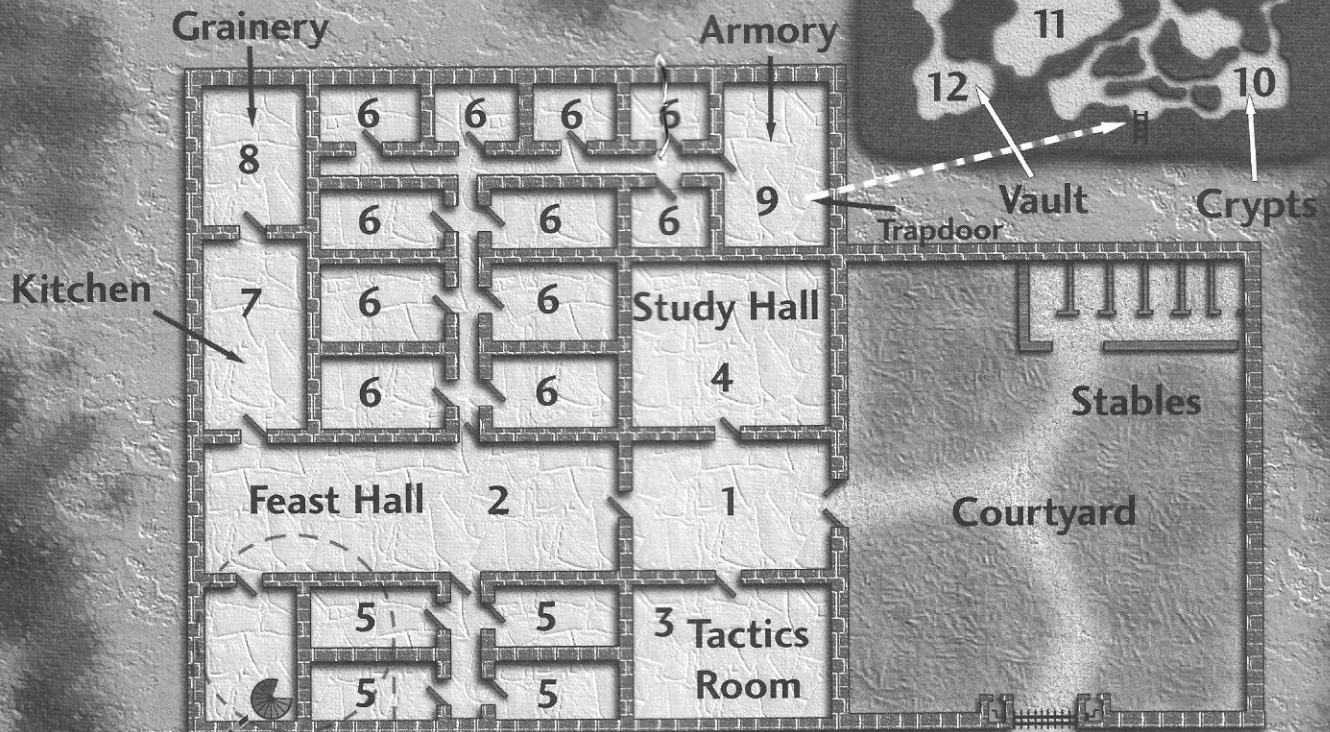
7. KITCHEN

This room is foul-smelling and covered in gruesome slime and bloody paste. The remains of several half-eaten carcasses lie on the counters, chopped to pieces and gnawed on by the undead. The smell is almost overpowering. To the north, there is a half-open door leading into a dark chamber. There are a number of creatures on the ground, scrabbling at maggots and chunks of bodies and stuffing them into their mouths.

The creatures are ghouls. Disgustingly, three of the corpses (two animal, one human) in this chamber are animate, and attack the PCs in the kitchen. Treat these three undead as half-hp zombies, unarmed and without the Toughness feat. Alternately, simply roll randomly and have one PC entangled in flailing corpse limbs each round.

COVENANT HILL GARRISON

To Cave on Beach



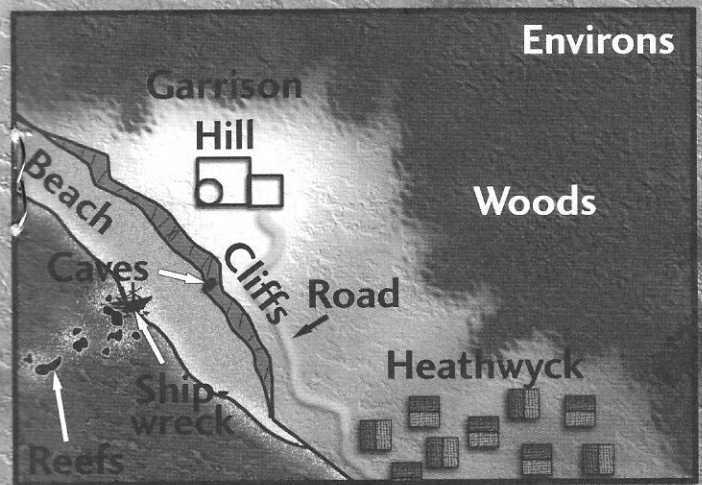
Owlbears

Cliffs

Caves

Beach

To Heathwyck



Ghouls (10): CR 1; SZ M (undead); HD 2d12; hp 13; Init +2 (Dex); Spd 40 ft.; AC 14 (+2 Dex, +2 natural); Atks Bite +3 melee (1d6+1, paralysis), 2 claws +0 melee (1d3, paralysis); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 16; AL CE. Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7. Feats: Multiattack, Weapon Finesse (Bite).

8. GRANARY

The door is difficult to push open, and seems to be stuck in the sludge that covers the ground. From the smell, you guess this room was a granary of some sort. Inside the granary, bodies lie stacked against the walls. Some are human, some are animal, and some... are indistinguishable parts. There is faint movement deep within the pile, as if some of the corpses are still alive...

One of the corpses is still alive — and it is one of Urun's apprentices. The young man is human, badly wounded. If the PCs dig him out of the pile, he thanks them gratefully. Unless the PCs have plenty of curative spells and cure disease, the apprentice dies of his wounds within a few days. The apprentice's name is Medoch, and he tells the PCs about the crypts beneath the garrison and the secret entry in the armory. Medoch explains that Urun is not evil, nor were his apprentices. Only one, Ansgar, ever showed any such leanings. Since he stole Urun's phylactery and used the magic to ban Urun from the fort, Ansgar has been making undead at a phenomenal rate. He uses any corpses he can find, and murdered the other apprentices in order to create undead from their bodies. Ansgar believes that he can become a lich, if he can only find Urun's notes on the subject. Once he has done that, Ansgar will take his growing army and ravage the land.

Medoch is very sick, and cannot go with the PCs. He asks to be left outside in the courtyard. Medoch is still loyal to Urun, and will do anything to help the PCs if he is convinced that they genuinely serve his master.

9. ARMORY

The armory is located at the rear of the garrison, and it is sealed with large oak doors. These doors swing open slowly. Beyond is a large, dark room, twenty by thirty feet, filled with rusted weapons and armor. Where the other hallways of the garrison have had torches or small lanterns, this room is pitch-black, with no windows to break the gloom. Weapons line the walls: rusted hammers, broken swords, rotting wooden bows and other useless arms. They hang silently as if waiting for the troops in the garrison to come and fight again.

Full sets of armor stand in line crating a path through the armory. Figures of rotted leather, half-rusted chain

hanging in pieces from wooden mannequins lend the entire chamber an eerie presence. Through the doorway, a soft clanging sound comes from the far side of the room, where a pile of discarded shields and breastplates lie on the ground. It moves slightly, as if something has slipped out from under the pile of rusting metal, and then the room is silent again.

Inside the room are two Shadows. If the PCs do not bring light into the room, the Shadows do not attack them. If the PCs bring a light source, the Shadows attack the PC with the light source, intending to put it out and drive the infidel from their chamber.

One of the armored mannequins (bearing a rotted suit of partial plate) conceals a trap door on the floor beneath it. This trap door is locked (DC 10 to unlock) and trapped.

Poison dart: CR 2; +10 ranged; Wyvern poison (DC 17); Search (DC 18); Disable Device (DC 22).

Shadows (2): SZ M (undead, incorporeal); HD 3d12; hp 19; Init +2 (Dex); Spd 30 ft., 40 ft. fly (good); AC 13 (+2 Dex, +1 deflection); Atks Incorporeal touch +3 melee (1d6 temporary Strength); SA Strength damage, create spawn; SQ Undead, incorporeal, +2 turn resistance; SV Fort +1, Ref +3, Will +4; Str –, Dex 14, Con –, Int 6, Wis 12, Cha 13; AL CE. Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7. Feats: Dodge.

Below the trap door is a ladder leading down into a cold darkness. There is one weapon of value in this room — a +1 *longsword* that is hidden beneath the pile of breastplates in the northern corner.

10. THE CRYPTS

The rusted iron ladder leads down into the darkness for nearly a hundred feet. This chamber has been carved by the passing of water. The walls are irregular, but smooth, and four passages — like dry water canals — lead out of the chamber and into more darkness. Suddenly, echoing from the labyrinth is a whispered, spectral moan.

The chambers deep beneath the garrison were carved long ago by the action of the sea, during a time of high waters. They are now safe from flooding, and have not been invaded by water in a very long time. The ground is sand, and the walls are soft sandstone and lime. The garrison used this area as a burial ground, and several crypts have been dug into the walls of the numerous chambers that swell in the corridors of the labyrinth.

These crypts are flat areas carved deep into the stone, and dead bodies have been placed within the alcove. Some of these bodies are ancient, but others are very recent. These too are some of the bodies stolen from the city of Heathwyck awaiting to rise into the ranks of the undead.

One of the larger chambers contains several beds, and seems to have been used as a resting place for Urun's four

apprentices. That area is now blackened and charred by magic, and blood stains the walls and the floor.

Further, there are four wraiths that prowl the chambers below the Garrison, tending to the dead bodies and making eerie sounds that echo through the labyrinth. These wraiths were once guardians, and protectors of the crypts, but their purpose has been perverted by Ansgar's use of the phylactery. If the PCs approach and proclaim that they have come in Urun's name, the wraiths back away and allow them to pass. However, if the PCs in any way violate the alcove crypts, the wraiths immediately attack.

The wraiths know where Ansgar is located, but cannot resist the will of the phylactery or aid the PCs to find him.

Wraiths (4): CR 5; SZ M (undead); HD 5d12; hp 32; Init +7 (+3 Dex, +4 Imp Init); Spd 30 ft., 60 ft. fly; AC 15 (+3 Dex, +2 deflection); Atks Incorporeal touch +5 melee (1d4 damage, and 1d6 permanent Constitution drain); SA Constitution Drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; SV Fort +1, Ref +4, Will +6; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15; AL LE. Skills: Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12. Feats: Alertness, Blind-fight, Combat Reflexes, improved Initiative.

11. LIBRARY AND LABORATORY

This large chamber within the maze of passages opens out before you into darkness. Torchlight gleams from glass panes and stone tables. Numerous bottles, books, mechanisms and other signs of an alchemical laboratory lie strewn about. This appears to have been where Urun did his research. Ten large wooden cabinets — caskets? — lean against the wall around the room. A man's body, wearing the robes of an apprentice, has been nailed to the wall in gruesome death, and other corpses (also wearing robes) are lying on tables around the room. A smaller chamber is connected to this, to the south-west. It has been converted into a library, and books line the room from floor to ceiling, protected by large glass cabinets.

Several of the caskets shudder and open, and the creatures inside open unliving eyes. They step out, prepared to defend their Master's Laboratory, and a disembodied voice whispers, "Attack, Brothers of Steel. Destroy those who threaten the mighty Ansgar, and I shall make servants of their bones!"

The dead bodies once belonged to Urun's other apprentices, but Ansgar tortured them all to death while trying to discover all of Urun's hidden secrets.

The creatures in the caskets are Brothers of Steel, powerful undead created by Urun but now controlled by Ansgar. Ansgar is currently in room #12 (The Vault) and has seen the PCs through a peephole. He allows the PCs to fight the Brothers of Steel, using his spells from a distance to help the undead. If the PCs win, Ansgar immediately

commands the nearby wraiths to attack them, and the PCs become engaged in another battle.

While the PCs are engaged in fighting the wraiths, Ansgar escapes with the phylactery out the crypt tunnels toward the sea. (See room #12 for a full description of Ansgar.)

If the PCs take the time to study Urun's experiments and read through his texts and notes, they discover the true purpose of his work: to find a way to use science to restore the dead to life. He is not creating undead, but trying to find a way to restore them. The Brothers of Steel are one of his successful experiments — they have the capacities and function of a living man, but no emotion. Ansgar, who had no such moral qualms, stole the bodies of the Heathwyck residents. He intended to create an army and raze the town, turning the rest of the peasantry into fighting undead and sweeping out from there. Urun suspected Ansgar of being evil, but hoped that he could overcome the young mage's moral indiscretions.

12. THE VAULT

The room at the end of the secret passage is a personal chamber, with a large bed, several reading tables, and research books neatly placed in shelves along the upper walls. It seems to be Urun's private rooms, though no trace of his undead nature can be gleaned simply by looking at the chambers.

These are Urun's chambers. **Ansgar (hp 29)** is thoroughly evil, and does anything he can to destroy the PCs. If he is here, Ansgar is hiding behind one of the large tapestries, and attacks the party if they continue into the room. He's hoping that they do not see him, and then leave to search elsewhere — allowing him the opportunity to escape. A Spot check (DC 13) locates Ansgar. If found, Ansgar fights to the death. He isn't afraid of death, and is more frightened of what will happen to him if he is given to Urun. Ansgar has a zombie hound hiding under the large golden bed.

Ansgar, Necromancer: SZ L (undead); HD 4d12+3; hp 29; Init –1 (Dex); Spd 40 ft.; AC 11 (–1 size, –1 Dex, +3 natural); Atks Slam +4 melee (1d8+4), bite +4 melee (2d6+2); SQ Undead, partial actions only; SV Fort +0, Ref –1, Will +4; Str 17, Dex 8, Con –, Int –, Wis 10, Cha 1; AL LE. Feats: Toughness, Weapon Finesse (bite).

Ansgar does have Urun's phylactery (it appears as a large emerald on a silver chain, hanging around Ansgar's neck), but will not give it up. He must be killed in order for the PCs to retrieve it. (For more information on Urun's phylactery, refer to the *New Magic Item* entry at the end of this module.) There are at least 2,000 gp worth of precious items scattered about in this room, mostly in the form of Urun's personal items and rare books on necromancy and potion making.

CONCLUSION

Once the PCs have Urun's phylactery, they must decide what to do with it. Outside the crypts is a passage that leads down to the wrecked ship. Urun is waiting there, hoping that the PCs bring him the phylactery. The Templar Johannis waits near Heathwyck, and can be seen in the distance standing in a globe of Continual Light on the pier. The PCs are entirely on their own to decide what to do.

If they do decide to return it to Urun, he rewards the PCs with one minor magic item each from his storehouse deep in the ocean. As these items are those lost in shipwrecks or sunken ships, the items may not be exactly as the PC requests, but Urun tries to reward them well. He then returns all of the bodies stolen from Heathwyck.

If the PCs return the phylactery to Johannis and the Temple of Light, the city of Heathwyck rejoices and holds a festival in the honor of the PCs. Then, the next morning, the peasant militia storms Covenant Hill, burning and destroying it, and also attacking Urun. They drive the Lich into the ocean. The PCs become heroes (although many of the peasantry die in the attack), and Heathwyck reveres their names for generations.

In either case, the side that the PCs did not choose swears eternal hatred toward the PCs. If the PCs keep the phylactery for themselves or do something unforeseen with it, both sides swear enmity toward the PCs.

NEW MONSTER

BROTHERS OF STEEL

Medium-Size Undead

The Brothers of Steel are animated skeletons with additional modifications to their bones and flesh. Not actually skeletons at all, they are living conglomerations of metal and bone, animated by the power of Urun's phylactery.

Brothers of Steel appear to be large metal skeletons whose bones have become a strange sort of armor; wrapped in a sheathe of bone and steel, they are fearsome to behold. They have human features, but now formed of metal rather than flesh. They have all of the intellect and memories that they once had, but absolutely no emotions or morals. They do as commanded by the owner of Urun's phylactery. They are capable of reasoning and can use intelligent tactics to defeat their enemies, but they have no remorse. The Brothers of Steel were created as the first step in a scientific process being developed by Urun to bring the dead back to life — real life, not the half-life of the undead. Although Urun considers the Brothers of Steel to be failures toward his original intention, they are still useful to him as guards and soldiers.

The experiment to create the Brothers of Steel was hypothesized in this manner: Zombies and skeletons are animate corpses, without soul. Therefore, it is possible to create life in a dead corpse. Ghosts and wraiths are souls, with no form. Therefore, it is possible to bring back a soul. If these two processes can be combined, then a living being

could be created — so long as the body was enchanted (much like a Lich's phylactery) to contain the soul without either one decaying. Thus, the Brothers of Steel were made to be living soul-gems, capable of holding a spirit within their bodies indefinitely. Sadly, the experiment was incomplete — Urun did not have the proper formulas to seek out and bring back the soul — the emotions and morals — of the Brothers.

Siphon Soul (su): Because the Brothers of Steel were created to hold souls within their bodies, they may siphon the souls of others and use them as energy sources. They must touch their victims in order to siphon their souls. When they do so, the other creature loses 1d6 points of temporary Wisdom, and the Brothers of Steel gain three times that amount of hit points. Any creature that is drained to 0 Wisdom falls unconscious.

Hit Dice 4d12 (32 hp)	Alignment: Always neutral
Initiative: +5 (Dex, Improved Initiative)	Saves: Fort +1, Ref +2, Will +6
Speed: 40 ft.	Abilities: Str 16, Dex 14, Con —, Int 6, Wis 11, Cha 7.
AC: 17 (+1 Dex, +6 Natural)	Skills: Climb +4, Hide +5, Listen +10, Search +8, Spot +11.
Attacks: 2 Claws +8 Melee (1d6+3, siphon), +1 bastard sword +10 melee (1d10+3)	Feats: Cleave, Blind-fight, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Multiattack, Power Attack.
Special Attack: Siphon Soul	
Special Qualities: Undead, immunities, +3 turn resistance	

NEW MAGIC ITEM

URUN'S PHYLACTERY

Urun's phylactery is his most powerful magic item. It is the storage vault for his soul and also the source of the Lich's undead life. Although Urun has many powers, both magical and physical, his phylactery is the most potent item he owns. It cannot be destroyed by any normal means. The only way to destroy it is to shatter the gemstone against the highest peak in the land, immediately after it is immersed in holy water.

The phylactery only confers its powers on divine or arcane spellcasters with access to 10 necromancy spells. It is otherwise dormant. When activated and worn, the phylactery confers the following abilities:

- *control undead* (as a 12th level caster), *invisibility to undead*, and *tongues*.
- +10 circumstance bonus to Hide checks.
- immunity to *detect thoughts* and *discern lies*, and any attempt to magically discern the owner's alignment.
- *teleport*, as the spell, once per week.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item; *control undead*, *desecrate*, *create greater undead*, *invisibility to undead*, *teleport*; *Market Value:* 120,000 gp.

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