

Bleeding Moon

A One-Round D&D Living Greyhawk Adventure

by Tom Harrison

Special Thanks to Jade Tinnerman

First in the “Steelbone Meadows” series—there are many evils roaming the streets of Hallorn but none compare to the secrets above it. To avenge a friend, the heroes must choose sides in a power play for the control of the town. It is a game where the most sinister adversary can become an unlikely ally. An urban adventure recommended for well-balanced parties with at least one rogue, character levels 1-6.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the **scenario**. The lifestyles, and the effects that each has on play, are:

- Destitute** You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
- Poor** You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
- Common** You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
- High** You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
- Luxury** You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a

poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute 14 sp		-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

DM's Background

Set in the Earldom of the Tangles, this adventure pits the heroes against a fledgling cult of Nerull that is vying for control of the town, Hallorn. Trailing these cultists to their hideout, the players are posed with an interesting dilemma: side with the cultists against Iuz's stationed forces and imposed Earl, or invite the inevitable destruction by a much darker and yet unseen evil.

Hallorn

The town of Hallorn is but a shadow of its former self. Most of the buildings still lay in ruins, and the townsfolk live in fear of the Earl's necromancer guard and their undead servants. What civility the town has left lies mostly in small pockets of squatters and thieves who have come to Hallorn for the protection its walls offer. Living in the Shadow of the Leering Keeps offers few alternatives to the rural folk.

The growing population of thieves engages in an uneasy truce with Earl Audurach, who needs fresh labor to rebuild the city. While certainly evil beyond reason, the new Earl does wish to see some of the damage done to the town by the previous Earl, Rilstone, repaired. The former Earl was an insane priest of Iuz who enjoyed the company of the dead to that of the living. Earl Audurach has "warmer" tastes.

The Earl keeps the townsfolk in line through fear. The "town guard" is nothing more than a squad of necromancers, who command armed companies of zombies. Any assault against these servants of the Earl is not only punishable by death, but the criminal will most certainly be conscripted thereafter to fill the ranks of the zombie legions. The threat of living death is enough to keep even the most rebellious in line, not to mention the cruel and imaginative ways the necromancers have conceived to punish those who get out of line. Those with means actually pay a fee to the local embalmers guild to be put to a restful end, rather than be called upon for

further service. There are very few families of means in Hallorn anymore.

Most of the town's buildings are fashioned of stone and wood. On average, they are two stories tall and flat roofed. Because of the old town walls, the buildings are wedged together tightly, with narrow alleyways between 6 to 10 feet wide winding between them. The outlying districts still bare the scars of the seige, the block that included many of the original government buildings (and the Earl's palace) being the most damaged.

The Cult

The cult of Nerull is using the Earl's reliance on the undead to their advantage. They have agents at work within the city crypt—a massive black pyramid called simply the Masoleum. The cult also uses their dark powers to wrest control of the zombie companies from the necromancers and turn them against their handlers. They have had some success with this tactic, but have been reserved in using it, not wishing to play their hand too quickly.

But the time to strike has come with the arrival of seven holy stones: black to the core and shaped in the likeness of the Reaper himself! With these stones, the high necromancer of the cult is capable of creating literal "super-zombies," imbued with potent enchantments and enhancements to make them a challenge even for the Earl's necromantic guard. And so, on this night, under the guidance of their high necromancer, the cult is prepared to make their move.

Then, something goes wrong...

Adventure Synopsis

The Bleeding Moon is a matrix-styled adventure, with the players beginning and ending at a common point with a wide amount of variation in between. This allows for a considerable amount of divergence between groups, keeping the adventure fresh for the judge.

The heroes begin at a darts tournament in a small tavern in the town of Hallorn. At a crucial moment of the game, a particularly infamous member of Earl Auduroch's League of Necromancers arrives with a company of zombies to remove one of the participants: a regular named Thaddius. Ultimately, the joke is on the necromancer as, while moving his prisoner, his zombies are turned on him by the high necromancer of the Cult of Nerull. Shortly thereafter, the body of a burglar is found—a contact of the heroes named Yogol. He has fallen from the rooftops in a scuffle with one of the cult's ghouls, but escaped with a prize: a black unholy stone instrumental to a vessel the cult has been using to secretly create their legion of "super-zombies."

Investigating the death of Yogol and the black stone leads might lead the heroes to question the Embalmer's Guild at the Mausoleum, where they will encounter two of the more mysterious groups in the city. Or they may simply take to the rooftops in search of the cult, where they may find accomplices among the Hightops, a rooftop dwelling band of thieves. The Hightops have been driven from their more traditional haunts in the Old Governor's Block by the cult, and want nothing more than to see vengeance visited on those dark clerics.

Eventually, the heroes will make their way across the rooftops of the Old Governor's Block to confront the cult. The trip is perilous, thanks to three days of constant rain and foul weather. The servants of the cult, ghouls and zombies alike, also stand in their way. When they finally make it to the cult's headquarters and confront the high necromancer, they are given an ultimatum. One road can lead to the destruction of Hallorn by a threat greater than Iuz himself. The other, while less appealing, gains the heroes an unlikely ally in the secret war against the demonic demi-god.

PART ONE

The Game

The players begin their adventure in a tavern called The Dingy Coffin. Here, they are escaping the damp of the rains outside for a rare moment of revelry: a darts tournament! Read the following aloud:

The warmth of the hearth is a pleasant alternative to the damp stinking air of Hallorn. Three days of persistent drizzle has drenched the town in a foul sheen. Here, in the confines of the Dingy Coffin's common room, you have joined your fellows in a rare moment of revelry. Currently, the standing pool for the darts tournament has risen to 200 silver coins, a virtual fortune in this hellish town. It has been a hard lesson, taking refuge in such a place as Hallorn, though people tell you it wasn't always so when Earl Reynard sat in his keep, before Iuz conjured demons from nightmares and lay siege to the town. Now, moments like this are worth far more than the prize; not that it makes the contest any less interesting.

At this point, ask the players how many of them would like to be involved in the tournament. These will make up the brunt of the contestants with one sole exception—a young thief named Thaddius, who is reputed to be one of the steadiest hands in town. The heroes all know of one another, but are not necessarily close. Any players who do wish to establish friendly relations between their characters are welcome to do so, and those experienced players are almost certain to have friends and/or enemies in

their midst. But you should remind them that this is a friendly game, and the proprietor of the Dingy Coffin won't have the contest sullied by petty differences.

Also among the crowd is another acquaintance of the heroes. Yogol is known to be a second story man, a burglar, who escaped to the Bandit Kingdoms when life got too hot in Nyrond. When Iuz invaded nearly a month later, he had nowhere to go but underground, where he has stayed. He is a short, wirey man with a crooked nose and a broad smile. He tends to speak in furious bursts. Yogol is a regular at the Dingy Coffin, and a friend to many here. During the tournament, select a player not engaged and have Yogol take him aside for a drink. After a brief conversation, the burglar will reveal the following:

Yogol glances about and leans in toward you over the small table. "Are you interested in a job?" he whispers just above the din. "I got myself a good tip. Silver ore! Lots of it." Again he looks about. "Got a meeting with some folks who are interested. They cause a distraction for a piece of the loot. Gonna meet with em tonight. Some people in Redhand who want a piece of it, and they'll pay handsomely too. Be quiet about this."

Yogol will not be forthcoming with who his contacts are, or any other information regarding the mark. To all such inquiries he'll simply reply:

"All in good time, my friend."

The facts behind the mark are not important to the adventure, as our friend Yogol is not long for this world, as we will soon see. In fact, he will make his exit before the conclusion of the tournament, claiming have appointments elsewhere. Any attempts to pursue him should be foiled, easily handled by the drunk and excited patrons of the Dingy Coffin.

The Tournament

For those players in the tournament, a simple mechanic is presented here to keep score. Each participant will need to make a Dexterity check each round, with a base DC of 10. A player who is proficient in darts may add his Ranged Attack modifier to this roll, as can the +1 bonus if the Point Blank Shot feat is possessed. You should elect one of the players to keep score (no cheating, though!). This is the final round of scoring and 10 volleys each are allowed. Each volley, take not of the participants totals. The participant with the highest total at the end of the Round wins the prize. At this point, Thaddius is the only NPC participating against the PCs, and he will always go last. His relevant statistics are as follows:

Thaddius, male human Rog2: Atk +3 ranged (Dex, Point-Blank Shot), Dex 14, Feats: Point-Blank Shot (+1)

As a bit-player in this adventure, the remainder of Thaddius' stats should not be necessary and you are welcome to improvise them as necessary.

The Tournament continues for the full 10 rounds. When at last Thaddius comes up for his volley, read the following aloud:

The doors to the Dingy Coffin slam open and the stench of death invades the room. In strides Fengaul, one of the Earl's more infamous necromancers, flanked by his company of zombie guards, dressed in leather armor and armed with clubs. The common room falls silent as they enter, none daring to breath save for the proprietor's choked greeting. The necromancer waves him off and looks about the room, his eyes falling on each and every face.

Surrounded by his guards, he strides to the chalk board where the scores have been recorded, studies it for a moment, then turns to face you, the participants. His mere gaze causes you to break out in a cold sweat. Finally his eyes fall upon...[dramatic pause]... Thaddius!

In a casual gesture, Fengaul points to the man. "Bring him," he says and turns to leave. His hand brushes the throat of his cape as he does. The zombies begin to gather the young rogue, who has begun to gibber and wail, screaming for mercy. None in the tavern lend a hand, only look on with mournful eyes.

No one will move to defend Thaddius, and any such attempt to do so by the players will be restrained by their fellow patrons. Once Fengaul and his company leave, a collective sigh of relief fills the common room. The fear of Fengaul is a real one. Those who assault the Earl's necromancers are assured a very painful death, and they seem to have an uncanny way of rooting out such criminals. At this point, if the players want to go after Fengaul to rescue Thaddius, no one will stop them. But neither will anyone join them in their attempt.

Betrayal (EL 6)

Fengaul and his zombies will be taking Thaddius, blubbering all the way, to the headquarters of the town guard. The winding alleyways of this dark corner of Hallorn makes for a great ambush.

Fengaul, male human Wiz5: Medium Humanoid (6 ft. tall); HD 5d4; hp 18; Init +2 (Dex); Spd 30 ft.; AC 16 (Dex, +4 mage armor); Atks +4 ranged (1d8 [crit 19-20], light crossbow); AL CE; SV Fort +3, Ref +3, Will +6.

Str 11, Dex 14, Con 14, Int 15, Wis 11, Chr 17.

Skills: Concentration +8, Intimidate +10, Listen +10. **Feats:** Combat Casting, Spell Focus (necromancy), Iron Will.

Possessions: wand of fear (8th-level caster, 2 charges), light crossbow, 20 bolts.

Spells (4/3/2/1; Spell DC 12 + spell level or 14 + spell level for necromancy spells): 0-lvl—*daze* (x3), *ray of frost*; 1st-lvl—*mage armor**, *ray of enfeeblement*, *chill touch*; 2nd-lvl—*spectral hand*, *blur*; 3rd-lvl—*dispel magic*.

* This spell has been activated previous to the encounter. Its effects are considered in the profile of Fengaul above.

Zombies (9): CR 1/2; Medium-sized undead; HD 2d12; hp 16; Init -1 (Dex); Spd 30; AC 11 (touch 9, flat-footed 11) [[-1 Dex, +2 natural]]; Atk +2 melee (1d6+1, bash), or +2 melee (1d8+2, mace); SQ undead, partial actions only; SV Fort +0, Ref +1, Will +2.

Str 13, Dex 8, Con -, Int -, Wis 10, Cha 3.

Feats: Toughness

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

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack but can only do both if they charge (a partial action).

Augmented Tiering: Given the established outcome of this encounter, described below, there is little need to actually tier the encounter. However, in the case of higher level and better equipped parties, Judges may want to modify the encounter slightly (increased hps, for instance). It is only important for these combatants to survive one full combat round with the heroes.

Tactics: If the heroes set upon him, Fengaul will turn and direct the zombies to join the melee. He will, naturally, stand behind them and volley spells at the heroes in turn. The necromancer has already cast *mage armor* upon himself, with 2 hours remaining. His first moves in the melee will be uses to cast fear from his wand. If this fails, he will proceed to cast *daze* on the obvious priest, or *ray of enfeeblement* on the strongest warrior. His next step will be to cast *spectral hand*, followed by *chill touch*. If any of the heroes break through the line of zombies, he will cast *blur* to protect himself. Fengaul is an arrogant man, and will not break and run until it is far too late.

Give the heroes at least one round of combat. Their first move will likely be to have the priest Turn the zombies. Success at this should bring in the second phase of this encounter. Otherwise, begin phase two after three rounds of combat. The zombies will first begin to draw back. Then, inexplicably, they will turn on Fengaul to his complete surprise. Pulling him to the ground, the zombies then tear him to pieces. This task finished, they will slump to the ground

– lifeless again. All the while, Thaddius will cower in the corner.

Priests can be a real wild card in this encounter. A solid turning roll can cut short the entire scene. In the case of an immediate turn of most or all the zombies within the first round of combat, simply have the zombies turn and attack Fengaul as the scenario requires. This should puzzle priests at the very least.

During the conclusion, allow all players to roll a Spot or Listen Check, DC 13. Those who succeed will look upwards in time to see a solemn cloaked woman standing on the rooftop, looking down. Draped in a dark cloak, she has a look of casual indifference on her face. In a second, she turns away from the edge and disappears. The players may seek to pursue her on the rooftops, but when they reach it, she is gone.

Troubleshooting

- In the off chance the heroes seek to stage a rooftop ambush, they too will not notice the woman until the last minute. She is in the company of some 3 cloaked figures. They will not obviously take notice of the rooftop heroes. Once their task is done, they will turn and seem to disappear under a cloak of darkness. For this original idea, you should make note to award some extra experience.
- If the heroes choose not to pursue Thaddius, the rogue will stumble back into the Dingy Coffin some 10 minutes after leaving. Again, the place falls silent as he babbles something about Fengaul. Investigating the street will reveal the torn remains of the necromancer surrounded by inanimate zombies. Unless justifiable, you should make a note to dock the party experience.
- If the heroes all fail to notice the woman on the rooftops, arrange for them to encounter another necromancer befalling the same fate as Fengaul before the night is over. At the end of that battle, allow them another chance to spot the woman.

A Fallen Comrade

While examining the bodies of Fengaul and the zombies, the heroes hear a man's cry that is cut short off towards Broken Avenue, a large street. Hallorn is deadily quiet at night. When the heroes arrive to investigate, they find, in an alley across Broken Avenue, the shattered body of Yogol. He appears to have fallen, cracking his head on the earth beneath. The buildings all about are two and three stories tall with flat rooftops. On closer inspection of the body, read the following:

Yogol's corpse will reveal it is very stiff, almost as if death had settled in a long time ago. Rips in the man's tunic reveal bloody gashes on his chest.

The amount of gore suggests rough instruments, certainly nothing as elegant as a dagger. On close inspection, his left hand seems to clutch something tightly to his palm.

A priest or necromancer among the group will be able to tell the tale-tell signs of ghoul induced paralysis. Inspection of the rooftops will reveal nothing but a small pool of fresh blood.

In Yogol's left hand, clenched tightly together, is a large, flat onyx stone. The fingers must be pried apart, perhaps even broken, to remove the stone. One face is smooth and flat. The other is cut with the image of a skull, with a crescent pattern running along one side. Any priest can identify this as a symbol of Nerull. Allow anyone else a Knowledge: Religion check, DC 12, to identify the symbol. The stone radiates both magic and evil of potent sort. The workmanship is very fine, and the stone is worth 150 gp.

Loose Ends

The player who had the highest total in the darts tournament should be awarded the prize pot of 200 sp. If Thaddius was the winner, the money is rightfully his. Unfortunately, the man is out of his wits and it's an easy matter for an unscrupulous and sore loser to send the man home and collect the winnings for himself.

Where to go from here

Part One leaves three questions unanswered:

- Who was the woman on the rooftop, and what was her part in the attack on Fengaul?
- Why did the zombies attack Fengaul?
- What is the nature of the stone Yogol died for?
- Why are there undead on the rooftops of Hallorn?

You should encourage the heroes to follow up on these questions after a night of rest, as the death of Fengaul is not likely to go unnoticed and it might behoove them to make tracks before more guards come asking questions.

PART TWO

At this point, the heroes have a few leads to follow up on. Pursuing any one of them may lead them in a different direction, but will ultimately lead them to the rooftops of Hallorn in search of a secret temple to Nerull. The sky is gray and overcast, with intermittent rain. Not only will this make scaling the buildings later on more difficult (wet stone can be very slick), but it allows the normally nocturnal ghouls controlled by the cult to be active even during the daylight hours.

Legwork

The heroes are going to want to ask some questions to folks around town as to the events of the previous evening. For newly created PCs, it is assumed they have been in Hallorn long enough to make such contacts. Visiting heroes, especially those of low-levels, are going to have a much tougher time of this. You should have all the players who are actively doing legwork roll a Gather Information check at a base DC of 10. Apply the following modifiers as necessary to their rolls:

Condition	Modifier
Known Paladin	+10
Negative standing with the Earl of the Tangles	- 5
Lawful Good	+3
Negative standing with Iuz	0
Native of Hallorn/Tangles	+3
Positive standing with the Earl of the Tangles	+5
Contacts or Favors owed by the Ghost of Reynard	+10

The amount of information to be handed out depends on the player's roll. The higher it is, the more information he gains. If the player rolls over the required DC, you should give him the first piece of information. If the player rolls a total in excess of 5 above the required DC (15), he receives the first and second clue. Finally, if somehow the player should roll in excess of 10 above the DC (20), he gains all three clues listed. Players may not Take 20 on this test, but they can cooperate to improve their chances.

Q: Who is Yogol?

- 10 He used to hang out at the Dinky Coffin. I heard he died last night; something about falling off a building.
- 15 He was a cat burglar from Furyondy. Been here since before the wars, doing odd jobs here and there.
- 20 I hear he had a big score planned lately. Couldn't shut up about it. I think he was working with one of those *Hightops* kids.

Q: Who was the woman on the rooftop, and what was her part in the attack on Fengaul?

- 10 I've heard some of the *Hightops* talking about a phantom woman of the rooftops. She could be the same person.
- 15 I've seen that woman hanging around the Mausoleum. I remember because she didn't look like the poor beggars who hang around that place normally. But that was a few weeks ago.
- 20 I believe she's a priestess or something.

Q: Why would the zombies attack Fengaul?

- 10 In the past few weeks, some of the necromancers have been attacked by their zombie packs.
- 15 Last night, no less than three packs of zombies turned on their masters. Earl Audarach is said to be beside himself with rage! I've heard he's offering a reward for whoever is behind it.
- 20 Earl Audarach has insisted the embalmers at the masoleum take extra care in preparing the zombies, to ward against such attacks.

Q: What is the nature of the black stone?

- 10 It's some sort of magic item dedicated to Nerull. Its unholy. Better get rid of it.
- 15 If it has to do with the reapers, the people to ask are the Embalmers at the Mausoleum. But they won't admit you there unless you are dead.
- 20 There is a secret entrance to the Mausoleum through the sewers, but that information will cost you. (10 gp to be exact!)

Q: What do you know about a silver shipment?

- 10 What?
- 15 Nothing. But I'm interested. What do you have in mind?
- 20 Hey, some guy was telling me about one the other day. Yogol, I believe his name was. Said he had a plan and to sit tight in case he needed someone.

You should try to allow some roleplaying with the players' legwork, but be conscious of time. The heroes should have some idea of the workings of Hallorn, so feel free to refer to that section of the Adventure Background, or to the Bandit Kingdoms gazetteer, to answer other questions.

Who are the Hightops?

Residents of the Tangles can answer this one themselves. Have them roll a Knowledge (local) check (DC 13). Others native to the Bandit Kingdoms may do the same, but at DC 20. The Hightops are a gang of thugs and ruffians who claim the rooftops of Hallorn south of Broken Avenue. Few challenge them for this turf, seeing them as a bit crazy. The Hightops take great delight on dropping rocks on beggars and sometimes, the Earl's guards. They move about leaping from building to building or using a series of ropes. Many of them have taken refuge in the upper floors of the old Governor's Block, which was largely destroyed during the seige with Iuz. In many cases, they have collapsed stairwells to bar entrance to the top floors. Taking a fight to the Hightops is not an easy matter.

Meeting the Hightops

To question the Hightops, the heroes will have to cross Broken Avenue and climb up to the rooftops. How they manage this is up to them. With all the damage the Old Governor's Block withstood during the siege, finding handholds isn't a challenge. But the stone is wet and slick from rain, making one's grip difficult. Those with the Climbing skill may check against a DC of 15. Others can also try, but will be further disadvantaged. Keep in mind most of the buildings in the Old Governor's Block are at least two stories high. A fall from the rooftops is going to be at least 30 feet, or 3d6 falling damage (the first 1d6 damage is subdual). This can be lethal to low-level characters! If the players devise a rope system, tying themselves to one another, make a note to award them some extra experience for good preparation.

The rooftops of Hallorn, by and large, are all flat topped. Many of the buildings on the parameter of the Old Governor's Block are wedged together tightly, usually within 6 to 10 feet of one another. This is an easy matter for those with the Jump skill (DC 13). Those who fail should be allowed to grab hold of the buildings' side, though they should take 1d2 damage from the impact. Fumbles result in a one way ticket to the ground floor and all the damage associated with it!

Since the arrival of the cult of Nerull, the Hightops have slowly been bullied out of their normal territory. They are now mostly on the parameter of the Old Governor's Block, as detailed on the map of Hallorn. The buildings in their turf are marked with gang signals, usually in chalk.

It shouldn't take much investigating before the players reach the Hightops, or the Hightops come to them. Two alternative encounters are provided to handle both situations:

Encounter One: The Hightop Ambush

This encounter should take place shortly after the heroes take to the rooftops in search of the gang. The Hightops have become extremely defensive of their territory since the cult of Nerull started cutting in on it. Their usual tactic will be for one or two gang members to shout threats and insults to the party while the rest hide out of sight, ready to join the action. Give the heroes a chance to parlay. The Hightops will likely help them if they know the heroes are after the phantom woman and the cult. But if provoked, they will fight hard to repel the heroes. They are sly and cunning opponents, and will use the terrain to their advantage. Do not be afraid to knock a hero off the roof if the opportunity presents itself.

Tier 1 (EL 3)

Hightops, male and female human mix War1 (4): CR 1/2 Medium-size Humanoid (4 ft. tall); HD 1d8; hp 4; Init +3 (Dex); Spd 30 ft.; AC 13 (Dex); Atks +2 melee (1d6 [subdual] sap), +4 ranged (1d6 [crit x3] shortbow); AL CN; SV Fort +3, Ref +3, Will +0.

Str 12, Dex 16, Con 12, Int 11, Wis 9, Chr 9.
Skills: Balance +6, Climb +5, Jump +5, Intimidate +3. *Feats:* Dodge, Mobility.

Tier 2 (EL 5)

Hightops, mix male and female human. War1 (6): CR 1/2; Medium-size Humanoid (4 ft. tall); HD 1d8; hp 4; Init +3 (Dex); Spd 30 ft.; AC 13 (Dex); Atks +2 melee (1d6 [subdual] sap), +4 ranged (1d6 [crit x3] shortbow); AL CN; SV Fort +3, Ref +3, Will +0.

Str 12, Dex 16, Con 12, Int 11, Wis 9, Chr 9.
Skills: Balance +6, Climb +5, Jump +5, Intimidate +3. *Feats:* Dodge, Mobility.

Hightop Leader, male human War2: Medium-size Humanoid (4 ft. tall); HD 2d8; hp 8; Init +3 (Dex); Spd 30 ft.; AC 13 (Dex); Atks +3 melee (1d6 club), +5 ranged (1d8 [crit 19-20 / x2] light crossbow); AL CN; SV Fort +3, Ref +3, Will +0.

Str 12, Dex 16, Con 12, Int 11, Wis 9, Chr 9.
Skills: Balance +6, Climb +5, Jump +5, Intimidate +3. *Feats:* Dodge, Mobility.

Tier 3 (EL 7)

Hightops, mix male and female War1 (12): Medium-size Humanoid (4 ft. tall); HD 1d8; hp 4; Init +3 (Dex); Spd 30 ft.; AC 13 (Dex); Atks +2 melee (1d6 [subdual], sap), +4 ranged (1d6 [crit x3], shortbow); AL CN; SV Fort +3, Ref +3, Will +0.

Str 12, Dex 16, Con 12, Int 11, Wis 9, Chr 9.
Skills: Balance +6, Climb +5, Jump +5, Intimidate +3. *Feats:* Dodge, Mobility.

Hightop Leaders, mix male and female War2 (3): Medium-size Humanoid (4 ft. tall); HD 2d8; hp 8; Init +3 (Dex); Spd 30 ft.; AC 13 (Dex); Atks +3 melee (1d6, club), +5 ranged (1d6 [crit 19-20], light crossbow); AL CN; SV Fort +3, Ref +3, Will +0.

Str 12, Dex 16, Con 12, Int 11, Wis 9, Chr 9.
Skills: Balance +6, Climb +5, Jump +5, Intimidate +3. *Feats:* Dodge, Mobility.

Like most street gangs, it is more important for the Hightops to look tough than to be tough. If the heroes finish off any more than 4 of them, the rest will scatter. Should the heroes be foolish enough to pursue any of them, they will certainly be led into various traps set by the gang: weak rooftops that will collapse under the weight of the party, oiled ledges, etc. If the heroes do manage to capture one, he will agree to take them to the gang boss so long as the heroes make a successful Intimidation check (DC 10).

Encounter Two: The Hightop Boss

The Hightop boss has been driven away from his posh apartment in the Old Governor's Block and is now hiding out with nearly two dozen other gang members. To protect themselves against the Cult, they have fortified this building considerably. Many of the ledges are slick with oil, and sharp rocks (caltrops) have been seeded about as well. The only way in or out is through a hole in the second floor wall, where a rope is run from the roof of a neighboring building. The rope is under constant guard, with gang members ordered to cut it if necessary. Jumping across to this building has a base DC of 20. Failure indicates one of two fates. 75% to hit a slick edge and go plummeting to the ground (allow a quick climb check at DC 20 to grab the edge of the building). 25% to land on a patch of caltrops and suffer normal damage and penalties, before being set upon by two dozen gang members. Because of the rain, the players might catch a glimpse of a gang member applying fresh oil.

Of course, if the heroes use a more diplomatic means to gain entry (ie. Bribery), they will be allowed to talk to the gang boss, named Hopper, from afar until they gain his trust. Only then will they be allowed to come across to the gang headquarters.

Tier 1 (EL 4)

Hopper, Hightop Gang Leader, male human Rog3: CR 3; Medium-size Humanoid (6 ft. tall); HD 3d6; hp 12; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (Dex); Atks +3 melee (1d6, club), +6 ranged (1d6, [crit 19-20] throwing daggers); SA Sneak attack +2d6, Evasion, uncanny dodge; AL CN; SV Fort +3, Ref +7, Will +2.

Str 12, Dex 18, Con 14, Int 11, Wis 12, Chr 14.

Skills: Balance +6, Climb +5, Intimidate +3, Jump +5. Feats: Dodge, Mobility, Improved Initiative.

Hightops, mix male and female human War1 (4): Medium-size Humanoid (4 ft. tall); HD 1d8; hp 4; Init +3 (Dex); Spd 30 ft.; AC 13 (Dex); Atks +2 melee (1d6 [subdual], sap), +4 ranged (1d6 [crit x3], shortbow); AL CN; SV Fort +3, Ref +3, Will +0.

Str 12, Dex 16, Con 12, Int 11, Wis 9, Chr 9.

Skills: Balance +6, Climb +5, Jump +5, Intimidate +3. Feats: Dodge, Mobility

Tier 2 (EL 6)

Hopper, Hightop Gang Leader, male human Rog3: CR 3; Medium-size Humanoid (6 ft. tall); HD 3d6; hp 12; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (Dex); Atks +3 melee (1d6, club), +6 ranged (1d6 [crit 19-20], throwing daggers); SA

Sneak attack +2d6, Evasion, uncanny dodge; AL CN; SV Fort +3, Ref +7, Will +2.

Str 12, Dex 18, Con 14, Int 11, Wis 12, Chr 14.

Skills: Balance +6, Climb +5, Intimidate +3, Jump +5. Feats: Dodge, Mobility, Improved Initiative.

Hightops, mix male and female human War1 (12): Medium-size Humanoid (4 ft. tall); HD 1d8; hp 4; Init +3 (Dex); Spd 30 ft.; AC 13 (Dex); Atks +2 melee (1d6 [subdual] sap), +4 ranged (1d6 [crit x3] shortbow); AL CN; SV Fort +3, Ref +3, Will +0.

Str 12, Dex 16, Con 12, Int 11, Wis 9, Chr 9.

Skills: Balance +6, Climb +5, Jump +5, Intimidate +3. Feats: Dodge, Mobility

Tier 3 (EL 5)

Hopper, Hightop Gang Leader, male human Rog4: Medium-size Humanoid (6 ft. tall); HD 4d6; hp 18; Init +8 (Dex); Spd 30 ft.; AC 14 (Dex); Atks +4 melee (1d6 club), +7 ranged (1d6 [crit 19-20], throwing daggers); SA Sneak Attack +2d6, Evasion, Uncanny dodge; AL CN; SV Fort +3, Ref +8, Will +2.

Str 12, Dex 19, Con 14, Int 11, Wis 12, Chr 14.

Skills: Balance +6, Climb +5, Intimidate +3, Jump +5. Feats: Dodge, Mobility, Improved Initiative.

Hightops, War2 (9): Medium-size Humanoid (4 ft. tall); HD 2d8; hp 8; Init +3 (Dex); Spd 30 ft.; AC 13 (Dex); Atks +3 melee (1d6 [subdual], sap), +5 ranged (1d6 [crit x3], shortbow); AL CN; SV Fort +4, Ref +3, Will +0.

Str 12, Dex 16, Con 12, Int 11, Wis 9, Chr 9.

Skills: Balance +6, Climb +5, Jump +5, Intimidate +3. Feats: Dodge, Mobility

If the heroes ask about Yogol meeting with them, Hopper will inform them that their friend was meeting with a Hightop called Padfoot. None of the Hightops have seen Padfoot for two days now and fear the worst. They will also recognize the description of the woman the players have seen. They will confirm the activity of a cult of Nerull on the rooftops of the Old Governor's Block, and warn the heroes "...they've been feeding something to those zombies!" They do not know the exact building the cult is working from, but know that it lies somewhere in the heart of the Old Governor's Block, near the dry fountain.

Padfoot had, the Hightops recall, a room in one of the buildings near Old Governor's Alley. If the players wish (and spend a bit more silver), Hopper will instruct a few Hightops to lead them to it.

Hopper can offer the heroes 3 potions (*cure light wounds*, *jump*, *climb*), and will sell them at double their list value. If the heroes agree to aid the gang by getting rid of the cult, he will give them one of these potions free of charge in return. The gang also has 50 gp stashed away in various vessels throughout the room. A successful Search check (DC 13) will reveal them.

The gang will be on the look out for thieves amongst the party.

Encounter Three: Padfoot's Hideaway

When the players arrive here, read the following text aloud:

This room is nothing more than the hollowed out third floor of a narrow stone building. One whole face of the building is missing—possibly the target of a siege engine's volley. Elsewhere, large holes in the walls have been covered with tattered bolts of cloth, like drapes. Ruined remains of interior walls still stand, offering some protection from the elements. About half the roof is missing, and the makeshift living quarters lie beneath what remains.

At the far end of the room is a small cot, with a blanket cast askew over it. Hanging from a peg on the wall above it are a wineskin and a particularly fine looking sword in an old worn leather scabbard. A blackened urn lies nearby, likely used for a fire to warm the place. Against a nearby wall is an overturned table draped in cloth, the same used to cover the "windows" it seems. There is a small bloodstain on the cloth, and a smattering of the stuff on the floor before it.

Hidden under the table is a small lock-box, containing 50 gp and a random assortment of jewelry (worth 100 gp in all). The lock is set with a poison needle

Poison needle trap: CR 2; If attempt to open lock, Reflex save (DC 15) avoids; huge scorpion venom, injury DC 14, initial damage 1d6 Str, secondary damage 1d6 Str; Search (DC 15); Disable Device (DC 20).

Beneath the cot is a small leather satchel, containing two vials. Both are potions: one cure light wounds, the other jumping. The satchel will be discovered if the cot is overturned, or if a successful Search check, DC 17, is made by any of the heroes.

The sword on the wall is very fine indeed. Its markings are those of Law's Forge, a stronghold in the western region of Warfields. It is a masterwork weapon. The old scabbard it is wrapped in is actually a young mimic. Padfoot bought it on the black market some years ago and has used it to help amass his fortune. The mimic has not been fed for a few days and is quite hungry. It will attack anyone who tampers with the sword or the wineskin on the peg. None of the other Hightops are aware of the Mimic.

Tier 1 (EL 1)

Mimic (smaller specimen) (1): Small Aberration; HD: 1/2d8; hp 4; Init +4 (Dex); Spd 10 ft.; AC 18 (+1 size, +4 Dex, +3 natural); Atks +0 melee (1d2-1 Slam); SA Adhesive; SQ Mimic shape, acid immunity; AL N; SV Fort +5, Ref +3, Will +6.

Str 7, Dex 18, Con 11, Int 10, Wis 13, Cha 10.

Skills: Climb +4, Disguise +8, Listen +9, Spot +6.

Adhesive (Ex)—A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or times touching it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A mimic makes one automatic slam attack each round against any creature struck to it; **Mimic Shape (Ex)**—A mimic can assume the general shape of any object that fills roughly 150 cubic (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Tier 2 (EL 2)

Mimic (smaller specimen) (1): Medium-size aberration; HD: 3d8+3; hp 19; Init +2 (Dex); Spd 10 ft.; AC 13; Atks +1 melee (1d3, Slam); SA Adhesive; SQ Mimic shape, acid immunity; AL N; SV Fort +5, Ref +3, Will +6

Str 11, Dex 15, Con 13, Int 10, Wis 13, Cha 10

Skills: Climb +4, Disguise +10, Listen +9, Spot +6.

Adhesive (Ex)—A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or times touching it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A mimic makes one automatic slam attack each round against any creature struck to it; **Mimic Shape (Ex)**—A mimic can assume the general shape of any object that fills roughly 150 cubic (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Tier 3 (EL 3)

Mimic (smaller specimen) (1): Medium-size aberration; HD: 5d8+5; hp 29; Init +2 (Dex); Spd 10 ft; AC 13; Atks +1 melee (1d6, Slam); SA Adhesive; SQ Mimic shape, acid immunity; AL N; SV Fort +5, Ref +3, Will +6

Str 11, Dex 15, Con 13, Int 10, Wis 13, Cha 10

Skills: Climb +4, Disguise +10, Listen +9, Spot +6.

Adhesive (Ex)—A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or times touching it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A mimic makes one automatic slam attack each round against any creature struck to it; *Mimic Shape (Ex)*—A mimic can assume the general shape of any object that fills roughly 150 cubic (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

The Mausoleum

One of the dominant buildings of Hallorn, the Mausoleum was the reign of Earl Rilstone. It is a monstrous pyramid of black stone, imported block by block from Molag to Hallorn. Only a single door permits entrance. There are no other doors or windows. Within are the embalmers, preparing corpses for burial in the crypt, or for service to the Earl. When Rilstone ran Hallorn, the position of embalmer was one of prestige and honor. Earl Audurach has different ideas of how to control a town such as Hallorn, and his plans to not include turning the whole of the populace into the living dead. Still the embalmers continue their duties to Earl and Iuz.

None are exactly sure what happens in the heart of the Mausoleum. The embalmers do not take visitors other than the dead, and do not leave the depths of their black workplace. Some believe the embalmers are the living dead themselves, feeding on those corpses unfit for service among the Earl's guard. But all agree the embalmers are necromancers of no small talent.

But the Mausoleum does have secrets, and like everything else in the Bandit Kingdoms these can be bought (30 gp, actually). A secret passage from the town's sewer system (a simple system of aqueducts running mostly beneath Old Governor's Block) allows entrance to the black pyramid. The task is not for the faint of heart, as the passage is mainly for run off of embalming fluids and gore. Still, if the heroes are to seek out an embalmer to study the black stone Yogol died

for, this may be their best hope. Of course, if the heroes come up with a more imaginative method of gaining entrance, let them, and award some extra experience if it's a plausible one. Just keep them conscious of time. Gaining access to the mausoleum is not the main purpose of this adventure and should not take more than a few minutes to work out a plan.

1. Entrance

The main entrance to the mausoleum is a covered chamber, open to the street through three wide archways. Outside are stationed a large cart drawn by a team of two horses. Twenty guards protect the entrance. They will always be here unless there is a disturbance within. There will always be at least six guards here in all circumstances.

Tier 1 (EL 3)

Mausoleum Guards, male human War2 (3): Medium-size humanoid (6 ft tall); HD 2d8+5; hp 15; Init +1 (Dex); Spd 30; AC 13 (+2 leather armor, +1 Dex); Atks +3 melee (1d6 [crit. 19-20], shortsword); AL LN; SV Fort +4, Ref +1, Will +2.

Str 13, Dex 13, Con 13, Int 10, Wis 10, Chr 8.

Skills: Climb +1, Intimidate -1, Jump +1; *Feats:* Iron Will, Toughness

Tier 2 (EL 5)

Mausoleum Guards, male human War2 (5): use stats above.

Tier 3 (EL 7)

Mausoleum Guards, male human War2 (9): use stats above.

2. Stores

The secret tunnel the heroes use to gain entrance to the Mausoleum opens into a crowded storage room. Barrels and crates are stacked high and tight against the walls and the whole room smells of mold and sawdust. There are a few barrels of wine and odd fluids that not only taste bad but are mildly toxic (DC 11, Initial 1d2 Con, Secondary 1d2 Con). The food stores here are mostly wheat and rice, with a few jars of spices hidden amongst them.

3. The Embalming Chamber

At the center of the room are two heavy oaken tables, stained dark with blood and other fluids. In the eastern corner is a pair of heavy barrels. Exits include a passage to the north and a great set of double doors along the southeastern wall. High on the walls at either ends of the room is a symbol of Iuz.

One of the barrels is half-full of a coppery smelling liquid (blood), the other smelling of fouler chemicals (embalming fluid). The ceiling

is 20-foot high, and the braziers lighting the chamber do not illuminate its heights. There is a body lying on each of the tables, freshly dead and shaven and ready to be embalmed. No one is currently in the room, but voices can be heard from the northern corridor. If a hero attempts to Listen (DC 15) to the double doors, he will hear the faint sound of chanting.

After three minutes of time, three embalmers will enter the room from the northeastern passage. They are discussing the current problems with the zombies and discussing ways of making a proof against attacks from those undead. Anyone making a successful Knowledge (arcana) check (DC 20) will clue a PC into the fact that if the methods being discussed works, it will also make the undead more difficult to control.

Tier 1 (EL 3)

Embalmers, male human Clr1 (Iuz) (3): CR 1; Medium-size humanoid (5 ft 6 in. tall); HD 1d8; hp 4; Init +2 (Dex); Spd 30 ft.; AC 12 (Dex); Atks: +0 melee (1d4 [crit 19-20 / x2] dagger); SA: rebuke undead; AL NE; SC Fort +2, Ref +2, Will +5.

Str 10, Dex 14, Con 11, Int 8, Wis 12, Chr 7

Skills: Knowledge (arcana) +5; **Feats:** Extra Turning, Iron Will.

Spells (3/2+1; Spell DC = 11 + spell level): 0-lvl—*guidance* (x2), *resistance*; 1st-lvl—*bane*, *doom*, *protection from good**.

* Domain Spell (Domains: Chaos; Evil).

Tier 2 (EL 5)

Embalmers, male human Clr3 (Iuz) (2): Medium-size humanoid (5 ft 6 in. tall); HD 3d8; hp 12; Init +2 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (Dex); Atks +2 melee (1d4 [crit. 19-20], dagger); SA: spells, command undead; AL NE; SC Fort +3, Ref +3, Will +4.

Str 10, Dex 14, Con 11, Int 8, Wis 12, Chr 7

Skills: Knowledge (arcana) +5, **Feats:** Extra Turning, Improved Initiative, Iron Will.

Spells (4/3+1/1+1; Spell DC = 11 + spell level): 0-lvl—*guidance* (x2), *resistance* (x2); 1st-lvl—*bane*, *doom*, *entropic shield*, *protection from good**; 2nd-lvl—*darkness*, *desecrate**.

* Domain Spell (Domains: Chaos; Evil).

Tier 3 (EL 7)

Embalmers, male human Clr 3 (4): use stats above.

4. The Shrine

This chamber is dimly lit by a series of ugly candles on the step of a large altar. Secured along the western wall is a great altar dedicated to Iuz, on which is depicted the painted image of a skull, chalk white against the black stone. The eyes are inset with large rubies, and the skull's teeth are made of dirty yellow stones. The whole of this is inset into the wall of the Mausoleum.

Embalmers will be praying hear when the party enters. At the sight of intruders, the will sound an alarm, which will draw a company of guards one minute after.

Tier 1 (EL 2)

Embalmer, male human Clr1: CR 1; Medium-size humanoid (5 ft 6 in. tall); HD 1d8; hp 4; Init +2 (Dex); Spd 30 ft.; AC 12 (Dex); Atks: +0 melee (1d4 [crit 19-20 / x2] dagger); SA: rebuke undead; AL NE; SC Fort +2, Ref +2, Will +5.

Str 10, Dex 14, Con 11, Int 8, Wis 12, Chr 7

Skills: Knowledge (arcana) +5; **Feats:** Extra Turning, Iron Will.

Spells (3/2+1; Spell DC = 11 + spell level): 0-lvl—*guidance* (x2), *resistance*; 1st-lvl—*bane*, *doom*, *protection from good**.

* Domain Spell (Domains: Chaos; Evil).

Mausoleum Guards, male human War2: Medium-size humanoid (6 ft tall); HD 2d8; hp 13 (+3 hp Toughness); Init +1 (Dex); Spd 30; AC 13 (+1 Dex, +2 leather armor,); Atks +3 melee (1d6 [crit. 19-20], shortsword); AL LN; SV Fort +4, Ref +1, Will +2.

Str 13, Dex 13, Con 13, Int 10, Wis 10, Chr 8

Skills: Climb +1, Intimidate -1, Jump +1; **Feats:** Iron Will, Toughness

Tier 2 (EL 3)

Embalmers, male human Clr1 (2): CR 1; Medium-size humanoid (5 ft 6 in. tall); HD 1d8; hp 4; Init +2 (Dex); Spd 30 ft.; AC 12 (Dex); Atks: +0 melee (1d4 [crit 19-20 / x2] dagger); SA: rebuke undead; AL NE; SC Fort +2, Ref +2, Will +5.

Str 10, Dex 14, Con 11, Int 8, Wis 12, Chr 7

Skills: Knowledge (arcana) +5; **Feats:** Extra Turning, Iron Will.

Spells (3/2+1; Spell DC = 11 + spell level): 0-lvl—*guidance* (x2), *resistance*; 1st-lvl—*bane*, *doom*, *protection from good**.

* Domain Spell (Domains: Chaos; Evil).

Mausoleum Guards, male human War2: Medium-size humanoid (6 ft tall); HD 2d8; hp 13 (+3 hp Toughness); Init +1 (Dex); Spd 30; AC 13 (+1 Dex, +2 leather armor,); Atks +3 melee (1d6 [crit. 19-20], shortsword); AL LN; SV Fort +4, Ref +1, Will +2.

Str 13, Dex 13, Con 13, Int 10, Wis 10, Chr 8

Skills: Climb +1, Intimidate -1, Jump +1; **Feats:** Iron Will, Toughness

Tier 3 (EL 5)

Embalmers, male human Clr1 (3): CR 1; Medium-size humanoid (5 ft 6 in. tall); HD 1d8; hp 4; Init +2 (Dex); Spd 30 ft.; AC 12 (Dex); Atks: +0 melee (1d4 [crit 19-20 / x2] dagger); SA: rebuke undead; AL NE; SC Fort +2, Ref +2, Will +5.

Str 10, Dex 14, Con 11, Int 8, Wis 12, Chr 7

Skills: Knowledge (arcana) +5; **Feats:** Extra Turning, Iron Will.

Spells (3/2+1; Spell DC = 11 + spell level): 0-lvl—*guidance* (x2), *resistance*; 1st-lvl—*bane*, *doom*, *protection from good*.*

* Domain Spell (Domains: Chaos; Evil).

Mausoleum Guards, male human War2 (2): Medium-size humanoid (6 ft tall); HD 2d8; hp 13 (+3 hp Toughness); Init +1 (Dex); Spd 30; AC 13 (+1 Dex, +2 leather armor,); Atks +3 melee (1d6 [crit. 19-20], shortsword); AL LN; SV Fort +4, Ref +1, Will +2.

Str 13, Dex 13, Con 13, Int 10, Wis 10, Chr 8

Skills: Climb +1, Intimidate -1, Jump +1; Feats: Iron Will, Toughness

The gems on the altar are well cut and very valuable. The teeth are made up of 10 Citrines (50 gp value each) while the eyes, two very large rubies, are worth 300 gp each. A successful Appraisal Check (DC 15) will reveal these things. The altar radiates both evil and magic of a potent sort. A Good aligned character who comes within 10 feet of the altar will feel a strong sense of dread fill them. A Will Save (DC 12) is required even to approach it. Tampering with the encrusted gems will activate a magic mouth spell on the altar, and it will issue loudly:

"Infidels! You dare desecrate the unholy markings of Iuz! Then die, that my ears may feast on your screams!"

At this point, a powerful electric jolt, similar to a will assault all those physically touching the altar.

Spell trap: CR 5; A jolt of electrical energy similar to the *shocking grasp* spell assaults any who touch the altar (make a melee touch attack with a +5, or a +8 if the PCs is wearing armor, bonus in case of dispute; 1d8+10 points of damage; Search (DC 20); Disable Device (DC 25).

If this does not detour the thieves, once the first gem is completely removed, the mouth will say:

"Insolent fool! You have yet to learn not to mettle with the power of Iuz! Fitting that your prize will be your death."

At this point, the gem in question will crumble and reveal a miniaturized centipede, which will quickly grow to its proper Large size and attack the thief. The gem in question is completely destroyed. This will repeat for every gem the heroes succeed in removing from the wall.

A *dispel magic* spell will destroy the gem it is cast upon.

(EL 1 or 2)

Large Monstrous Centipede (1 or 2): CR 1; HD 2d8; hp 9; Init +2 (Dex); Spd 40 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atk +2 melee (1d8+1 and poison,

bite); SA Poison; SQ Vermin; AL N; SV Fort +3, Ref +2, Will +0.

Skills: Climb +10, Hide +3, Spot +8; Feats: Weapon Finesse (bite).

SA: *Poison* (Ex)—Fortitude save (DC 16); Initial and Secondary Damage 1d4 Dex.

SQ: *Vermin*: Immune to mind-influencing effects.

5. Dormitories

The rooms lining this corridor, with the exception of the Kitchen (#5) are uniform in size and features. Each contains a cot, a shallow trunk of robes and sandals, and a candle. The heroes might also find an empty food dish. When the heroes invade the Mausoleum, all these dormitories will be empty their occupants elsewhere in the building.

5a. False Dormitory

Though furnished like every other dormitory, this one hides a secret. Tipping the shallow trunk away from the wall opens a secret passage into the Crypt (#6). The passageway is on the southern wall, and while low (2 feet) is wide (4 feet). It will allow an average-sized human, but not a dwarf or half-orc.

5b. Secret Shrine

Hidden behind a secret door, activated by removing the torch from its perch, is a small shrine to Nerull. It is comprised of real bones in a macabre display. Fresh blood has been spilt in a ceremonial bowl at the base of the altar.

6. Kitchen

This rather plain kitchen is well lit with torches and a small fire in the hearth. A kettle of lumpy porridge is cooking over the fire. Judging by the sacks of grains and the preparations strewn about, the embalmers eat a great deal of this simple gruel.

The brew tastes as bad as it sounds. It is grainy and plain with thick lumps of congealed grease and wheat. The kettle stews all day, with the priests taking meals from it four times a day.

The fire from the hearth disappears up a shallow plume. Some of the heroes may wonder why no smoke could be seen outside the great mausoleum. This is because at the top of this plume is a small portal to the para-elemental plane of smoke, which devours the smoke from the fire.

7. The Crypt

From the archway of the door, a staircase descends the ten feet into the chamber. On all sides, the walls are stacked with shallow caskets, each presumably filled with those fortunate souls who could afford to avoid service to the Earl after their death. The stone here is blackened by a sooty residue, and is different from that which composes the Mausoleum. The ceiling is

higher than elsewhere in the pyramid. It disappears into blackness some 20 feet above you. Ornate candelabras illuminate most of the room. At the center of each hall are tables on which lie the recently dead, awaiting burial.

Among these newly dead, perhaps to the surprise of the players', is Yogol. In the corner of the room a rogue named Pesh is watching from the shadows. He is a older half-elf male with a thin build and quick eyes. He is dressed in tight fitting black tunic and pants. Once he can determine the relationship between the heroes and Yogol, he will reveal himself. He is a good friend of Yogol who has come here to make sure the rogue's body has been proved against undeath. He does not wish to see Yogol return as a ghoul to spend years devouring zombie remains. He knows something of Yogol's travels of late. Knows that he was in league with a Hightop named Padfoot and some big score was coming his way. He is aware of the recent problems with the town's zombies, but is as clueless to the cause as are the players. Pesh entered the Mausoleum through a second secret passageway, through a false crypt in the southwestern stack (noted on the map).

Unknown to the players, Pesh is a member of the *Ghost of Reynard*, a secretive group of rogues who delight in nothing more than perpetuating the myth that the ghost of the old Earl haunts Hallorn. They have dedicated themselves to distracting, annoying, and if possible, ridding Hallorn of Iuz's lackeys. They were in part responsible for Rilestone's removal and while they are not as alarmed by Earl Audurach's tactics, will not cease their operations until the rightful Earl of the Tangles is returned to the throne.

If the players help Pesh out, they will certainly earn a favor of the Ghost, and they will certainly have a chance. At this point the Cult's super-zombies attack the PCs.

It is important to note that any loud commotion will draw guards from the entrance inside of a minute, with more arriving every two rounds thereafter to check on the disturbance.

Tier 1 (EL 3)

Masoleum Guards, male human War2 (3): Medium-size humanoid (6 ft tall); HD 2d8; hp 13 (+3 hp Toughness); Init +1 (Dex); Spd 30; AC 13 (+1 Dex, +2 leather armor,); Atks +3 melee (1d6 [crit. 19-20], shortsword); AL LN; SV Fort +4, Ref +1, Will +2.

Str 13, Dex 13, Con 13, Int 10, Wis 10, Chr 8

Skills: Climb +1, Intimidate -1, Jump +1; Feats: Iron Will, Toughness

Tier 2 (EL 4)

Masoleum Guards, male human War2 (4): Medium-size humanoid (6 ft tall); HD 2d8; hp 13

(+3 hp Toughness); Init +1 (Dex); Spd 30; AC 13 (+1 Dex, +2 leather armor,); Atks +3 melee (1d6 [crit. 19-20], shortsword); AL LN; SV Fort +4, Ref +1, Will +2.

Str 13, Dex 13, Con 13, Int 10, Wis 10, Chr 8

Skills: Climb +1, Intimidate -1, Jump +1; Feats: Iron Will, Toughness

Tier 3 (EL 5)

Masoleum Guards, male human War2 (5): Medium-size humanoid (6 ft tall); HD 2d8; hp 13 (+3 hp Toughness); Init +1 (Dex); Spd 30; AC 13 (+1 Dex, +2 leather armor,); Atks +3 melee (1d6 [crit. 19-20], shortsword); AL LN; SV Fort +4, Ref +1, Will +2.

Str 13, Dex 13, Con 13, Int 10, Wis 10, Chr 8

Skills: Climb +1, Intimidate -1, Jump +1; Feats: Iron Will, Toughness

Attack of the Super Zombies

At one point in Part Two of this scenario, regardless of the direction the heroes took in this part of the adventure, the PCs will be attacked by the Cult of Nerull's super zombies. If the heroes are in Padfoot's hideaway, they will come pouring in the windows. In the Mausoleum's crypts, they will tumble out of the same false crypt Pesh arrived through. Either way, be sure to check for surprise. Unlike the Earl's zombie patrols, these are dressed in rags and street clothes. Some may recognize by tattoos and dress that these creatures were once Hightops!

They are drawn to the heroes by the black stone they carry, and will focus their attention on the individual carrying it. Once they have it, they will break off their attack and return to the rooftop temple in all haste. You should keep in mind these zombies have been magically augmented during their preparation. These enchantments will not cease to function by casting a simple dispel magic spell. Rather, the zombie must be destroyed.

Tier 1 (EL 4)

Improved Zombies (3): CR 2 Medium-size humanoid (5 ft 8 in. tall); HD 2d12+3; hp 16; Init -1 (Dex); Spd 30 ft; AC 15 (-1 Dex, +2 natural, +4 haste); Atks +2 melee (1d6+1, slam); SQ Undead, Haste, Partial Actions Only; AL N; SV Fort +0, Ref +1, Will +2

Str 13, Dex 10, Con —, Int —, Wis 10, Cha 11.

Feats: Toughness.

SQ: *Undead*—Immune to min-influencing effects, poison, sleep paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death form massive damage; *Haste* (Su)—Plus one partial action per round, +4 dodge bonus to AC, jump one and a half times as far as normal (see PHB for more info); *Partial Actions Only* (Ex)—Zombies have poor reflexes and can

perform only partial actions. Thus they can move or attack, but can only do both if they charge, since they are also under the effects of haste they may perform two partial actions in a round.

Tier 2 (EL 4)

Improved Zombies (5): use stats above.

Tier 3 (EL 5)

Improved Zombies (6): use stats above.

If captured in the Mausoleum

If the Mausoleum's guards capture the PCs, they will be brought to the embalming chamber to speak with the guild-master. No harm will come to them unless the heroes resist, but they will be reminded no living folk are allowed to enter the Mausoleum without the express permission of the guild master.

Guild Master Haroudin, male human Wiz4: CR 4; Medium-size humanoid (6 ft tall); HD 4d4; hp 13; Init +6; Spd 30 ft.; AC 12 (Dex); Atks: +2 melee (1d6, club); AL NE; SV Fort +2, Ref +3, Will +3

Str 10, Dex 14, Con 11, Int 17, Wis 10, Chr 15

Skills: Concentration +5, Diplomacy +2, Intimidate +8, Knowledge: Arcana +7, Sense Motive +5, Spellcraft +6; **Feats:** Improved Initiative, Iron Will, Spell Focus: Necromancy

Spells (4/4/3): 0-lvl—*daze*, *ray of frost* (x2), *flare*; 1st-lvl—*chill touch*, *endure elements*, *protection from good*, *unseen servant*; 2nd-lvl—*ghoul touch*, *spectral hand*, *web*.

Brought before him, the guild master will quickly dismiss the heroes, instructing the guards to take them to the Earl's Necromancers for imprisonment. At this point, heroes with Bluff may choose to distract the guild master or buy their freedom. You should offer them a chance, as the guild master really has no interest in them.

Two things will catch the guild master's attention:

The secret passage through the storeroom.

The embalmers know of the passage into the crypts and been paid well to ignore it. However, they are unaware of the passage through the storeroom. At this point, the guild master will insist, under threat of torture, to know the name of their "source." Should the heroes resist, he will command the guards to place them, one by one, on the preparation tables where the hero will be embalmed alive. The guild master will give them every opportunity to answer the question but will not hesitate to have the hero embalmed.

The black stone of Nerull

This will immediately catch the guild master's eye. He will do a quick analysis of the stone (*detect magic*, etc.) and will confirm those

discoveries to the heroes. The guild master recognizes the stone as part of a set of seven, said to allow undead to be imbued with the power of the Reaper. He has heard rumors that an outlawed cult of Nerull has secretly entered the city and believes them to be behind the recent assault's on the Earl's Necromancers. The lure of the stones is great, and he will spare the heroes if they will return the whole set of seven to him. He will even return the one stone. "It is useless to me without the rest," he says. To close the bargain, he will remind the heroes he has the ear of the Earl, and that they will surely be outlaws in the city should they renege on their end of the bargain.

If neither of these two options are used, the guards will escort the heroes through the entrance and directly to the headquarters of the City Guard. The guildmaster is no fool, and will send a detachment of 10 guards, plus 1 per 3 characters, to escort them. The heroes should be given the opportunity to escape, for if they do not, the adventure ends and their character sheets must be collected (the necromancers are not as indifferent as the embalmers).

DM's Note: If Pesh managed to escape with the aid of the heroes prior to their capture, he and 12 other "Ghosts" will attempt a rescue while the players are en route to the City Guards' headquarters. While the ghosts battle the guards, Pesh will give the heroes the option to flee, thus repaying his debt to them. Of course, the heroes may remain and fight.

Part Three **The Finale**

At this point the heroes should have a good idea what is going on and be ready to track down the cult and its members. They should be weary, as there are bound to be more of those zombies lurking about. The rest of the adventure takes place on the rooftops of the Old Governor's Block. The gloomy weather should make for perfect atmosphere as the heroes travel from building to building, winding closer to the hub of activity – a tower once part of the Earl's palace, before its destruction during the siege so many years ago.

As before the heroes have a few options where movement is concerned. They can choose to leap from building to building, charting their course carefully, or they can take the more time consuming route scaling up and down the walls. You should make it clear it will be virtually impossible to detect the cult from below, just as it was the Hightops. Likewise, the winding alleyways make great ambush sites for the cult's zombies. Hopefully the one or two run-ins with these creatures will be enough to make the players' wary of their strengths.

Most of the ropes used by the Hightop gang are still in place, and most of the defenses removed (zombies don't fair too well with cantrips), so these can be used where available.

As before, the weather has made climbing and leaping a bit precarious. Climbing tests have a base DC of 15, and you made modify that, as the situation requires. Jumping checks begin at 10 for 10 feet, and increase by 5 points for each additional 10-feet the PC desire to jump. A initial modifier of -10 should be imposed on anyone seeking to do this while wearing armor heavier than leather, and even then, a -5 modifier is suggested.

You should keep time in mind while running this part of the adventure. The idea is not to spend an hour making all sorts of dice rolls and watching the heroes stumble about in a vain search. You should move the action along at a hurried pace. If this means skipping a few dice rolls, so be it. Just require them every now in then. This only adds to the atmosphere and the unpredictability of the place. Of course, if you have an excessive amount of time on your hands, plenty of time can be wasted here, too.

G - Ghoul Look-outs

On specific buildings surrounding the tower, the cult has stationed ghouls to sound an alarm if intruders draw too close. Two ghouls are positioned at each of these, and they shackled at the ankle to a 15-foot chain. Thankfully, the ghouls are relatively quiet when prey is unavailable. They will hide in the shadows, out of the rain until prey arrives on the rooftop. This chain makes surprise by the ghouls virtually impossible.

Tier 1 (EL 2)

Ghouls (2): CR 1; Medium-sized undead; HD 2d12; hp 13; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk +3 melee (1d6+1, bite) or +0 melee (1d3, 2 claws); SA: Paralysis, create spawn; SQ: undead; AL CE; SV Fort +0, Ref +2, Will +5.

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; *Feats:* Multi-attack, Weapon Finesse (bite).

SA: *Paralysis* (Ex)—those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis; *Create Spawn* (Su)—In most cases, ghouls devour those they kill. From time to tome, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection form evil on a body before the end of that time averts the transformation.

SQ: *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.

Tier 2 (EL 3)

Ghouls (3): use stats above.

Tier 3 (EL 4)

Ghouls (4): use stats above.

Z - Zombie Guards

Atop this adjacent building, just beyond where the palace walls once stood, wait a small company of the cult's zombies. They have been ordered to attack anyone who reaches the top level of the building not wearing a symbol of Nerull. The black stone of Nerull will not serve this purpose. These creatures stand back in the shadows of the building, yet the smell of death and decay makes it an easy mark to avoid. It is also a perfect staging site to attack the cult tower by, as a rope bridge connects the two buildings, making the scaling the tower unnecessary.

Tier 1 (EL 3)

Improved Zombies (2): CR 2 Medium-size humanoid (5 ft 8 in. tall); HD 2d12+3; hp 16; Init -1 (Dex); Spd 30 ft.; AC 15 (-1 Dex, +2 natural, +4 haste); Atks +2 melee (1d6+1, slam); SQ Undead, Haste, Partial Actions Only; AL N; SV Fort +0, Ref +1, Will +2

Str 13, Dex 10, Con —, Int —, Wis 10, Cha 11.

Feats: Toughness.

SQ: *Undead*—Immune to min-influencing effects, poison, sleep paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death form massive damage; *Haste* (Su)—Plus one partial action per round, +4 dodge bonus to AC, jump one and a half times as far as normal (see PHB for more info); *Partial Actions Only* (Ex)—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge, since they are also under the effects of haste they may perform two partial actions in a round.

Tier 2 (EL 4)

Improved Zombies (3): CR 2 Medium-size humanoid (5 ft 8 in. tall); HD 2d12+3; hp 16; Init -1 (Dex); Spd 30 ft.; AC 15 (-1 Dex, +2 natural, +4 haste); Atks +2 melee (1d6+1, slam); SQ Undead, Haste, Partial Actions Only; AL N; SV Fort +0, Ref +1, Will +2

Str 13, Dex 10, Con —, Int —, Wis 10, Cha 11.

Feats: Toughness.

SQ: *Undead*—Immune to min-influencing effects, poison, sleep paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death form massive damage; *Haste* (Su)—Plus one partial action per round, +4 dodge bonus to AC,

jump one and a half times as far as normal (see PHB for more info); *Partial Actions Only* (Ex)—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge, since they are also under the effects of haste they may perform two partial actions in a round.

Tier 3 (EL 4)

Improved Zombies (4): CR 2 Medium-size humanoid (5 ft 8 in. tall); HD 2d12+3; hp 16; Init -1 (Dex); Spd 30 ft; AC 15 (-1 Dex, +2 natural, +4 haste); Atks +2 melee (1d6+1, slam); SQ Undead, Haste, *Partial Actions Only*; AL N; SV Fort +0, Ref +1, Will +2

Str 13, Dex 10, Con —, Int —, Wis 10, Cha 11.

Feats: Toughness.

SQ: *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; *Haste* (Su)—Plus one partial action per round, +4 dodge bonus to AC, jump one and a half times as far as normal (see PHB for more info); *Partial Actions Only* (Ex)—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge, since they are also under the effects of haste they may perform two partial actions in a round.

The Cult's Tower

The entrance to the Cult's headquarters is a large blasted hole in the uppermost floor of an isolated tower, once part of the Earl's palace compound. A faint, flickering light can be seen from within.

1. Hall

Beyond the cavernous hole marking the only entrance to this floor, this hall is lit by a series of candles along the far wall. The floor is slick with a foul liquid. The smell of death here is overwhelming. Three doors are offered along the southern wall, while an open archway invites straight ahead. Beyond, you can hear a woman's voice, involved in a measured chant. In the shadows to the north of the hall, beyond a ruined wall, a high clicking can be heard, metal against metal. Something is hanging there. Where the wall reforms is a door.

The hall is guarded by undead controlled by the cult. When the first character reaches the entrance, they will animate and begin their work. First, one will try to knock the invader over the edge of the entrance while the others cut the ropes leading to it. Then both will gather a bucket of oil and pour it down the side of the tower, making scaling the wall virtually impossible.

Any commotion will bring the priests from the pool (#8) through the shrine area in 5 rounds.

Tier 1 (EL 5)

Zombies (4): Medium-sized undead; HD 2d12; hp 16; Init -1 (Dex); Spd 30; AC 11 (-1 Dex, +2 natural); Atk +2 melee (1d6+1 bash, 1d8+2 mace); SQ undead immunities, *partial actions only*; SV Fort +0, Ref +1, Will +2

Str 13, Dex 8, Con —, Int —, Wis 10, Cha 3

Feats: Toughness

Cultists, male human Clr1 (Nerull) (3): Medium-sized humanoid; HD 1d8+2; hp 6; Init +0; Spd 30 ft; AC 17; Atk +1 melee (1d6, sickle); SA spells, rebuke undead; AL NE; SV Fort +4, Ref +0, Will +4.

Str 13, Dex 8, Con 14, Int 10, Wis 15, Chr 12

Skills: Climb +2, Jump +2, Listen +4, Move Silently +1, Sense Motive +4; *Feats*: Improved Initiative, Dodge.

Spells (3/2+1): 0 – guidance (x3); 1st-lvl—bane, obscuring mist, cause fear*.

* Domain spells (Domains: Death; Evil).

Tier 2 (EL 7)

Ghouls (2): CR 1; Medium-sized undead; HD 2d12; hp 13; Init +2 (Dex); Spd 30 ft; AC 14 (+2 Dex, +2 natural); Atk +3 melee (1d6+1, bite) or +0 melee (1d3, 2 claws); SA: Paralysis, create spawn; SQ: undead; AL CE; SV Fort +0, Ref +2, Will +5.

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; *Feats*: Multi-attack, Weapon Finesse (bite).

SA: *Paralysis* (Ex)—those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis; *Create Spawn* (Su)—In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation.

SQ: *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.

Cultists, male human Clr1 (4): use stats above.

Tier 3 (EL 9)

Ghouls (8): use stats above

2. The Meat Locker

This chamber contains a grisly sight. Hanging from ceiling hooks are some 18 corpses. Each is a young man or woman each awaiting his or her turn for reanimation. The smell of the chamber is overwhelming, even given the open wall.

There is nothing else of interest here.

3. Dormitory

This chamber contains two beds and a small metal brazier on the floor that burns with a dim light.

Beneath each bed is a metal lock box containing 50 sp and ceremonial jewelry worth 100 gp.

4. Empty Chamber

5. Aramal's Bedchambers

The stench of death disappears as you enter this room, as though dispelled magically. The furnishings, while not fine, are certainly better than you would expect from the likes of the Hightops. A curtained canopy conceals the bed. Upon a desk in the western side of the room rest a number of sheets of parchment, written in an odd script. Also upon it is a book whose cover bears the symbol of the Reaper. An old wardrobe stands closed against the northern wall.

The book is a prayer book to Nerull, written in Infernal. It contains a number of prayers, rituals, et al. The binding is fine, and it is worth 100 gp to a priest of the Reaper. The papers on the desk, written in the identical tongue, are actually details on the methods used for creating the zombies, including the properties of the 7 black stones of Nerull.

The wardrobe is filled with simple robes. However, hidden in a secret compartment at the base of the cabinet is a small chest containing 200 gp and jewelry worth 100 gp. The chest is warded by a glyph of Blindness. Anyone undoing the lock without speaking the command word must save vs. Fortitude or be struck Blind as per the spell (5th level caster).

6. The Shrine of Nerull

The shrine in the southeastern corner dominates this chamber. It is a great skeletal visage, horrible and ghastly, dedicated to the Reaper. At its base a row of heavy, greasy black candles burn, putting off a thick, noxious smoke.

To the north, a stone archway leads into another chamber, lit by a strange bluish glow. A thin stream of mist billows from this chamber, obscuring the floor at ankle level.

The shrine itself has a protection from good spell cast upon it. None of that alignment will be able to approach within 10 feet of it. Others will not be so barred. The consecrations on the shrine are such that any party desecrating it will suffer the effects of a *doom* spell.

7. The Pool

A bluish green glimmer comes from the depths of a murky pool at the center of this chamber. A thin mist bubbles from the surface. On the face of the pool, inset into the stone, are six large, flat

stones, identical to the one in your possession. Each bears the mark of Nerull. They seem to exude darkness from their fixtures.

Opposite you, across the pool, a woman stands. She is stone-faced and unexpressive, her eyes never leaving you. In one hand she holds a staff above her head, and in an unwavering voice finishes a verse of what you may only assume is an unholy ritual. As she does, a stream of bubbles ripple the surface at the center of the pool before dying away. Finished, the woman pulls her staff into a defensive position in front of her and stares at you, undaunted.

This is Amaral, Necromancer and head of this cult cell. She is not a priestess, but rather a true Wizard, though she will not volunteer this information to the party. The verse she has finished has given unholy life to the latest spawn of the pool, an abomination fashioned of several corpses. It lies doormat within the pool, waiting the command to attack. If the party rushes her, Amaral will give this command and seek to slip away in the confusion. However, that is not her plan. She has a bargain for the heroes, and if they will hear her out she will spare them the nightmare beneath the water.

Tier 1 (EL 6)

Aramal, female human Wiz5: CR 5; Medium-sized humanoid (5 ft. 8 in. tall); HD 5d4+1; hp 22; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +4 mage armor); Atk +2 melee (1d6, quarterstaff); SQ spells; AL NE; SV Fort +2, Ref +4, Will +6.

Str 10, Dex 14, Con 13, Int 16, Wis 12, Chr 12

Skills: Alchemy +5, Appraise +4, Bluff +6, Climb +3, Concentration +4, Diplomacy +8, Jump +3, Listen +3, Move Silently +3, Scry +5, Sense Motive +8, Spellcraft +8; Feats: Alertness, Improved Initiative, Run, Spell Focus: Necromancy.

Spells (4/4/3/2): 0-lvl—*daze* (x2), *flare*, *ray of frost*; 1st-lvl—*cause fear*, *mage armor**, *ray of enfeeblement*, *magic missile*; 2nd-lvl—*darkness*, *ghoul touch*, *protection from arrows**; 3rd-lvl—*suggestion*, *gaseous form*.

Carnal Juggernaut (Huge Zombie) (1): CR 3; huge undead; HD 8d12+3; hp 55; Init -1 (Dex); Spd 40 ft.; AC 11 (-2 size, -1 Dex, +4 natural); Atk +7 melee (2d6+7 slam); SQ: undead, partial actions only; AL N; SV Fort +2, Ref +1, Will +6.

Str 21, Dex 8, Con -, Int -, Wis 10, Cha 3.

Feats: Toughness.

SQ: *Undead*—Immune to min-influencing effects, poison, sleep paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death form massive damage; *Haste* (Su)—Plus one partial action per round, +4 dodge bonus to AC, jump one and a half times as far as normal (see PHB for more info); *Partial Actions Only*

(Ex)—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge, since they are also under the effects of haste they may perform two partial actions in a round.

Tier 2 (EL 6)

Aramal, female human Wiz5: use stats above.

Carnal Juggernaut (Huge Zombie) (1): Huge undead; HD 10d12+3; hp 65; Init -1 (Dex); Spd 40 ft.; AC 11 (-2 size, -1 Dex, +4 natural); Atk +7 melee (2d6+7 slam); SQ: undead, partial actions only; AL N; SV Fort +2, Ref +1, Will +6.

Str 21, Dex 8, Con -, Int -, Wis 10, Cha 3.

Feats: Toughness.

SQ: *Undead*—Immune to min-influencing effects, poison, sleep paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death form massive damage; *Haste (Su)*—Plus one partial action per round, +4 dodge bonus to AC, jump one and a half times as far as normal (see PHB for more info); *Partial Actions Only (Ex)*—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge, since they are also under the effects of haste they may perform two partial actions in a round.

Tier 3 (EL 7)

Aramal, female human Wiz5: use stats above.

Carnal Juggernaut (Huge Zombie) (1): Huge undead; HD 12d12+3; hp 79; Init -1 (Dex); Spd 40 ft.; AC 11 (-2 size, -1 Dex, +4 natural); Atk +7 melee (2d6+7 slam); SQ: undead, partial actions only; AL N; SV Fort +2, Ref +1, Will +6.

Str 21, Dex 8, Con -, Int -, Wis 10, Cha 3.

Feats: Toughness.

SQ: *Undead*—Immune to min-influencing effects, poison, sleep paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death form massive damage; *Haste (Su)*—Plus one partial action per round, +4 dodge bonus to AC, jump one and a half times as far as normal (see PHB for more info); *Partial Actions Only (Ex)*—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge, since they are also under the effects of haste they may perform two partial actions in a round.

Tactics: Aramal has no desire to fight, and so she will use the abomination in the pool to cover her escape. In the first round, she will speak the command word activating the creature, who will rise from the pool to attack the heroes in the following round. Next, she will cast *Daze* on any obvious priests in the party. That completed, she

will cast *blink* and transport herself to the level beneath her, hoping to disappear amongst the rubble of the Old Governor's Block.

If the heroes are willing to hear Amaral, read the following to them:

"We seek a common goal, you and I. Am I wrong that both of us would welcome the expulsion of Iuz and his lackeys from this place? To see this pretender Earl run back to Dorokaa with his tail tucked? This we have in common. And while we serve different masters, we can achieve the same end. For if Hallorn and its people are to survive, we must make this truce. You must give me back the stone and leave this place.

"You have no concept of the forces at work around you. Even now, to the west, a great evil stirs. A thing which will devour us all should Iuz hold Hallorn. It will come, bringing with it darkness and destruction. Where it will go depends on what you decide now. If Iuz hold Hallorn, the beast will certainly come for us all. He will wage war against it and he will lose, and all of us will pay that price. But if Audurach and his men can be driven from this place, the Reaper may protect us from the wrath of That Which Stirs."

Be prepared for the following questions or variations thereof:

Q: Why would Nerull want to save people?

The Reaper is death incarnate, yes. But destruction and oblivion do not serve his needs. Should these men of Hallorn be devoured by the thing that stirs, it will be a final end. Nerull does not wish this, nor does he wish Iuz to bring this plague upon us all. For the world to die such a death would mean his end – a fate no god wants.

Q: What is in the pool?

That is no concern of yours so long as we agree. You and I may go our separate ways, fight our own wars, and together, in our own time, free Hallorn from the pestulence of Iuz. But if it is my death you would seek, then you shall learn what is in the pool on your own. I have only to give a word.

DM Note: Under no circumstances should you tell the players what is in the pool. This is Amaral's ace in the hole, and the more afraid of it the players are, the more she benefits.

Q: Where are the zombies made?

Here in the pool. It is enchanted with the essence of the Reaper.

Q: Why was Yogol killed?

He made his choice when he stole the stone from us. Do not make the same mistake. Such senselessness does not help our common goal.

Q: What does the stone do?

It completes the circle, and with it the reclaiming of Hallorn may begin. The pool functions well without it, but if the circle is incomplete, what it produces is a mindless, crazed thing. I cannot control it once it is released from the pool.

Q: Why should we trust you?

I do not ask for your trust. I have shown you the common ends of our paths. Now you must decide which you desire more.

Q: Can I join your cult?

Swear your life and allegiance to the Reaper and you may bask in his holy darkness.

On the off chance a player wants to join the cult, his character is certainly able. If the hero gain enough experience to acquire a new level in priest, and is true neutral in alignment (Nerull is Neutral Evil, so only neutral characters can worship Nerull in the Living Greyhawk setting), they may indeed join the cult of Nerull in Hallorn.

Q: Will you teach me necromancy?

There is much to be done. I have no time for questions such as these.

Though Evil, Amaral is neither chaotic nor foolish. She is well aware the party can kill her if they choose. She will bargain with the only things she has. A fanatic, she believes in her cause above all else. As such, she is willing to sacrifice everything for the goal of removing Iuz and rescuing the Bandit Lands from That Which Stirs. She will offer up her treasure as a measure of good faith, if necessary.

The players have a big decision to make here. If they kill Amaral, they will destroy an evil cult and rid Earl Audurach of a thorn in his side. Perhaps, in the months ahead, they will regret that decision when a thing of darkness descends on Hallorn. But that could well be a lie. There is also the matter of the thing in the pool. What is it, and can they kill it and Amaral without losing their own lives. The zombies should be some measure of the things the pool produces. On the other hand, they can leave Amaral with her life and the stone. She and the cult will continue to plague Audurach, perhaps bringing down his reign or being destroyed in the process.

Do not help the players in their decision. Whichever they choose will have consequences eventually. Your only duty here is to see a solution is reached with adequate time to score the adventure and distribute certs. If necessary,

move them along. But if possible, try not to affect their final decision. If you must, remind good characters that it is not inherently evil to allow evil to destroy itself. And, thus far, the cult's only offense against you has been to recover the stone of Nerull and to protect itself.

Whichever path the players choose, they have certainly not heard the end of That Which Stirs.

The End

Experience Point Summary

[Note: this section applies to all campaigns except LIVING CITY. Remove this paragraph.]

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Part One

The PCs attempt to free Thaddius 25 xp

Part Two

Encounter 1

Defeat (through combat or diplomacy) the Hightops 25 xp

Encounter 2

Gain information about the cult 25 xp

Defeat (through combat or diplomacy) Boss and Henchmen 50 xp

Encounter 3

Defeat mimic 25 xp

Defeat super-zombie 50 xp

Mausoleum

Helping Pesh escape 25 xp

Gaining information on black stones 25 xp

Escaping Mausoleum without capture 25 xp

Part 3

Avoiding or defeating cult's guards 25 xp

Defeating the cult 50 xp

Defeating carnal juggernaut 50 xp

Total experience for objectives 400 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 450 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Part 1

- 200 sp for winning the darts tournament
- Wand of fear (420 gp, *, wood, common): 1 charge, 8th-lvl caster.
- Black stone of Nerull (150 gp, *, obsidian, common): 1 charge, 8th-lvl caster.

Part 2

- The gang's loot - 50 gp
- *Potion of cure light wounds*
- *Potion of jump*
- *Potion of spider climb*
- 50 gps
- 100 gps worth of jewelry
- *Potion of cure light wounds*

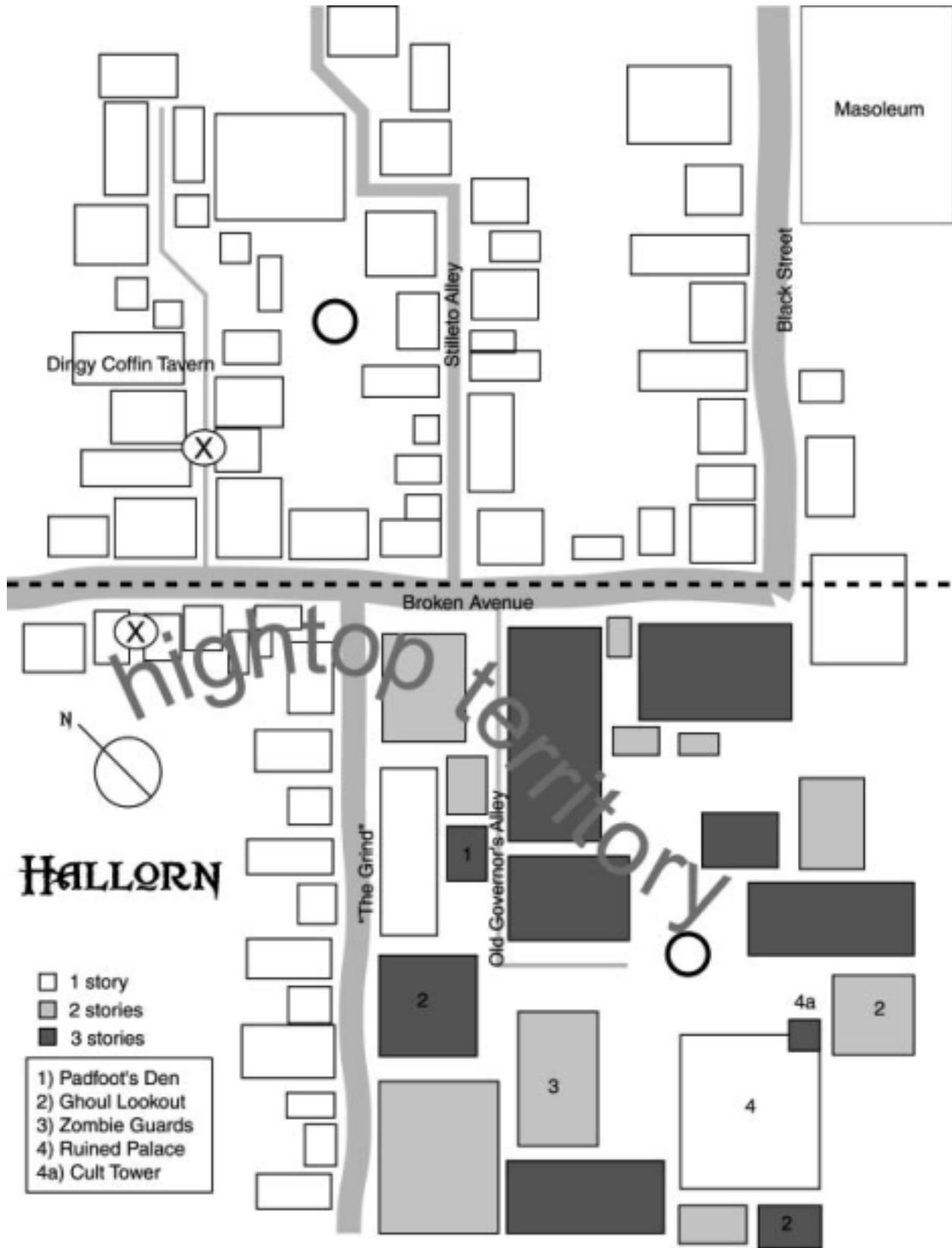
- *Potion of jump*
- Law's Forge Short sword (masterwork).

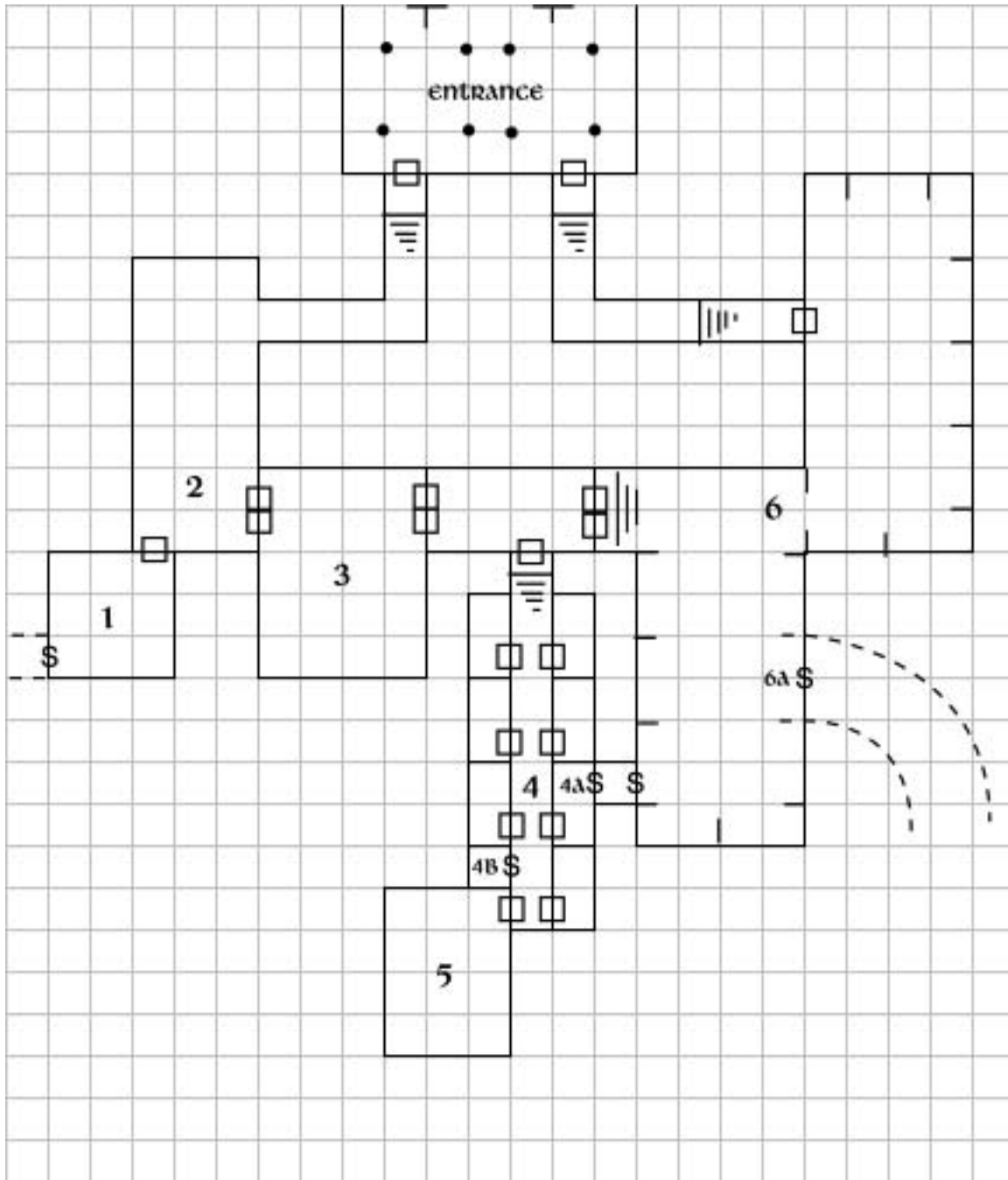
Part 3

- 50 sp
- 100 gp worth of ceremonial jewelry
- Unholy book of Nerull, worth 100 gp
- 200 gp
- 100 gp worth of jewelry

[etc]

Appendix or DM Aid

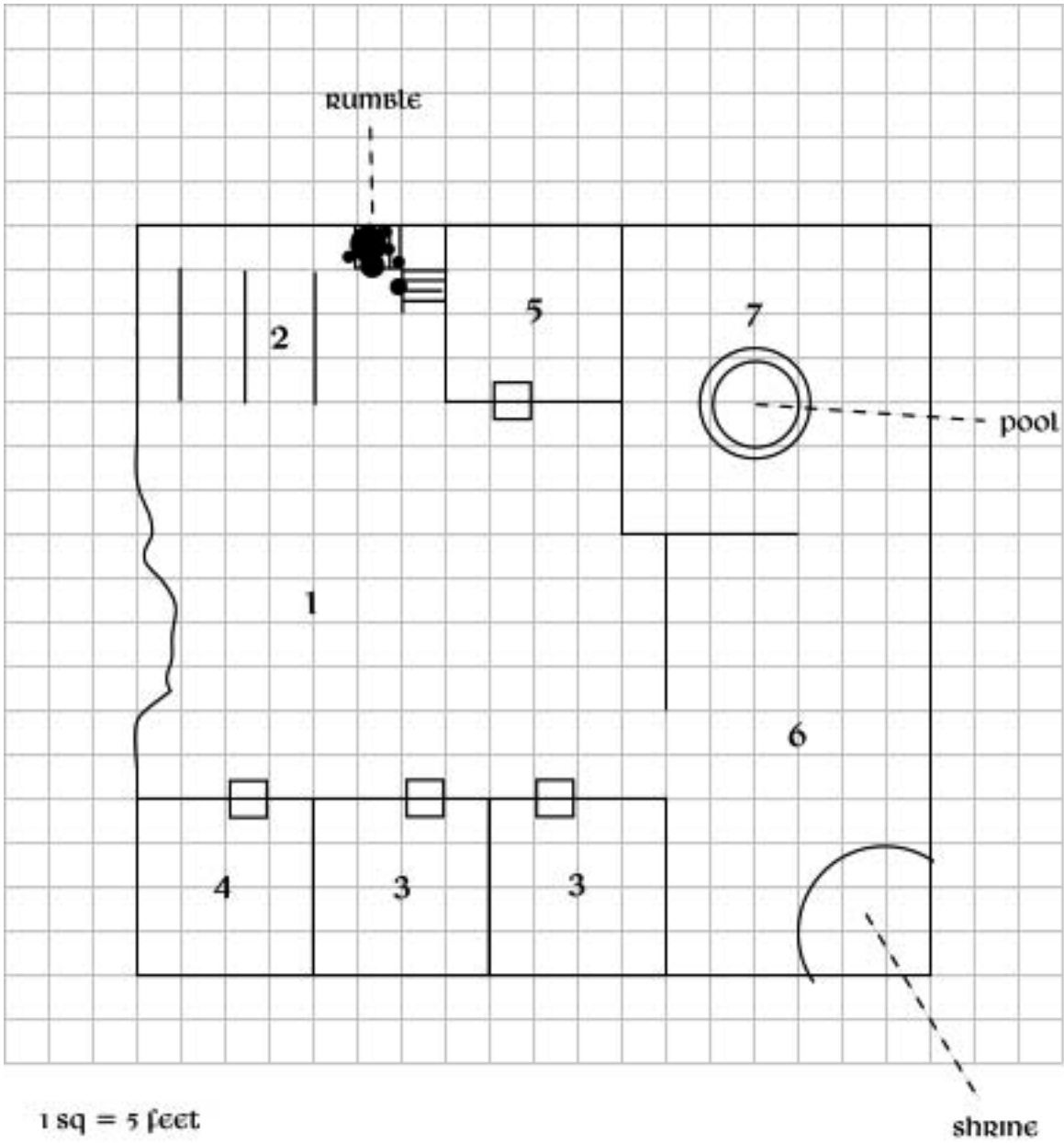




1 sq = 10 feet

the bleeding moon

masoleum



the bleeding moon
tower of the cult