

THAT WHICH DOES NOT DIE

by Eric Steiger

It's a simple bodyguard job. The threat level is low, and the pay is good. That's what the merchant said when he hired you. Then the bodies started showing up, and every indication is that your employer is next, along with anybody associated with him — like you. Suddenly, the job seems a lot more complex.

Everybody makes mistakes. It's a part of life... and death. But when one of those mistakes leads to murder, it's up to you to clean up the loose ends. Because the murder didn't quite take, and now you're stuck right between a single-minded undead revenge machine, and its prey. It doesn't eat, it doesn't sleep, it doesn't negotiate. It kills. And you're right in front of the next target. The term "underworld connections" just took on a whole new meaning.

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For use with
UNDEAD
d20 Sourcebook
by AEG

Requires the use of the
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GAME MASTER BACKGROUND

That Which Does Not Die is an adventure for 4–6 characters of levels 3–5. It features the new monster template of the Revenant, a type of undead that has returned from the grave specifically to seek vengeance upon its killer. It's up to you to stop it, but that's easier said than done... How do you kill *That Which Does Not Die*?

Nidelan Lorensen is a cloth merchant who has gotten in over his head. First, he needed a quick loan to pay for an exclusive line of clothing. So he borrowed money from some shady characters with the understanding that defaulting on the loan would have unpleasant consequences. The line never took off. Coward that he was, Lorensen fled rather than face his backers. When they finally caught up to him, they left him alive in exchange for control over his business. They made a profit, but forced Lorensen to engage in unscrupulous practices, threatening his life if he refused. He lied, he cheated, he bribed, but nobody ever got murdered — until recently.

Byeren Ulfelar, a mercenary, retired not long ago and went into the textiles business. Using his contacts from his years of campaigning, he became very successful trading all over the land. Lorensen's associates decided that he was a threat, but he wouldn't respond to any kind of influence. He wouldn't be bought out, didn't take bribes, ignored blackmail, and killed the saboteurs they sent. Finally, they grew desperate, and decided to have him assassinated. They sent their best, and their second-best man to do the job. The second-best returned, with word that it was done. The matter was considered settled. That was three months ago.

Nidelan Lorensen's associates are several members of the criminal organization known as the Golden Skull. While they are a relatively new and small group, the Skull has risen to prominence through cunning and ruthlessness. They know when to kill, and when to threaten death. While the majority of their holds are financial, they are not adverse to theft, blackmail, and murder. One of their other major assets is secrecy. Very few of their underlings (including Lorensen) know of their full membership or the extent of their holdings. The GM is encouraged to flesh out and use the Golden Skull organization for further adventures, but for now, it is enough to know the hold they have on Lorensen.

Two weeks ago, the assassin who brought word to the Skull of Ulfelar's successful assassination turned up dead in his room at an inn. He died from a stab wound through his left eye. Six days ago, one of the founding members of the Golden Skull was found dead in his house, again stabbed through the left eye. Needless to say, the organization is worried. They have spent the past six days arranging a three-month dispersal, as the members of the Skull try to scatter to various hideouts, leaving their businesses in the care of their minions.

Lorensen, in his paranoid fashion, has decided that the killings are a result of the murder he participated in (he was marginally involved, as it was his business the killing

advanced), and desperately seeks protection. He believes that Ulfelar had friends or family who learned of the reasons for his untimely demise, and are seeking revenge for his death. Little does he know that it is Byeren Ulfelar himself who is killing his own killers. Due to the circumstances of Ulfelar's murder, and his considerable conviction, Byeren has returned from the grave as a Revenant, his sole goal to exact revenge upon his killers. This situation, however, is unique in the amount of people involved. Because several members of the Golden Skull, and Lorensen, perpetrated Ulfelar's murder, he is compelled to kill each of them.

Ulfelar has begun to take down the members of the Skull responsible for his death. Lorensen, while not a member of the Skull, is partly responsible, and Ulfelar needs him dead. It is up to the PCs to prevent that from happening. Lorensen really isn't a bad person, he's just a coward who has made some bad decisions. In the end, he may have the chance to redeem himself.

THE ADVENTURE

The adventure can begin in any decent-sized city, preferably one large enough that murder is somewhat common.

Nidelan Lorensen is looking for bodyguards, and doesn't really care much where he gets them. He posts signs in blacksmiths' shops, taverns, supply stores, back alleys, anywhere he thinks adventurers might see them. Needless to say, contacting him should be the least of the PCs' worries. He arranges to meet them as soon as possible, wherever the PCs are most comfortable. At the meeting, read the following to the PCs:

The man is frightened, that much is obvious. His face is sunken, and while he might once have been considered handsome, his paranoia has given him a gaunt, worried appearance. He is nicely dressed, and it is obvious that he has a significant amount of money. He leans in closer and speaks:

"I need protection. I'm afraid for my life. I can pay you, more than you could ever want."

Lorensen believes that the members of the Skull are being systematically hunted by one of Byeren's close friends or relatives, and he's not far off. His goal is to get far away from anybody who knows him, change his name, and basically become someone else. His first order of business is escape. Lorensen wants to get as far away as he can, as quickly as he can. He's not picky, and if the PCs are reasonably competent (or at least, appear so), he'll hire them.

Lorensen is more worried about his life than his money at the moment, and will pay any reasonable fee (10 gp per person, per day is suggested). He tells the PCs that he is afraid someone is trying to kill him because of a business

deal that went sour. He does not offer any details about the deal, or about the person trying to kill him, or why. If pressed, he snaps at inquiring PCs, reminding them that he didn't hire them to interrogate him. He also insists that the PCs must give him adequate time to find replacements if they choose to quit employment.

It doesn't take much to notice that Lorensen is hiding something, and that he's paranoid. A successful Sense Motive check (DC 10) reveals that Lorensen is frightened that something he has done is coming back to haunt him.

Once the PCs have determined a price, Lorensen wants at least one guarding him at all times. He plans on leaving town in one week, and needs time to finalize his preparations (selling his business, arranging to have his investments liquidated, etc). He allows all of the PCs (except the one guarding him) to do whatever they like during the week, provided they are in regular contact.

Nidelan Lorensen, Human Exp4: CR 4; SZ M (humanoid); HD 5d6+5; hp 18; Init +0; Spd 30 ft.; AC 10; Atks Halfspear +3 melee (1d6); SV Fort +2, Ref +1, Will +3; Str 10, Dex 11, Con 13, Int 16, Wis 9, Cha 17; AL N. Skills: Appraise +8, Bluff +8, Craft +8, Profession (merchant) +8, Sense Motive +8, Diplomacy +8, Forgery +8, Wilderness Lore +8, Decipher Script +8, Move Silently +8.

EVENTS IN TOWN

Astute PCs may want to set their ear to the ground in search of whatever has Lorensen so spooked. While it will take some legwork (1 day), the following can be learned based on the success of a Gather Information check. Ask the PC doing the searching what DC he wishes to attempt at. If they succeed, the PC has learned all of the information up to that DC. If he fails, he learns nothing, and has exhausted his sources.

DC 5: A man was murdered 6 days ago.

DC 10: He was a prominent merchant and businessman.

DC 15: Another, unidentified man, was found dead 2 weeks ago.

DC 20: Both were killed the exact same way — with a dagger through the eye (still in the body when it was found).

DC 25: The earlier man killed was a hired assassin.

Investigation into the murders brings up very little information. Nobody has been accused of them, there are no apparent motives, and the victims are not well-known (at least, not by anybody the PCs would ever associate with). The bodies are not available (having re-animated as wights).

MESSAGE IN THE DARK

Due to the twisted emotional energy surrounding their deaths, each of the murderers that Ulfelar kills return to the world as wights. While he is not aware of this, it would hardly matter to him either way what evils he looses onto the world, being concerned only with revenge. However, it matters quite a bit to the world.

Ulfelar has decided to toy with Lorensen, and left his third victim in a place where he would be sure to find it. He didn't, however, count upon the other two following him, in search of fresh prey. Read the following aloud to whichever PCs are guarding Lorensen on the third evening.

You have finally returned to Lorensen's home after another long day of preparations. In just a few more days, he will be ready to leave here for good, and you will finally get some fresh air and scenery. As you approach the door, you see a silhouette leaning against it. In the dark, it's difficult to make out details. Getting closer to the door, you can see... the stranger has a dagger stabbed through his left eye! He's dead!

If the PC (or PCs) get close enough to examine the body, the wight strikes, aided by its companions (who are hiding in the shadows along the doorway). All three of them still show the evidence of their deaths, daggers embedded in their left eyes. Lorensen, if they get close enough for him to see, recognizes all three of them — two as members of the Golden Skull, and the other as one of the assassins.

Wights (3): CR 3; SZ M (undead); HD 4d12; hp 23, 26, 35; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atks Slam +3 melee (1d4+1 and energy drain); SA Energy drain, create spawn; SQ Undead; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15; AL LE. Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. Feats: Blind-Fight.

FIGHT AND FLIGHT

Immediately after the attacks from the wights, Lorensen decides that it's time to leave. He orders the rest of the PCs rounded up, packs what he can into a wagon, and is ready to depart within an hour. He doesn't care that it's late at night, and refuses to listen to any arguments from the PCs, reminding them that they are being paid to follow orders, not give them. He will buy the PCs horses (any available) if they don't have any, but he insists on leaving right now. If they refuse, he reminds them that they signed a contract. Under no circumstances does he tell the PCs why he is being targeted, or who the wights were.

On the outskirts of town, Ulfelar has prepared a trap for Lorensen and the PCs. He has cut a deal with an evil cleric, allowing the cleric to study him (the GM is encouraged to create reasons for, and consequences of, these studies) in exchange for undead labor. The first of these undead are preparing to ambush Lorensen and the PCs once they are

After leaving the city with all possible haste, and it seems that Lorensen is finally calming down. Perhaps now, he'll listen to reason and make camp for the night; gods know it's about time. The surrounding area is slightly wooded and pastoral. The night is turning into morning quickly and some sleep would be quite welcome. But, Lorensen is frozen in fear, pointing at some silent movement directly in front of him. The silhouettes at which Lorensen is pointing gleam white in the moonlight... bone white!

out of sight of the town. When they are a good distance away, read the following to them:

The skeletons attack Lorensen before anybody else, and unless the PCs make it impossible, it ignores them.

Skeletons (9): CR 1/3; SZ M (undead); HD 1d12; hp 2, 3, 3, 4, 5, 7, 9, 10, 12; Init +5 (+1 Dex, +4 Imp Init); Spd 30 ft., AC 13 (+1 Dex, +2 natural); Atks Short sword +0 melee (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 TRUTH OF THE MATTER

By this point, it should be pretty obvious to the PCs that Lorensen is being targeted for a specific reason, and by someone with a significant amount of resources. He, in turn, is getting the idea that this particular problem might not be outrun. It will take a Diplomacy or Intimidate (DC 15) check to make Lorensen talk, but once he does, he tells everything.

Lorensen explains to the PCs that he made some very bad business choices, which forced him under the influence of some very powerful, and very evil, people. In order to further their ends, he was made to engage in ruthless business practices against his will, but he never committed murder. However, a competitor recently refused to sell his business to Lorensen, and the Golden Skull had him killed. Because it was his business that stood to gain, Lorensen found himself an unwilling participant in the murder of Byeren Ulfelar.

Lorensen honestly doesn't know who is out to kill his associates and him, but believes that it's one of Ulfelar's friends or family. He will also tell the PCs that there were five members of the Skull involved in Ulfelar's murder, not counting himself or the assassin. With two members and the assassin dead, that leaves three more, and himself. It should occur to the PCs to find the members of the Skull, and try to arrive before the killer does. Lorensen knows of one of them, whose home is half a day's ride away, but he cannot find the way in the dark. At this point, rest is the only option.

Note that telling them what happened does not free the PCs from their contract, as Lorensen is quick to point out. In fact, he refuses to be separated from them, considering them his best hope for survival.

THE MADMAN'S DEATH

Kazyrian Tinrek was always considered the least stable of the members of the Golden Skull. While they prefer threats and financial motivation to outright violence, the Skull knows the necessity for driving a point home. When that point needed to be driven home with a battleaxe or hot poker, Kaz was the one who drove it. He handpicked the assassins who killed Ulfelar, and supervised the entire operation. For this reason, Ulfelar went to considerable effort to make Kaz's death as slow and painful as possible. So slow and painful, in fact, that the only part that truly died was the small remainder of his sanity. Kaz is now an allip, one of the terrible spirits of the insane.

By the time the PCs reach Kazyrian's manor, it is already a charred husk, with flames still licking at the remainder of the building. Ulfelar came this morning, and is still here, watching the PCs. When they arrive, read the following aloud:

As soon as you reach the home of the man Lorensen identified, you know you're too late. Kazyrian Tinrek, chief enforcer for the Golden Skull, is either dead or homeless, as made evident by the burnt-out remains. This house may have once stood majestically, but after what must have been hours of fire, it is now barely more than soot. From within the dying embers of the house, you hear a wailing. Is it possible that someone survived?

The wailing is the allip, who immediately attacks anybody that comes in range. From the clothes, and the dagger still in its left eye, Lorensen can identify it as Kaz, thus narrowing the list of targets down to three (himself, and the two remaining members).

Allip: CR 3; SZ M (undead, incorporeal); HD 4d12; hp 19; Init +5 (+1 Dex, +4 Imp Init); Spd Fly 30 ft. (perfect); AC 15 (+1 Dex, +4 deflection); Atks Incorporeal touch +3 melee (1d4 Wisdom drain); SA Babble, wisdom drain, madness; SQ Undead, incorporeal, +2 turn resistance; SV Fort +1, Ref +2, Will +4; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18; AL CE. Skills: Hide +8, Intimidate +11, Intuit Direction +4, Listen +7, Search +7, Spot +7. Feats: Improved Initiative.

The revenant, Ulfelar, is watching the entire fight from hiding, and attacks as soon as the allip is dispatched. While he cannot be permanently killed, it is possible for him to take enough damage to be incapacitated for a time, indistinguishable from death.

Revenant: CR 5; SZ M (undead); HD 3d12; hp 25; Init +7 (+3 Dex, +4 Imp Init); Spd 30 ft.; AC 19 (+3 Dex, +3 natural, +3 studded leather); Atks Slam +8 melee (1d6+5); SA *Hold person*, energy drain; SQ Undead, damage reduction 10/+1, strength of will, purpose, overriding obsession, turn resistance +4, resistance, fast healing; SV Fort +5, Ref +4, Will +5; Str 20, Dex 16, Con -, Int 13,

Wis 10, Cha 14; AL N. Skills: Hide +8, Listen +8, Move Silently +8, Search +8, Spot +8, Climb +6, Jump +6, Swim +6. Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Power Attack.

Within the wreckage of Kazyrian's house, there are a few items of interest that are still intact. Among these are 223 gp and a divine scroll containing the spells *cure light wounds*, *cure moderate wounds*, and *aid*. Also, in the ruins of Kazyrian's study are enough fragments of documents to track down the two remaining targets. One of them is Anyra Lasenther, a seductive and charismatic sorceress. The other is Bailan Ranthan, who runs all of the business ventures for the Golden Skull.

Bailan and Anyra are romantically involved, and neither trusts the other an inch. As a result, when the five conspirators went into hiding, the two of them went back to Bailan's keep together. Each wants the other dead, and they both know it. They each believe that the other is responsible for the murders, in an attempt to consolidate power. Anyra thinks that Bailan gave the order to disperse in order to prevent the group from discussing the murders too closely, implicating him.

Bailan's keep is only two days' ride away from Kazyrian's, and is not difficult to find. If the PCs haven't been punished enough, feel free to add this encounter.

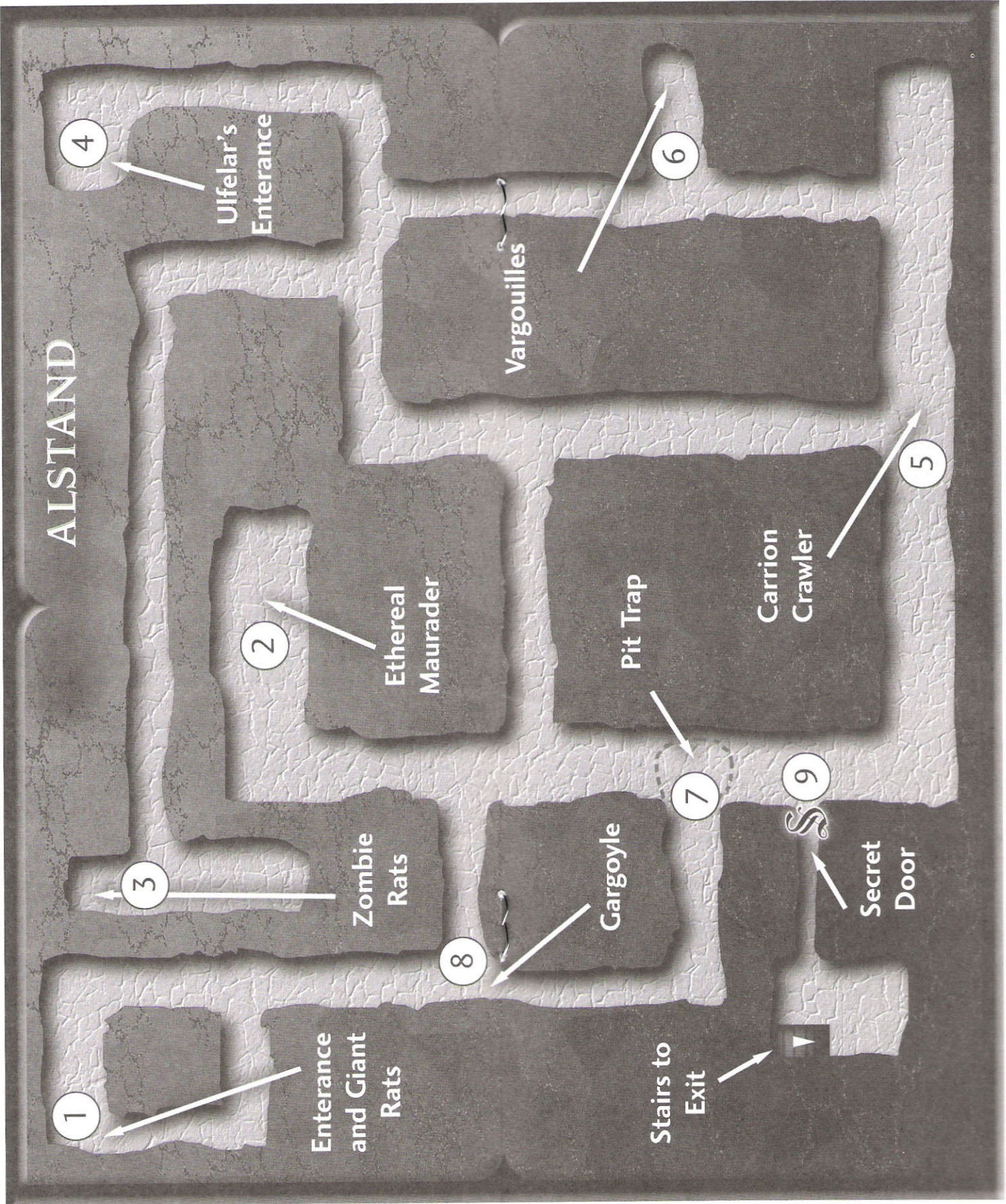
BREAKFAST

On one of the mornings on the way to Bailan's keep, the horses' panicked nickering awakens the PCs. There is a griffin nearby, and it is eyeing the horses hungrily. It attacks either early in the morning, before the PCs have mounted, or at some later point once they are dismounted. Only if he is in danger of losing them, will the griffin attack while the PCs are riding. Remind the PCs, if they think about letting him have one of the horses, of the necessity for speed. Also, if Lorensen bought the horses during the flight from town, he is not be eager to see any of them eaten.

Griffin: CR 4; SZ L (beast); HD 7d10+21; hp 45; Init +2 (Dex); Spd 30 ft., fly 80 ft. (average); AC 17 (-1 size, +2 Dex, +6 natural); Atks Bite +8 melee (2d6 +4), 2 claws +3 melee (1d4+2); SA Pounce, rake 1d6+2; SQ Scent; SV Fort +8, Ref +7, Will +3; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8; AL N. Skills: Jump +8, Listen +6, Spot +11.

BAILAN'S KEEP

Bailan's keep is two days ride away from Kazyrian's, but the PCs horses are counterbalanced by Ulfelar's steadfastness. While they can go faster, he needs no sleep, no food, and no rest. As it turns out, he arrives just before the PCs, with a wand of animation (a gift from his cleric ally). Because he expects company (the PCs), Ulfelar animates each guard he kills as a zombie, with orders to attack anybody who comes into the keep.



ALSTAND

1

Entrance and Giant Rats

3

Zombie Rats

2

Ethereal Maurader

4

Ulfelar's Entrance

6

Vargouilles

5

Pit Trap

Carrion Crawler

7

Gargoyle

8

Stairs to Exit

9

Secret Door

Zombie (8): CR 1/2; SZ M (undead); HD 2d12+3; hp 8, 10, 14, 16, 16, 21, 23, 24; Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atks Slam +2 melee (1d6+1); 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.

Bailan's keep is small and organized. From the sound, it should not be difficult to tell where Ulfelar and the others are. Once the PCs enter Bailan's living quarters, read the following aloud:

After finishing off the last of the zombies, you race upstairs, following the screams. As you enter Bailan's personal quarters, you find immediately that you are too late. Before your gaze reaches his corpse, you already know what you will see. Sure enough, the blood pools around his head, face-up, with a dagger through his left eye. Standing over him, threatening the beautiful woman in front of you, is the same undead man you left for destroyed at Kazyrian Tinrek's manor. Other than a little more decayed, he seems quite as healthy as the last time you fought him. His attention is entirely focused upon Anyra, who is desperately trying to stave him off.

Anyra cares more about getting away than anything else, and as soon as it becomes clear to her that Ulfelar is more than a match for her is, she presses a hidden button on the bedposts, opening up a trap door. The trap door leads to Bailan's dungeon, a relatively small maze built under his keep for disposing of enemies too dangerous to handle any other way. Everybody in the room (except Anyra) who does not succeed at a Reflex Save (DC 20) falls into the maze.

BAILAN'S MAZE

Each encounter in the Maze is numbered. Because of his location when he fell through the trapdoor, Ulfelar enters the maze at location #4. The PCs enter at location #1. Note that the entire maze is open, and most of the occupants are quite interested in fresh prey. If the PCs dawdle too long in any one spot, they will likely have several fights on their hands in rapid succession.

The maze is worked granite, with very little decoration. While it is obviously man-made, very little effort went into its design and construction. There are no torch sconces, the floor is unworked stone, and the entire place smells. Make it clear to the PCs that they do not want to be here. There is no treasure to be found, and no glory. Survival is the major goal here. Added to this impetus is the continued threat of the revenant, which should not be forgotten.

1. GIANT RATS

As soon as they fall into the maze, the PCs are set upon by a pack of giant rats, which live by the entrance waiting for food.

As you tumble through the chute, you lose your sense of direction, knowing only that you are falling. You do not have much time to wonder, however, as you soon spill out onto a stone floor, bereft of the furnishings of the house. Cold, dark, and foreboding, there is no question that this is a dungeon, and from the chittering and scratching, it is equally obvious that something else is down here.

Dire Rats (7): CR 1/3; SZ S (animal); HD 1d8 +1; hp 3, 4, 4, 6, 6, 8, 9; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural); Atks Bite +4 melee (1d4); SA Disease; SQ Scent; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4; AL N. Skills: Climb +11, Hide +11, Move Silently +6. Feats: Weapon Finesse (bite).

2. ETHEREAL MARAUDER

Bailan had this creature captured by a wizard and placed in his dungeon, and he was quite proud of it. It usually feeds on the rats, but far prefers something more... lively.

Turning the corner, you see that you have reached a dead end in the maze. 'Dead,' however, seems to be a relative term, as made evident by the scattered bones throughout the room. You turn to leave, when before you stands a strange creature, seemingly all teeth and muscle, with a sinuous tail. The three red eyes spaced evenly about the triangular mouth all stare at you hungrily. Whatever that creature is, it was not there a moment ago, but you don't have much time to consider as it charges you, teeth first.

Ethereal Marauder: CR 3; SZ M (magical beast); HD 2d10; hp 15; Init +5 (+1 Dex, +4 Imp Init); Spd 40 ft.; AC 14 (+1 Dex, +3 natural); Atks Bite +4 melee (1d6 +3); SQ Ethereal Jaunt; SV Fort +3, Ref +4, Will +1; Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10; AL N. Skills: Listen +6, Move Silently +6, Spot +6. Feats: Improved Initiative.

3. ZOMBIE RATS

There were more dire rats here, but Ulfelar came across them first. They are now freshly undead.

There are giant rat corpses on the floor here, an indication that something is quite out of place. So far, everything you have encountered in this dungeon would be loath to leave perfectly good food behind. As if to confirm your fears, the corpses slowly rise to their feet and approach. The rat zombies' freshness does nothing to diminish their putrescence, and serve as a grim reminder of the creature with which you still must deal. Right now, however, your problems are much closer, with bloody matted hair and grimy teeth.

Zombie Rats (8): 1/3; SZ S (undead); HD 1d12 +3; hp 4, 7, 7, 8, 9, 12, 13, 15; Init +2 (Dex); Spd 30 ft.; AC 13 (+1 size, +2 Dex, +1 natural); Atks Bite +1 melee (1d4); SA Disease; SQ Undead, partial actions only; SV Fort +0, Ref +2, Will +2; Str 11, Dex 13, Con -, Int -, Wis 10, Cha 1; AL N. Feats: Toughness.

4. EMPTY ROOM

This is where Ulfelar came in. If the GM would like, the PCs can encounter him again during the maze. It is suggested that Ulfelar reach the exit just after the PCs, using his ability to track Lorensen to stalk them.

5. CARRION CRAWLER

A carrion crawler frequents the dungeon, mopping up whatever the rats and marauder don't get to first. It is here, waiting to ambush the PCs.

Carrion Crawler: CR 4; SZ L (aberration); HD 3d8+6; hp 16; Init +2 (Dex); Spd 30 ft., climb 15 ft.; AC 17 (-1 size, +2 Dex, +6 natural); Atks 8 Tentacles +3 melee (paralysis), bite -2 melee (1d4 +1); SA Paralysis; SQ Scent; SV Fort +3, Ref +3, Will +5; Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6; AL N. Skills: Climb +10, Listen +6, Spot +6. Feats: Alertness.

6. VARGOUILLES

More of Bailan's pets, a pair of vargouilles begins hunting the PCs as soon as they enter the maze. Much like the other residents of the dungeon, the vargouilles seek whatever prey they can get in the maze, often subsisting on rats.

Vargouilles (2): CR 2; SZ S (evil outsider); HD 1d8+1; hp 5, 7; Init +1 (Dex); Spd Fly 30 ft. (good); AC 12 (+1 size, +1 Dex); Atks Bite +3 melee (1d4 and poison); SA Shriek, poison, kiss; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8; AL NE. Skills: Listen +4, Spot +3. Feats: Weapon Finesse (bite).

7. PIT TRAP

Bailan has the intersection of these passages trapped with a spiked pit. The pit is 20 feet deep, and the spikes are barbed.

Pit Trap: CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 16) avoids; Search (DC 20); Disable Device (DC 20).

8. GARGOYLE

Bailan used part of his ill-earned fortune to buy the services of this gargoyle from its previous master, a wizard who is now dead. Read the following to the PCs as they reach this intersection.

A passage branches off to the left here, leading into the darkness. Several broken statues line the corridor, evidence of some nasty thing's battle for either food, or survival. One in particular stands out: a warrior in armor, battling against a vicious-looking gargoyle. The warrior's head lies next to him on the ground and the sword's blade is clutched in the gargoyle's hand. The gargoyle is in almost as bad shape as the warrior, with horns and fingers missing.

It takes a Spot check (DC 20) to see the gargoyle's eyes go red before it attacks. Those that fail are caught flat-footed.

Gargoyle: CR 4; SZ M (magical earth beast); HD 4d10 +16; hp 33; Init +2 (Dex); Spd 45 ft., fly 75 ft. (average); AC 16 (+2 Dex, +4 natural); Atks 2 Claws +6 melee (1d4), bite +4 melee (1d6), gore +4 melee (1d6); SQ Damage reduction 15/+1, freeze; SV Fort +8, Ref +6, Will +1; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7; AL CE. Skills: Hide +9 (+17 against worked stone), Listen +4, Spot +4. Feats: Multiattack, Weapon Finesse (claw, bite, gore).

9. SECRET EXIT

The only way out of this maze is by a secret door. The switch is a brick set into the wall, noticeable on a Search (DC 15) check. Once the brick is pressed, the door opens up. The floor is noticeably less dusty here, and some light does penetrate the secret door (it is only painted wood).

Anyra is waiting at the exit to the maze with her secret weapon prepared: a scroll of control undead. While she is not normally of sufficient level to cast the spell, she has studied it for years, and automatically passes the caster level check to cast it. When she does, she sets Ulfelar against the PCs, watching the battle from a safe distance. When the PCs get through the secret door, read the following to them:

After crawling out of the hidden passage, you see a set of stairs in this room, and you know that you are almost free of this maze. However, standing on them is the same beautiful sorceress from before, her lovely features twisted in rage and fear. She points past you, and you turn to see your undead pursuer emerge into the room. She pulls a scroll from her belt, and speaks to you as she unrolls it.

'You brought that... thing here to kill me, but I have something you didn't count on. Now, your mistake shall be your undoing!' The scroll fully opened, Anyra begins to read from it. As she does, the revenant stops, and his remaining eye begins to glow. As the sorceress finishes the spell, the scroll begins to smolder, and the undead creature turns, not to Lorensen or Anyra, but to you!

What Anyra forgets about is Lorensen. He realizes that he is doomed to die no matter what, but he is tired of being used by the Golden Skull, and has decided to act now, rather than die begging for his life from either Ulfelar or the sorceress. He sneaks up behind Anyra and stabs her in the back.

Anyra, Female Human Sor5: CR 5; SZ M (human); HD 5d4+5; hp 18; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks Shortspear +2 melee (1d8); SQ Spells; SV Fort +1, Ref +4, Will +4; Str 11, Dex 13, Con 10, Int 16, Wis 14, Cha 17; AL NE. Skills: Jump +8, Spellcraft +8. Feats: Combat Casting, Dodge, Lightning Reflexes. Spells Known: *read magic, disrupt undead, mage hand, detect magic, ray of frost, daze, magic missile, mage armor, detect undead, protection from good, web, melf's acid arrow.*

If Lorensen is killed in the fight with Anyra, then Ulfelar dies 1d4 rounds after them. If he is not, read the following aloud to the PCs:

With the sorceress dead, the revenant turns his attention to his last target: your employer, Nidelan Lorensen. Despite his apparently newfound "heroism," he is obviously frightened, but stands his ground. As he bows his head to the man whose death he carries responsibility for, Lorensen prepares to face death, praying to his deity for the first time that you've noticed. The revenant's face, however, takes on an odd visage, and speaks.

"A life for a life. Your debt is repaid." With those words, the undead stalker collapses to the floor and begins to decay before your eyes, as if the gods of death were catching up for their stolen time.

There is a decent bit of treasure scattered throughout Bailin's house, and with him and the guards dead, the PCs can claim it.

The house contains: 564 gp kept in a locked safe (DC 15 to pick or force), a tapestry of a blue dragon on the wing worth 200 gp, Bailan's +2 *longsword* (by his bed), and a +1 *ring of protection* on Bailan's finger. Ulfelar's *wand of animation* disintegrated along with him.

There are several adventure hooks the GM can take from these events. Primary, of course, is the Golden Skull. They have just lost five powerful members, and are going to be very interested in the circumstances surrounding their deaths. Since there is no evidence of the revenant ever existing, the PCs and Lorensen are prime suspects. Also, there is the matter of Ulfelar's cleric ally, who is unlikely to be working alone. A death cult in the immediate vicinity is no laughing matter. Finally, Lorensen himself is going to need to get back on his feet. Either as a cloth merchant somewhere else, or with a new profession, he has use for competent adventurers such as the PCs. Especially once he (inevitably) gets in over his head.

NEW MONSTER

REVENANT

New Creature Template

Revenants are restless dead who have returned from the grave in order to right the wrong that killed them. Unlike ghosts, who tend to stay around for an extended period of time, revenants are allowed to rest after they accomplish their goal.

Revenants are obsessed with their killers, ignoring anything that doesn't lead to avenging themselves. This single-mindedness makes a revenant an incredibly dangerous foe, one that doesn't eat or sleep. It cannot sidetracked for love or money, feels no pain, and never forgets. Further, revenants lose none of their intelligence, and often have allies and cunning plans to trap their prey.

Physically, revenants look almost exactly the same as when they died. Their wounds have stopped bleeding, but are still quite apparent. From a distance, or if they take an effort to disguise themselves, revenants can be mistaken for living beings. However, because they no longer care about anything but revenge, most revenants don't take the time to hide the fact that they're still decaying, and the smell can be overpowering after a time.

CREATING A REVENANT

"Revenant" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). The creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increased to d12

Speed: Same as the base creature.

AC: The base creature's natural armor improves by +3.

Attacks: The revenant retains all of the base creature's attacks, and gains a slam (if it didn't already have one).

Damage: Slam attack damage is based on size, as detailed below. Creatures with natural attacks use the better of their values, or:

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A revenant retains all of the base creature's special attacks, and gains the ones listed below. Both of these attacks can only be used against the being(s) that killed it. Saves have a DC of 10 + 1/2 revenant's HD + revenant's Wisdom modifier unless noted otherwise.

Hold Person (Su): As per the spell, *hold person*, the revenant can gaze at his killer, causing him to freeze in panic. Unless the target makes a Will save, the victim can take no physical actions for one round/revenant level.

Energy Drain (Su): If the revenant strikes his killer with a slam attack, he suffers 2 negative levels.

Special Qualities: A revenant retains all of the base creature's special qualities, and gains the following additional ones.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Damage Reduction (Su): Revenants benefit from damage reduction 10/+1.

Strength of Will (Su): Due to the overriding obsession for vengeance, a revenant gains an increase of hit points equal to 1/2 its current hit point total (rounded down) when in sight of one or more of its killers. These hit points are temporary and are lost if the killer dies or the revenant loses sight of them.

Purpose (Su): So long as even one of its killers lives, the revenant cannot die permanently, save through divine intervention (destruction by a cleric). However, once they have avenged themselves, their thirst for vengeance is over. 1d4 rounds after its last murderer dies, the revenant fades from existence.

Overriding Obsession (Su): A revenant always knows the relative location of each of its killers. However, the revenant cannot voluntarily turn down a chance to attack one of its prey. It can choose which one to hunt, but it must always pursue one of them.

Turn Resistance (Ex): A revenant has +4 turn resistance.

Resistance (Ex): Since they feel no pain, revenants have cold and electricity resistance 20.

Fast Healing (Ex): Powered by sheer strength of will, a revenant won't give up until the job is done. As long as their killer is still alive and they have at least 1 hp, a revenant heals 3 hp per round. Once they reach 0 hp, the revenant stops moving, and the healing rate is reduced to 3 hp/hour until they are above 0.

Saves: As base creature, but with an additional Fort +2 and Will +4.

Abilities: Increase from the base creature: Str +6, Dex +2. As undead, revenants have no constitution score.

Skills: Being obsessed and not having to breathe, revenants are natural hunters. They receive an additional +8 racial bonus to Hide, Listen, Move Silently, Search, and Spot.

Feats: Revenants gain Alertness, Combat Reflexes, Dodge, and Improved Initiative.

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: Base creature +2

Treasure: Standard

Alignment: Always neutral

Advancement: None

REVENANT CHARACTERS

Revenants are always neutral, which causes characters of certain classes to lose class abilities. Other than that, revenant characters behave like their living counterparts (although certain deities don't take kindly to their clergy becoming vengeance-obsessed undead).

NEW MAGIC ITEM

WAND OF ANIMATION

Wands of animation are often gifts from high-ranking clergy to their followers or allies, serving to create undead without the need for a ritual or components. Functioning exactly like a normal wand, each use takes one charge.

When used, the *wand* creates a skeleton or zombie (user's choice, when there is an option) from a corpse, exactly as per the spell *animate dead* (complete with limitations on the amount that can be controlled at once, as a cleric of the wand's caster level).

The wand is bone and tipped with a pewter sculpture of a skull, whose eyes are rubies.

Caster Level: 5th. **Prerequisites:** Craft Wand, *create undead*; **Market Price:** 15,000 gp.

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

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THAT WHICH DOES NOT DIE

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