Warrior's Moon

A One–Round Dungeons & Dragons® Living Greyhawk™
Regional Adventure set in Ratik
Version 1.0

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When you are asked to acquire antiquities, most adventurers fall into the "smash and grab" variety. If the antiquities are the mortal remains of a hero of the realm, finesse may be a better option. An investigative adventure seeking to unlock riddles of history during Richfest 597 CY.
A one-round Regional adventure set in Ratik for characters level 4-11 (APLs 4-12).

Resources for this adventure [and the authors of those works] include *Arms and Equipment Guide* [Eric Cagle, Jesse Decker, Jeff Quick, James Wyatt], *Complete Divine* [David Noonan], *Dungeon Masters Guide* II [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws], *Dungeonscape* [Jason Bulmahn and Rich Burlew], *Players Handbook* II [David Noonon] and *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes].

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Farther
If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play
To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik. Characters from Ratik pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

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

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

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

ADVENTURE BACKGROUND

In the decades and centuries just after Ratik was carved out of the barbarian lands and being beholden to the Great Kingdom, there were many political events. Not all of them were for the better, or recorded in the official histories.

Baron Lambert Tigerheart of Devon was awarded land in Ratik in 238CY as a reward from the ruler of the time, Baron Peleon Ratik (still under the Great Kingdom at this time). His lands eventually became known as the province of Devonmeek.

Unbeknownst to his masters at the time, Lambert was a worshipper and agent of a Hextorian sect committed to the overthrow the Overkings. As part of the grand plan, he was to organise a revolution or invasion, and use the riches of Ratik as a launching pad for further insurrectionist activities against the Rax Overking.

This grand scheme came into the open in 247CY with Lambert forging an alliance of gnolls and bugbears from the Rakers to attack Ratikhill while his own personal forces acted from within the garrison to betray the city. Initially the plan went well except for one small problem; the mechanism for the main gates broke in the fighting, which prevented his agents letting in the forces of evil. With the garrison roused, a more standard assault was organised and repelled over the course of three days.

As a side show to the main affair, the defenders of Fort Bonewatch, who had raised the alarm allowing defenders to protect the city, had also held out for three long days against numerous probes and a besieging force of goblins. Lambert decided that the fort needed to be taken to protect his rear against counter attack, and directed a major assault against it.

In the fighting, his shield was identified and the court wizard of the time, Archmage Reinhard teleported into the fort to assist the defenders. As the battle continued, Reinhard found an opportunity to kill Lambert with a *polar ray*, freezing him into a solid statue which quickly sank into the boggy ground of the Field of Blood. The assault was repelled and the invading forces, without a leader to keep them together, dispersed over the next day.

Many of Lambert's personal guard were also destroyed during the course of that assault, and with such a strong history of death around the location, many dead find the Will to rise again and continue to battle when both moons are in eclipse and the barriers to the underworld are weakened.

ADVENTURE SUMMARY

Timeline
Freeday, 28 Wealsun – arrival
Starday, 1 Richfest – investigate
Sunday, 2 Richfest – investigate
Moonday, 3 Richfest – investigate
Godsday, 4 Richfest – eclipse

Introduction – Justinian introduces himself and gives a run-down of the job.
Encounter 1 – Proper research is needed to put some of the pieces together. It can also give an advantage to those who prepare to meet the right sort of foes (undead).
Encounter 2 – Having an audience with Lady Abril Bresht can lead to some interesting pieces of the puzzle. It is also required that they discuss permission to enter the family catacombs or they will find themselves wanted as tomb robbers.
Encounter 3 – The catacombs of the Bresht family. There are traps, locked doors and animated guardians to contend with before they can get to the shield and find more pieces of the puzzle.
Encounter 4 – Justinian uses *speak with dead* on Sir Bertram's remains for more info.
Encounter 5 – As the lunar eclipse approaches, many undead rise and fight amongst themselves. PCs feeling belligerent can assault one of these un-tiered encounters, otherwise they can avoid them.
Encounter 6 – They spot several Hextorite warriors from the right battle and must defeat them to gather more information.
Encounter 7 – Another *speak with dead* from Justinian finalises the resting place of Baron Lambert.
Encounter 8 – Baron Lambert comes out to play. He is after an honourable death in combat, but will negotiate the conditions of battle.

Conclusion – Having recovered the remains of Baron Lambert, they return victorious in the morning.

PREPARATION FOR PLAY

As the PCs will know they will be predominantly facing undead, spells and equipment are likely to be chosen appropriately. Be particularly aware of the effects of spells such as *hide from undead*, *command undead*, and *consecrate* and *desecrate*, as they are powerful, but also have limitations. Also make sure to be aware of Ghostly Equipment from Encounter Seven; the equipment is only a memory of the original.

It is currently midsummer, so there is no snow to be seen! (Hooray!)

INTRODUCTION

Give the PCs *Player Handout One* and read them the following:

The job sounded just like many others; protect a merchant while he acquires some goods.

When you arrived in Ratikhill, the flanks of the mountains are covered with sheep. In some places it is impossible to see the rock beneath them.

After settling in to the Golden Grain Resthouse on Earthday, 27 Wealsun 597CY you met with your benefactor. Then you got the details.

The "merchant" is an acquirer of rare antiquities, the "goods" were possessed by a noble of Ratik when it was part of the Great Kingdom and the location… was the Field of Blood just outside the walls of Ratikhill!

It seems that sometimes things can be easier than planned; or perhaps not…

Let the PCs introduce themselves to each other and what their specialty is.

Justinian Ruthven is an elderly dwarven scholar whose dirty white hair and spectacles show his profession to be hard on the body.

"Thank you for coming to help. I know some of you are beings of action and others are more scholarly. I have need of both for the next few days.

"My researches, into the antiquities I wish to locat,e have determined the following:

- *The "Armour of Devon" was last worn by Baron Lambert Tigerheart of Devon, a noble of the North Kingdom who earned lands in Ratik under the Archbaron in 238CY;*
- *The sword "Malediction" was likewise held by Baron Lambert, but he did not always take it into combat;*
- *The shield "Lychorida" was given, by Baron Lambert, as a gift to one of his sergeants, Sir*

Bertrand, as a reward for meritorious conduct. He is presumed killed in the battle as well.
"My plan is to research the archives here in Ratikhill, and find any oral histories that may not have been recorded. Hopefully from that, I can narrow down the search area."

Why don't you just cast *locate object* or similar divinations?
"Alas, I have tried that and even the best sages couldn't narrow it down further than the Fields of Blood. If you want to try your own, you may get better information."

What can we do to help?
"There are several paths to knowledge. I, myself will be working in the Hall of Records within the fortress. Some assistance there would be most welcome, if you are learned.
"Fort Bresht contains the house records, which may prove older, and more accurate, than Ratikhill's, but you will need to arrange access with Her Ladyship, Abril Bresht, or her castellan.
"There may also be families that have resided here for centuries, and who may have oral histories of the period. The old men drinking outside the taverns are usually a good place to start."

What's in it for us?
"I can offer 10 crowns per day, with danger money of 50 crowns per day, if we have problems that require your services."

Who is your employer?
"The commission comes from Jenaia Devonmeek. She seems to think that acquiring something historical to the family will increase her influence within the Triumvirate."

Development: From here the PCs may choose to split up or work together as they see fit in Encounter 1.

If they choose to attempt divinations use the adventure background. Justinian has already had tried the following divinations without meaningful success: *commune*, *discern location*, *divination*, *legend lore*, *locate creature*, *locate object*.

Further Development: Wizard PCs may wish to exchange spells with Justinian. He has a large collection of spellbooks at home (and only brought his travelling book), therefore he will allow them to learn spells from his travelling book at a cost of spell level x 50gp (as per PHB pg 179 and LGCS).

ENCOUNTER 1: FOREWARNED IS FOREARMED

This is a series of sub-encounters covering the gathering information and negotiations with various locals. This can be strung out with role-playing, or resolved in a few

die rolls, depending on how much time you have. For a convention, this encounter shouldn't take more than 1 hour of play time (Fort Bresht may take longer, but the information gained will be made up by being prepared for what they will encounter in the catacombs).

Each skill check will take 1d4+1 hours (if they want to work for more than 8 hours in a day, fatigue will start to set in. Have them start rolling Fort saves as per a Forced March, PHB pg 164). This shouldn't be a problem, as they have several days to work through.

1A: THE RATIKHILL HALL OF RECORDS

Bardic knowledge gives a +2 synergy bonus to these rolls (but cannot be rolled on its own). The bonus for a good library is already included in the DC.

DC	Knowledge (History)
10	Many casualties of battles fought in the Field of Blood are never recovered as they were buried in the soft ground by the churning battles.
15	There was a great battle over possession of Fort Bonewatch in the period.
20	A mixed force of humans and gnolls assaulted the fort. Baron Lambert is not mentioned amongst the Ratik forces.
25	There were many casualties amongst the nobility and it is the last time Baron Lambert is mentioned in the histories.
30	The Archmage Reinhard mentions in his personal journal that he killed the enemy leader with a *polar ray* as they assaulted Bonewatch.

DC	Knowledge (Nobility & Royalty)
10	The Bresht family retainers were all buried in the catacombs
15	
20	Baron Lambert was something of a black sheep and was very outspoken against the Overking. There are no records of any descendants.
25	Baron Lambert was rumoured to have worshipped Hextor and been the leader of an underground movement plotting to revolt against the Overking.

1B: FORT BRESHT

Information available is as per the Ratikhill Hall of Records, but more specific items can be gained from the visit. If PCs spend at least 4 hours doing research, they also find **Player Handout 2: Map of the Catacombs**.

Development: Go to **Encounter 2: The Bresht Family**

1C: THE SILVER EAGLE AND CROWN INN

The Silver Eagle and Crown primarily serves merchants and is also the primary drinking hole of the Ratikhill Wizards Guild.

Information from drinking establishments, each location after the first will give a cumulative +5 circumstance bonus to the roll:

DC	Gather Information
10	"Lambert? Never heard of him. Did hear about the battle. Lots of gnolls and hobgoblins."
15	"One of my ancestors fought in the battle of blood. Lord fought Lord until the rebel army fell apart. Don't know why."
20	Most of those killed in the battle were buried in the catacombs.
25	Right before the battle started, I heard there was a betrayal. Soldiers tried to open the gates, but the loyal forces of Ratik stopped them.
30	The invaders were lead by a Knight of Hextor. Couldn't tell you his name, but I heard he was killed during the battle and the gnolls and hobgoblins just melted away.

1D: THE GOLDEN GRAIN RESTHOUSE

The Golden Grain is a favourite of farmers who need to trade in town.

1E: THE DRIED FISH TAVERN

The Dried Fish could be considered a home away from home for sailors. With its nautical themes and plenty of rum, it keeps dry sailors wet.

1F: THE CRUSHED GEM ALEHOUSE

The Crushed Gem has a lower ceiling than other establishments as its main clientele are dwarves from the mountains. The dwarf owner and his wife keep the bar well stocked with beer and dwarven spirits. The patrons drink copious amounts of both during the day.

1G: THE COMMON FOLK OF THE AREA

DC	Gather Information
10	We stay away from the fields, especially at night. Not everything that died out there, stayed dead if you know what I mean.
15	The worst time to go outside the walls is during an eclipse of the moon. Anyone that does is never heard from again.
20	"We're always finding blue shards of crystal if we plant in the southern end of the Field. Can't grow any root vegetables down there because of it; cutting out your own tongue

while having dinner isn't a good idea."

1H: RATIKHILL WIZARDS GUILD

The only extra information to be gained here is details about the Archmage Reinhard:

DC	Gather Information
10	*Who? Not a member here.*
15	*He was one of the greatest wizards of the realm, long before the guild was created. Never heard what happened to him.*
20	*Reinhard was an evoker specialist. Made several contributions to the crown spell collections.*
25	*Reinhard was a worshipper of Heironeous.*
30	*Not many know this, but he was a member of the Devon family.*

ENCOUNTER 2: THE BRESHT FAMILY

While they may have found a possible location to search, if they simply go and break into the family catacombs, the PCs are likely to be arrested for grave-robbing. Getting permission from the owner is a better option and can have some side benefits.

Having asked to see Lady Abril, an audience is granted. The Castellan notes: "Her Ladyship will not be able to see you for an hour, so if you could make yourself comfortable in the south waiting room…"

You are led to a well-appointed audience chamber, with bearskin rugs and full-length tapestries of ancient conflicts. Padded chairs are made available, with wooden stools for those wearing armour.

If anyone has a closer look at the tapestries:
Looking at the tapestries, each wall seems dedicated to a different conflict. The eastern wall denotes a conflict with the Suel barbarians of the north, either at the founding of Ratik or the later invasion of the North Kingdom in 358CY. The western wall is of similar age, but shows a horde of gnolls and bugbears led by human knights dashing themselves against the walls of Ratikhill.

With a Search check DC20 of the western tapestry:
Examined in detail some little things become apparent. The panel pans between Fort Bonewatch and the walls of Ratikhill. At the fort, a war wizard stands upon the walls firing a blue beam of light into the horde. At the end of the light, a human knight in chainmail and shield is struck upon the helm and falls from his mount.

After an hour, Lady Abril is able to see them:

A striking woman of middle years, Lady Abril has a formidable presence in person. Standing on her right is her illegitimate son, Lord Lothak, commander of the Hill Patrol.

"I understand you wish to see me?" Her voice is smooth and oily.

As long as the PCs are polite and respectful, she will not turn down any reasonable requests for this adventure. Her main decisions are:

- She will allow them access to the house library archives (same information as the Ratikhill archives for this adventure).
- With a DC15 Diplomacy check, they may take the shield of Sir Bertrand (but not other items); if they find it;
- They cannot disturb any other remains of the restful dead (undead are, of course exempt from this);
- They must keep any damage to a minimum (or a least reparable from local resources);
- If asked, she will mention that the tomb is both locked and trapped; unfortunately, they no longer have the keys or know what the traps are.
- Lord Lothak will check in on the tomb later to make sure it is re-sealed after they are finished.

If asked about the tapestries in the waiting room, she feigns disinterest, as they are centuries old and not particularly interesting.

ENCOUNTER 3: CATACOMBS

Finding the catacombs is fairly easy. What happens from there depends on if PCs obtained permission, and what preparations they have made.

It takes around half an hour to find the correct catacomb. At least seven different families had carved tombs out of the rock, some coat of arms you don't recognise and House Bresht itself has had three different catacombs built over the centuries.

3A: THE FRONT DOOR

Before you lie the solid iron double doors of the old Bresht family catacombs. Two massive locks built into the doors prevent entry.

🗝 **Double Iron Doors:** 3 in. thick; hardness 10; hp 90; AC 5; Break DC 28; Two trapped locks (Open Lock DC25 and Open Lock DC25).

GMs Note: PCs cannot Take 20 on their Open Lock check while the trap is still active.

APL 4-6 (EL 2)
⤷ ***Burning Hands* Trap:** CR 2; magic device; touch trigger; automatic reset; lock bypass (Open lock DC 25); spell effect (*burning hands*, 5th level wizard, 5d4 fire, DC11

Reflex save half damage); Search DC 26; Disable Device DC 26; Market value 2000 gp, 160 XP.

APL 8-12 (EL n/a)

↗*Fireball* **Trap**: CR 4; magic device; touch trigger; automatic reset; lock bypass (Open lock DC 25); spell effect (*fireball*, 6th level wizard, 6d6, DC14 Reflex save half damage); Search DC 28; Disable Device DC 28; Market value 7,500 gp, 600 XP.

GMs Note: The *fireball* trap is not a real threat to PCs of this level, as there are so many ways to overcome it (scroll of *dispel magic*, scroll of *knock*, teleportation magic, even brute force as the trap is on the lock, not the door). Even if they don't have a rogue, any damage they take is easily healed and just a minor nuisance.

Development: Breaking down the doors should be the last resort. If they have permission, it would be quite reasonable to hire a locksmith (Phillipe) from town (for 40 crowns), but they will first have to deal with the trap (using their own resources, or maybe a *scroll of dispel magic*, or counterspelling). If the PCs wish to leave the trap intact, add 5 to the DC of the Disable Device check.

♟**Phillippe**: male human expert 2 (Open Lock +12, Search +7).

Phillippe can also craft a new set of keys for the Bresht family for another 20 crowns.

3B: PRESSURE TRAP

If they do not look for traps (or do not find the trap) and move down the corridor, read the following:

Moving down the corridor beyond the doors, there is a loud *click* as a floor tile depresses beneath your foot. Nothing seems to occur immediately.

Trap: The last four squares of the entrance corridor were originally protected by a pendulum trap with a bypass switch hidden behind the open doors. The trap itself has failed due to its age.

↗**Ceiling Pendulums**: CR 4; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC25); multiple targets (all targets in four adjacent squares); Atk +15 melee (1d12+8/x3, greataxe); Duration 5 rounds; Search DC 24; Disable Device DC 18; Market value 13,600 gp

Development: If a PC has Craft (trapmaking) they can repair the trap with a DC18 check in 2d4 hours and 2,266 crowns of materials. If they had permission to visit the catacombs, the Bresht family will fund these repairs if asked.

3C: STAIRS DOWN

This spiral staircase leads down into the lower levels of the crypt. A cold breeze wafts upwards showing another entrance; or perhaps something more dangerous. In either case, that is not your mission here.

Development: If they wish to explore the lower levels of the catacomb that is beyond the scope of this adventure. However, if they still wish to go down, give them **Encounter 4** every 1d6+4 minutes they remain on the lower level. The undead will not pursue them if they retreat.

3D: NOBLE TOMB 1

◣**Iron Door**: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 23 (Stuck).

Forcing open the door causes a thick layer of dust to billow upward from the floor. It is quickly apparent that this room hasn't been disturbed in centuries.

The chamber is dominated by the 10 ft sarcophagi in its centre carved of granite. Around the edges of the rooms, niches hold the remains of family retainers, still dressed in rusty armour.

Detect Magic: several ancient swords of various types. Nothing from the closed sarcophagi.

Searching the chamber, you find many name plaques, none of them the one you're after. Checking the sarcophagi, its plaque reads "Odette Bresht 198-224CY". This one is far earlier than you were after.

If they open the sarcophagi (with a Strength check DC25) read the following:

Inside the granite sarcophagus, lies a sealed lead coffin. Unusual for the period, but not unknown as it helped to keep the bodies relatively intact.

If they open the lead coffin:

Greedy tomb robbers that you are, you should not be surprised at the well-preserved nature of the corpse; especially not when it moves and attacks you.

APL 4-6 (EL 5)
☠**Mummy**: hp 67; MM 190.
APL 8-12 (EL 15)
☠**Mummy Lord**: hp 124; MM 190.

☝**Treasure**: None; this is a punishment combat, just deserts for greed and/or evil actions. PCs gain no experience for this combat either.

3E: NOBLE TOMB 2

🛡**Iron Door:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 23 (Stuck).

Forcing open the door causes a thick layer of dust to billow upward from the floor. It is quickly apparent that this room hasn't been disturbed in centuries.

The chamber is dominated by the 10 ft sarcophagi in its centre carved of granite. Around the edges of the rooms, niches hold the remains of family retainers, still dressed in rusty armour.

Searching the room:
The sarcophagi is engraved "Sir Roberre of the Cloth, 206-247CY". Certainly the right year of death. Further searching turns up the corroded name plaque of Sir Bertrand in one of the niches. Like many of the fallen here, he was buried with sword, shield and armour.

Recovering the shield and examining it:
Engraved on the reverse of the shield "A gift to a loyal servant, Lambert Tigerheart 243CY."

The PCs or Justinian may cast *speak with dead* after getting to this point. If Justinian is not with them, they may choose to bring him back here later and do so. The results of the spell are:

Where is the body of Lambert Tigerheart?
I do not know; I was not with him when he died.

Why were you not with him?
He betrayed us and attacked the city. We would have been loyal unto death if he had but asked.

Why were you given the shield of the Devon family?
I saved Baron Lambert's life when assassins were sent by another lord. He said he needed to go away for a while, and I would ensure the shield did not fall to enemies.

Tell us about the battle you died in:
"The gnolls and bugbears were assaulting the gatehouse and I was in the fore. They manage to get a force onto the battlements, but Sir Roberre led us in a mad assault to drive them back. This we did, but at the cost of our own lives. For myself, there was honour in death after our betrayal.

Where did you last see Lambert:
"He was headed away from the walls leading an assault force towards Fort Bonewatch."

Other questions can be answered using the Adventure Background.

3F: WALKING DEAD

Unless they are invisible, the guardian attacks when it sees the PCs (there is no concealment or cover with which to make a Hide check within the limits of its darkvision). Modify the read aloud text below to reflect the number of suits of animated armour the PCs encounter.

The first thing you hear is the clanking of iron, and then the metallic shape of a suit of mouldy armour intrudes upon your vision; finally a chill settles into your bones. The guardian, thinking you to be an intruder, attacks!

DC 12 Knowledge (arcana) identifies them as animated objects.
DC 10 Knowledge (dungeoneering) identifies the brown mould infesting the armour.

APL 4 (EL 4)
🐗**Animated Ancient Armour:** Medium animated object; hp 35; Appendix 1.
🔥**Brown Mould:** special; see Trap.

APL 6 (EL 6)
🐗**Animated Ancient Armour (2):** Medium animated object; hp 35, 35; Appendix 1.
🔥**Brown Mould (2):** special; see Trap.

APL 8 (EL 8)
🐗**Animated Ancient Armour (4):** Medium animated object; hp 35, 35, 35, 35; Appendix 1.
🔥**Brown Mould (4):** special; see Trap.

APL 10 (EL 10)
🐗**Animated Ancient Armour (8):** Medium animated object; hp 35, 35, 35, 35, 35, 35, 35, 35; Appendix 1.
🔥**Brown Mould (8):** special; see Trap.

APL 12 (EL 12)
🐗**Mob of Animated Ancient Armour (4):** Medium animated object; hp 285, 285, 285, 285; Appendix 1.
🔥**Brown Mould (4):** special; see Trap.

Trap:
↗**Brown Mould:** CR 2; Brown mould feeds on warmth, drawing heat from around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of non-lethal cold damage. Fire brought within 5 feet of brown mould causes it to instantly double in size. Cold damage, such as from a *cone of cold* instantly destroys it.

DMs Note: As they are made of Ancient Arms, please remember that the animated objects **are** subject to critical hits for damage to their equipment (but **not** for hp damage to the creature itself).

🗡**Additional DMs Note:** Damage from the brown mould will overlap (not stack) in this combat for balance reasons. Thus a PC should not take more than 3d6 points of non-lethal cold damage in a single round.

Tactics: As mindless constructs, the armor just tries to swarm them under (no 5 ft steps or tactics). If the PCs cause the brown mould to increase in size (such as by fireballing it), mark 5 ft patches on the floor of the crypt as a terrain hazard.

Development: At APL10+ if the PCs want to descend into the lower catacombs and investigate the source of the mobs, it is beyond the scope of this adventure. However, if they still wish to go down, give them **Encounter 4** every 1d6+4 minutes they remain on the lower level. The undead will not pursue them if they retreat.

Treasure:
　👑**APL 4**: Loot 60 gp; Coin 0 gp; Magic 0 gp; Total 60 gp.
　👑**APL 6**: Loot 120 gp; Coin 0 gp; Magic 0 gp; Total 120 gp.
　👑**APL 8**: Loot 240 gp; Coin 0 gp; Magic 0 gp; Total 240 gp.
　👑**APL 10**: Loot 480 gp; Coin 0 gp; Magic 0 gp; Total 480 gp.
　👑**APL 12**: Loot 7280 gp; Coin 0 gp; Magic 0 gp; Total 7280 gp.

ENCOUNTER 4: RETURNING THE SHIELD

Presuming the PCs wish to turn over the shield to Justinian so that he is able to find out what he can from it:

With Sir Bertrand's shield in hand, you return wearily back to the relative safety of Ratikhill. Justinian is excited when you show it to him. "I never thought to see it so soon! Tell me about where you got it?"

If they tell him the story:
　"Yes, that would fit some of the details. While you were busy, I found several minor references to knights involved in the battles of the period. None of it useful, taken in isolation. From what you have found, we should have enough for an expedition into the battlefield itself, on Godsday. Hopefully we can speak to warriors who know more."

Development: The PCs may choose to backtrack and take Justinian to the tomb to cast a *speak with dead*. If they do so, use the information from **Encounter 3E**.

ENCOUNTER 5: RANDOM ENCOUNTERS

After they leave the gates of Ratikhill and make their way to Fort Bonewatch, soldiers of battles long past shimmer into existence across the Fields of Blood. There will only be a fight if the PCs actively attempt to engage them.

You exit the gates of Ratikhill just before dusk, when the lead-lined doors boom closed. They will not be opened again until dawn, on this night of horror. After less than an hour of waiting, shadow touches the first moon.
　In the darkening gloom, translucent shapes wink into existence as the first of the moons slowly eclipse. Soon the shapes can be made out in the distance as they merge into battle-groups, seeking their ancient foes. Two of these groups merge as you travel, and a vicious fight breaks out. Whoever the winner may be, it is probably not a good idea to get close enough to find out.

Creatures: Small groups of undead roam the battlefield, continuing conflicts long decided. Below is an example of one of the groups. PCs should only see these in the distance, unless they want to actively seek out combat with them.

All APLs (EL 10)
　☠**Human Warrior Skeletons (6):** hp 8, 8, 8, 8, 8, 8; *Monster Manual* 226.
　☠**Human Commoner Zombies (8):** hp 19, 19, 19, 19, 19, 19, 19; *Monster Manual* 266.
　☠**Shadow (2):** hp 24, 24; *Monster Manual* 221.
　☠**Wraith (2):** hp 40, 40; *Monster Manual* 258.
　☠**Sample Ghost:** hp 40; *Monster Manual* 117.

Tactics: A ghost "general" leading two wraith "captains" and two shadow "sergeants", leading the skeletons and zombies. Use the Handle Animal rules for the officers to control their mindless minions (with Charisma checks).

Treasure: Nothing of consequence.

ENCOUNTER 6: WRAITHS OF THE SWORD

Following the plan, it takes several hours before the right circumstances arrive to find the information needed.

Have the PCs roll Spot checks vs the swordwraith's Hide (+0 at all APLs) to determine encounter distance. The maximum distance is either 60 feet (for darkvision) or the

limit of shadowy illumination of the light source being used by the PCs, whichever is longer.

Dodging battles, avoiding undead of conflicts long decided and keeping an eye out for foes of the right period proves quite a strain. About an hour before midnight, as the second moon is touched by shadow, two figures dressed in chainmail with the surcoat of Hextor spy you, salute and advance.

APL 4 (EL 6)

☙**Swordwraith Warrior:** male human swordwraith fighter 2; hp 16; Appendix 1.

☙**Swordwraith Medic:** male human swordwraith favoured soul 2; hp 16; Appendix 1.

APL 6 (EL 8)

☙**Swordwraith Warrior:** male human swordwraith fighter 4; hp 32; Appendix 1.

☙**Swordwraith Medic:** male human swordwraith favoured soul 4; hp 32; Appendix 1.

APL 8 (EL 11)

☙**Swordwraith Warrior:** male human swordwraith fighter 7; hp 56; Appendix 1.

☙**Swordwraith Medic:** male human swordwraith favoured soul 7; hp 56; Appendix 1.

☙**Heavy Warhorse Skeleton (2):** hp 32; Appendix 1.

APL 10 (EL 13)

☙**Swordwraith Warrior:** male human swordwraith fighter 9; hp 72; Appendix 1.

☙**Swordwraith Medic:** male human swordwraith favoured soul 9; hp 72; Appendix 1.

☙**Heavy Warhorse Skeleton (2):** hp 32; Appendix 1.

APL 12 (EL 15)

☙**Swordwraith Warrior:** male human swordwraith fighter 11; hp 88; Appendix 1.

☙**Swordwraith Medic:** male human swordwraith favoured soul 11; hp 88; Appendix 1.

☙**Heavy Warhorse Skeleton (2):** hp 32; Appendix 1.

Tactics: The penultimate warriors, swordwraiths make the most of tactics to inflict the maximum damage possible.

Treasure: The PCs can gain the following treasure here:

♛**APL 4:** Loot 92 gp; Magic *spellbook* (25 gp), *+1 ancient bastard sword* (174 gp), 2 *+1 chainmail* (90 gp each); Total 381 gp.

♛**APL 6:** Loot 92 gp; Magic *spellbook* (75 gp), *+1 ancient bastard sword* (174 gp), *+1 ancient flail* (173 gp), 2 *+1 chainmail* (90 gp each), *+1 ancient heavy bronze shield* (88

gp), *+1 ancient bronze buckler* (86 gp), *javelin of lightning* (125 gp); Total 730 gp.

♛**APL 8:** Loot 92 gp; Magic *spellbook* (150 gp), *+1 ancient bastard sword* (174 gp), *+1 ancient flail* (173 gp), 2 *+1 chainmail* (90 gp each), *+1 bashing spiked ancient heavy bronze shield* (337 gp), *+1 ancient bronze buckler* (86 gp), *javelin of lightning* (125 gp); Total 1160 gp.

♛**APL 10:** Loot 92 gp; Magic *spellbook* (150 gp), *+1 ancient bastard sword* (174 gp), *+1 ancient flail* (173 gp), 2 *+1 chainmail* (90 gp each), *+1 bashing spiked ancient heavy bronze shield* (337 gp), *+1 ancient bronze buckler* (86 gp), *javelin of lightning* (125 gp); Total 1160 gp.

♛**APL 12:** Loot 92 gp; Magic *spellbook* (150 gp), *+2 ancient bastard sword* (674 gp), *+1 ancient flail* (173 gp), 2 *+1 chainmail* (90 gp each), *+2 bashing spiked ancient heavy bronze shield* (753 gp), *+1 ancient bronze buckler* (86 gp), *javelin of lightning* (125 gp), *cloak of charisma +2* (333gp); Total 2409 gp.

Development: If identified as warriors from the battle; Justinian sets up his *Leomund's tiny hut* and casts *speak with dead* on the medic.

ENCOUNTER 7: TALKING TO THE DEAD

Justinian uses *speak with dead* on the fallen swordwraith medic and obtains some useful answers.

*After throwing up a **Leomund's tiny hut** so you're not disturbed, Justinian uses his **speak with dead** on the deceased Hextorite. A few quick questions get you where you need to go. It appears you are not that far from where the Baron fell in battle.*

Development: If they have not already received it, they can acquire the same information as **Encounter 4** using *speak with dead*.

ENCOUNTER 8: BARON LAMBERT

From what the swordwraiths know, the PCs get very close the right position to dig.

As your search moves closer to the walls of Fort Bonewatch, a ghostly figure rises from the ground and waits for you to approach in the total darkness of the double lunar eclipse.

"Who disturbs my unquiet rest on the night of the dead? You killed my personal guard, so speak quickly lest I tire of thee."

Who are you?

"I am Baron Lambert Tigerheart of Devon, Champion of the province of Ratik and foe of the Overking Rax."

Where is your body?

He grin's wanly. "You're standing on it. To get it, you'll have to go through me; single combat or all at once, it matters not. I can make it a fair fight in either situation. If you do defeat me, rebury me in the family crypts in Devon."

NB: A DC 10 Knowledge (local – Ratik) check notes that Devon is now known as Devonmeek.

Why did you lead the forces of evil?

"The Overking had grown complacent on his throne, and the time had come for independence. I needed a base of operations, and made alliances to take Ratikhill as that base. With the fortress under my control, the barons could be bribed or persuaded to join me and break away from the North Kingdom.

"I tried to take the fortress with loyal retainers sabotaging the gate, but the mechanism was broken in the attempt, and the gates could not be opened for entry. The defenders rallied, and my retainers managed to escape from the gatehouse by bluffing that they had defeated the spies and saved the gates. It was too late for them anyway; they unfortunately died in the first assault, maintaining the bluff of a loyal defender."

APL 4 (EL 6)

⚔**Baron Lambert:** male human ghost knight 4; hp 32; Appendix 1.

APL 6 (EL 8)

⚔**Baron Lambert:** male human ghost knight 6; hp 48; Appendix 1.

APL 8 (EL 11)

⚔**Baron Lambert:** male human ghost knight 9; hp 72; Appendix 1.

⚔**Heavy Warhorse Ghost:** hp 32; Appendix 1.

APL 10 (EL 13)

⚔**Baron Lambert:** male human ghost knight 11; hp 88; Appendix 1.

⚔**Heavy Warhorse Ghost:** hp 32; Appendix 1.

APL 12 (EL 15)

⚔**Baron Lambert:** male human ghost knight 13; hp 104; Appendix 1.

⚔**Heavy Warhorse Ghost:** hp 32; Appendix 1.

Tactics: If challenged to honourable combat, Baron Lambert is willing to negotiate the conditions of a challenge within the following limits:

- No turning or rebuking;
- Against a single foe, he will not use his *telekinesis* ability. Against two foes he will use it at CL 6. Against 3+ foes he will use it at his full CL;

- If the PCs do not use spells before combat commences, he will not use his Draining Touch ability (the "as you stand" challenge);
- At APL 4 only, he will offer them use of an *oil of magic weapon* if they do not have a suitable weapon to fight with (he points out a spot to dig for it).

If Lambert is killed honourably (death scene):

Lambert's form twists on a non-existent breeze before momentarily stabilising. "I am vanquished in combat. Now I can rest. As your reward, you may take the pommel of my sword; it will aid you in the future..." With that he vanishes as if ripped apart by a great gust of wind.

Treasure: The PCs can gain the following treasure here:

👑**APL 4:** Magic 13 gp; +1 *bastard sword* (195 gp), +1 *ghost touch heavy shield* (1347 gp), +1 *chainmail* (108 gp), *bead of blessing* (50 gp); Total 1700 gp.

👑**APL 6**: Magic 13 gp; +1 *ghost touch bastard sword* (695 gp), +1 *ghost touch heavy shield* (1347 gp), +1 *chainmail* (108 gp), *bead of blessing* (50 gp); Total 2150 gp.

👑**APL 8-12**: Magic 13 gp; +1 *ghost touch bastard sword* (695 gp), +1 *ghost touch heavy shield* (1347 gp), +1 *ghost touch chainmail* (1358 gp), *bead of healing* (750 gp); Total 4150 gp.

Development: Justinian will request most of Lambert's items as the goal of his quest (for which they may have been well recompensed by now). If they do not (and will probably fight/kill Justinian) then they do not get the **Favour of House Devonmeek** and gain the **Tomb-Robbers** disfavour.

CONCLUSION

As you carefully dig, and remove the artefacts from the cold earth, the dawn light slowly filters through the mountain passes. Answered and unanswered questions filter through your mind. Could an honourable man have turned on his nation so completely that he would attack it? History has not remembered him as either a good or a bad man. The family of Devonmeek have gained a link to the distant past, but the reputation of what they thought was a hero may be tarnished… if you reveal it.

For recovering all the artefacts, all PCs receive the **Favour of House Devonmeek**. If the PCs accepted the Baron's challenge (to single combat or party combat as negotiated) and defeated him, then they receive the **Pommel Stone of Baron Lambert Tigerheart** favour. If they simply attacked without discussing terms, or destroyed him with a greater turning, then his ghost returns and they receive the **Haunted by Baron Lambert Tigerheart** disfavour.

EXPERIENCE POINT SUMMARY

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

Encounter 3A
Bypass the trap and gain entry to the tomb

APL 4-6	60 XP
APL 8-12	0 XP

Encounter 3F
Defeat the animated armour and brown mould

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter 6
Defeat the swordwraiths

APL 4	180 XP
APL 6	240 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Encounter 8
Defeat Baron Lambert

APL 4	180 XP
APL 6	240 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Story Award
Objective(s) met: Recover all three artefacts

APL 4	60 XP
APL 6	75 XP
APL 8	90 XP
APL 10	120 XP
APL 12	150 XP

Discretionary roleplaying award

APL 4	75 XP
APL 6	105 XP
APL 8	135 XP
APL 10	150 XP
APL 12	165 XP

Total possible experience:

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 3F: Walking Dead
APL 4: Loot 60 gp; Coin 0 gp; Magic 0 gp; Total 60 gp.

APL 6: Loot 120 gp; Coin 0 gp; Magic 0 gp; Total 120 gp.

APL 8: Loot 240 gp; Coin 0 gp; Magic 0 gp; Total 240 gp.

APL 10: Loot 480 gp; Coin 0 gp; Magic 0 gp; Total 480 gp.

APL 12: Loot 7280 gp; Coin 0 gp; Magic 0 gp; Total 7280 gp.

Encounter 6: Wraiths of the Sword

APL 4: Loot 92 gp; Magic *spellbook* (25 gp), *+1 ancient bastard sword* (174 gp), 2 *+1 chainmail* (90 gp each); Total 381 gp.

APL 6: Loot 92 gp; Magic *spellbook* (75 gp), *+1 ancient bastard sword* (174 gp), *+1 ancient flail* (173 gp), 2 *+1 chainmail* (90 gp each), *+1 ancient heavy bronze shield* (88 gp), *+1 ancient bronze buckler* (86 gp), *javelin of lightning* (125 gp); Total 730 gp.

APL 8: Loot 92 gp; Magic *spellbook* (150 gp), *+1 ancient bastard sword* (174 gp), *+1 ancient flail* (173 gp), 2 *+1 chainmail* (90 gp each), *+1 bashing spiked ancient heavy bronze shield* (337 gp), *+1 ancient bronze buckler* (86 gp), *javelin of lightning* (125 gp); Total 1160 gp.

APL 10: Loot 92 gp; Magic *spellbook* (150 gp), *+1 ancient bastard sword* (174 gp), *+1 ancient flail* (173 gp), 2 *+1 chainmail* (90 gp each), *+1 bashing spiked ancient heavy bronze shield* (337 gp), *+1 ancient bronze buckler* (86 gp), *javelin of lightning* (125 gp); Total 1160 gp.

APL 12: Loot 92 gp; Magic *spellbook* (150 gp), *+2 ancient bastard sword* (674 gp), *+1 ancient flail* (173 gp), 2 *+1 chainmail* (90 gp each), *+2 bashing spiked ancient heavy bronze shield* (753 gp), *+1 ancient bronze buckler* (86 gp), *javelin of lightning* (125 gp), *cloak of charisma +2* (333gp); Total 2409 gp.

Encounter 8: Baron Lambert
Keeping all the loot:

APL 4: Magic 13 gp; *+1 bastard sword* (195 gp), *+1 ghost touch heavy shield* (1347 gp), *+1 chainmail* (108 gp, *bead of blessing* (50 gp); Total 1700 gp.

APL 6: Magic 13 gp; *+1 ghost touch bastard sword* (695 gp), *+1 ghost touch heavy shield* (1347 gp), *+1 chainmail* (108 gp), *bead of blessing* (50 gp); Total 2300 gp.

APL 8-12: Magic 13 gp; *+1 ghost touch bastard sword* (695 gp), *+1 ghost touch heavy shield* (1347 gp), *+1 ghost touch chainmail* (1358 gp), *bead of healing* (750 gp); Total 4150 gp.

Allowing Justinian to recover the artefacts:

APL 4: Magic 13 gp; *+1 bastard sword* (195 gp), *bead of blessing* (50 gp); Total 258 gp.

APL 6: Magic 13 gp; *+1 ghost touch bastard sword* (695 gp), *bead of blessing* (50 gp); Total 758 gp.

APL 8-12: Magic 13 gp; *+1 ghost touch bastard sword* (695 gp), *bead of healing* (750 gp); Total 1458 gp.

Total Possible Treasure

APL 4: Loot: 152 gp; Coin: 80 gp; Magic: 639 gp; Total: 871 gp

APL 6: Loot: 212 gp; Coin: 80 gp; Magic: 1488 gp; Total: 1780 gp

APL 8: Loot: 332 gp; Coin: 80 gp; Magic: 2618 gp; Total: 3030 gp

APL 10: Loot: 572 gp; Coin: 80 gp; Magic: 2618 gp; Total: 3270 gp

APL 12: Loot: 7372 gp; Coin: 80 gp; Magic: 3867 gp; Total: 11319 gp

Special
Favour of House Devonmeek: This favour may be redeemed for various uses within Ratik. As a reward for your services, you gain adventure access to the items marked ‡

Pommel Stone of Baron Lambert Tigerheart: For giving the Baron an honourable death in combat, his spirit has bequeathed you the pommel stone of his sword. Each time you upgrade it, you must visit a temple of your deity for 1 TU and pay the cost difference. It must be attached to the pommel of a weapon to work and you may only possess one using this favour. If lost or destroyed, this item cannot be replaced.

At 4th level, you may upgrade it to *bead of blessing.*
At 8th level, you may upgrade it to a *bead of healing.*
At 12th level, you may upgrade it to a *bead of karma.*

Haunted by Baron Lambert Tigerheart: Having giving the Baron a dishonourable death in combat, his spirit haunts you and makes your life miserable. Any time you make a Charisma based check, you must succeed at a Will save DC10 or suffer a -2 circumstance penalty to the check. After a year and a day, he departs to the afterlife.

Chosen of Darkness Vol#2: Although badly damaged, this spellbook still has some sections that are recoverable.
APL4 – *blade of blood, stand* (PH2), *wave blessing* (Sto); 150 gp
APL6 – All of APL4 plus *dimension hop* (PH2), *lifebolt, heroics* (SpC); 450 gp
APL8 – All of APL4-6 plus *crown of the grave, regroup* (PH2), *greater mage armor* (SpC); 900 gp
APL10 – All of APL4-8 plus *condemnation, trollshape* (PH2), *disguise ship* (Sto); 1500 gp
APL12 – All of APL4-10 plus *dimension shuffle, chasing perfection* (PH2), *airy water* (Sto); 2300 gp

Tomb-robbers: For violating the restful dead without permission, a warrant has been issued for your arrest. When you play in a Ratik regional adventure, roll 1d20. On a 1-2, you are arrested and imprisoned for 8 TU and fined 1000 Crowns. A DC20 Disguise check will reduce this to a roll of 1. The warrant expires a year and a day from the date this adventure was played or when you are caught.

ITEMS FOR THE ADVENTURE RECORD

Item Access
APL 4:
- *Chosen of Darkness Vol#2* (Adventure; see above)
- *ghostblight* (Adventure; CV; 100 gp) ‡
- *masterwork ancient chainmail* (Adventure; Dungeonscape; 75 gp)

- *masterwork ancient heavy bronze shield* (Adventure; Dungeonscape/A&EG; 42.5 gp)
- *masterwork ancient bastard sword* (Adventure; Dungeonscape; 87.5 gp)
- *Metamagic Rod, Silent* (Adventure; DMG) ⁑

APL 6 (all of APL 4 plus the following):
- *+1 ghost touch bastard sword*
- *javelin of lightning* (Adventure; DMG)
- *boots of springing and striding* (Adventure; DMG) ⁑

APL 8 (all of APLs 4-6 plus the following):
- *sacred scabbard* (Adventure; CW; 4,400 gp) ⁑
- *+1 bashing spiked heavy bronze shield* (Adventure; DMG/A&EG; 4,180 gp)

APL 10 (all of APL 4-8 plus the following):
- *ioun stone (dusty rose prism)* (Adventure; DMG) ⁑
- *boots of speed* (Adventure; DMG) ⁑

APL 12 (all of APL 4-10 plus the following):
- *+1 spellstoring flail* (Adventure; DMG)
- *+2 bashing spiked heavy bronze shield* (Adventure; DMG/A&EG; 9,180 gp)

INTRODUCTION

JUSTINIAN RUTHVEN   **CR 6**

Male dwarf wizard 6
N Medium humanoid (dwarf)
Init -1; **Senses** Listen +2, Spot +2
Aura none
Languages Common

AC 14, touch 10, flat-footed 14
  (+/-0 size, -1 Dex, +3 armor, +1 deflection, +1 natural)
hp 25 (6 HD);
Fort +3 (+5 against poison), **Ref** +1, **Will** +7
Weakness

Speed base movement 20 ft.
Melee dagger +4 (1d4+1/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +3
Atk Options spells
Special Actions
Combat Gear Amulet of Natural Armor +1, Bracers of Armor +3, Ring of Protection +1, +1 cold iron dagger
Wizard Spells Prepared (CL 6th):
  3rd—*greater magic weapon, Leomund's tiny hut, speak with dead*[D]
  2nd—*detect thoughts, false life, knock, locate object*
  1st—*comprehend languages, detect secret doors, identify, magic missile*
  0—*detect magic, detect poison, read magic, disrupt undead*
D: Domain spell. Deity: Vergadain. Domains: Pact
  ‡ Already cast

Abilities Str 10, Dex 8, Con 13, Int 16, Wis 14, Cha 12
Feats Skill Focus: Knowledge (History), Scribe Scroll[B], Arcane Discipline (Pact Domain), Craft Wondrous Item[B], Spell Mastery (*magic missile, knock, Leomund's tiny hut*)
Skills Concentration +5, Decipher Script +11, Knowledge (Religion) +7, Knowledge (History) +15, Knowledge (Local: NMR) +8, Spellcraft +12,
Possessions combat gear plus holy symbol (gold coin – Vergadain)
Spellbook spells prepared plus 1—*Tenser's floating disk*, 2—*knock*, 3—*gentle repose*

3F: WALKING DEAD

ANIMATED OBJECT, MEDIUM   **CR 2**
N Medium construct
Init +0; **Senses** Listen -5, Spot -5
Aura Moderate Transmutation
Languages n/a

AC 23, touch 10, flat-footed 23
  (+/-0 size, +/-0 Dex, +0 class, +7 armor, +2 shield, +0 deflection, +0 insight, +4 natural)
hp 35 (2 HD); hardness 5
Fort +0 (+0 against poison), **Ref** +0, **Will** -5
Weakness

Speed 30 ft. in half plate (6 squares), base movement 40 ft.;
Melee masterwork longsword +3 (1d8; 19-20/x2) or slam +2 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Combat Gear masterwork ancient longsword, masterwork ancient heavy steel shield, masterwork ancient half plate

Abilities Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1
SQ Construct traits, darkvision 60 ft., low-light vision
Feats -
Skills -

Ancient Arms: see New Rules Items

5: WRAITHS OF THE SWORD

SWORDWRAITH WARRIOR   **CR 4**
Male swordwraith fighter 2
LE Medium undead (augmented human)
Init +2; **Senses** Listen +2, Spot +2
Aura Faint evil/lawful
Languages Common

AC 21, touch 15, flat-footed 19
  (+/-0 size, +2 Dex, +0 class, +6 armor, +3 shield, +0 deflection, +0 insight, +0 natural)
hp 16 (2 HD); DR 5/magic
Resist; Turn Resistance +2
Fort +3 (+3 against poison), **Ref** +2, **Will** +2

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.;
Melee bastard sword +6 (1d10+2 +1 Str // 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4 (+7 resist)
Combat Gear *+1 ancient bastard sword*, masterwork ancient flail, *+1 ancient chainmail*, masterwork ancient heavy bronze shield

Abilities Str 15, Dex 14, Con -, Int 13, Wis 10, Cha 12
SQ Undead traits
Feats Alertness[B], Iron Will[B], Shield Specialization (heavy), Shield Ward (heavy), EWP (bastard sword)[B], Weapon Focus (bastard sword)[B]
Skills Handle Animal +6, Hide +0, Intimidate +6, Jump -3, Move Silently +0, Ride +9,
Possessions combat gear

APL 4

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.
Skills Swordwraiths gain a +4 racial bonus on Hide and Move Silently checks.
Ancient Arms: see New Rules Items

SWORDWRAITH MEDIC   **CR 4**
Female swordwraith Favored Soul (Hextor) 2
LE Medium undead (augmented human)
Init +2; **Senses** Listen +3, Spot +3
Aura Moderate evil/lawful
Languages Common

AC 19, touch 12, flat-footed 17
  (+/-0 size, +2 Dex, +0 class, +6 armor, +1 shield, +0 deflection, +0 insight, +0 natural)
hp 16 (2 HD); DR 5/magic
Resist ; Turn Resistance +2
Fort +3 (+3 against poison), **Ref** +5, **Will** +6

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.;
Melee mw flail +4 (1d8+1 +1 Str)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +3
Combat Gear masterwork ancient flail, masterwork ancient heavy mace, *+1 ancient chainmail*, masterwork bronze buckler, silver holy symbol (Hextor)
Favored Soul Spells Known (CL 2nd; DC11 + spell level):
  1st (5/day; 4 left)—*deathwatch* ⸸*, divine favor, inflict light wounds*
  0 (6/day)—*cure minor wounds, detect magic, inflict minor wounds, mending, read magic*
⸸ Already cast

Abilities Str 15, Dex 14, Con -, Int 10, Wis 12, Cha 13
SQ Undead traits
Feats Alertness[B], Iron Will[B], Power Attack, Shield Specialization
Skills Concentration +5, Diplomacy +8, Hide +0, Move Silently +0, Sense Motive +6,
Possessions combat gear plus damaged spellbook "Chosen of Darkness Vol#2"

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.
Skills Swordwraiths gain a +4 racial bonus on Hide and Move Silently checks.
Ancient Arms: see New Rules Items

7: BARON LAMBERT

BARON LAMBERT TIGERHEART   **CR 6**
Male ghost knight 4
LN Medium undead (augmented human, incorporeal)
Init +0; **Senses** Listen -1, Spot -1
Aura Faint lawful
Languages Common, Old Oeridian

AC 17, touch 13, flat-footed 17 or (20, touch 10, flat-footed 20 on the ethereal plane)
(+0 Dex, +6 armor, +4 shield, +3 deflection)
Miss Chance 50% Incorporeal
hp 32 (4 HD)
Immune
Resist ; +4 turn resistance
Fort +1 (+1 against poison), **Ref** +1, **Will** +3
Weakness

Speed 30 ft. in chainmail (6 squares), base movement 30 ft., fly 30 ft. (perfect);
Melee bastard sword +9 (1d10+4, 19-20/x2, 50% miss chance), or Draining Touch +4 incorporeal touch (1d4 drain),
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** – (+7 or +11 resist)
Atk Options Telekinesis
Special Actions Manifestation, Draining Touch, Telekinesis, fighting challenge +1, shield block +1, bulwark of defense, test of mettle
Combat Gear (all Ghostly Equipment) +1 bastard sword, +1 ghost touch heavy shield, +1 chainmail

Abilities Str 16 Dex 10, Con -, Int 13, Wis 8, Cha 16
SQ Undead traits, Incorporeal traits, rejuvenation, knight's challenge, knight's code, armor mastery (medium)
Feats EWP (bastard sword), WF (bastard sword), Mounted Combat[B], Combat Expertise
Skills Handle Animal +10, Intimidate +10, Knowledge (nobility & royalty) +8, Ride +9,
Possessions combat gear plus

Draining Touch (Su) A ghost that his a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.
Manifestation (Su) as per MM pg 118
Telekinesis (Su) A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again. (see Tactics).
The Knight's Code: You fight not only to defeat your foes, but to prove your honor, demonstrate your fighting ability and win renown across the land. A knight does not benefit from flanking, never strikes a flat-footed opponent and never deals lethal damage against a helpless foe.
Knight's Challenge (Ex) You can use this ability a number of times per day equal to ½ you class level + your Charisma bonus. See below for uses.
Fighting Challenge (Ex) Not usable as an undead.
Shield Block (Ex) Starting at 2nd level, you excel in using your armor and shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1, as you move your shield to deflect an incoming blow, possibly providing just enough protection to turn a telling swing into a near miss.

Bulwark of Defence (Ex) When you reach 3rd level, an opponent that begins its turn in your threatened area treats all the squares that you threaten as difficult terrain. Your strict vigilance and active defensive maneuvers force your opponents to move with care.
Test of Mettle (Ex) No effect on this adventure.

3F: WALKING DEAD

ANIMATED OBJECT, MEDIUM   **CR 2**
N Medium construct
Init +0; **Senses** Listen -5, Spot -5
Aura Moderate Transmutation
Languages n/a

AC 23, touch 10, flat-footed 23
  (+/-0 size, +/-0 Dex, +0 class, +7 armor, +2 shield, +0 deflection, +0 insight, +4 natural)
hp 35 (2 HD); hardness 5
Fort +0 (+0 against poison), **Ref** +0, **Will** -5
Weakness

Speed 30 ft. in half plate (6 squares), base movement 40 ft.;
Melee longsword +3 (1d8; 19-20/x2) or slam +2 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Combat Gear masterwork ancient longsword, masterwork ancient heavy steel shield, masterwork ancient half plate

Abilities Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1
SQ Construct traits, darkvision 60 ft., low-light vision
Feats -
Skills -

Ancient Arms: see New Rules Items

5: WRAITHS OF THE SWORD

SWORDWRAITH WARRIOR   **CR 6**
Male swordwraith fighter 4
LE Medium undead (augmented human)
Init +2; **Senses** Listen +2, Spot +2
Aura Faint evil/lawful
Languages Common

AC 22, touch 16, flat-footed 20
  (+/-0 size, +2 Dex, +0 class, +6 armor, +4 shield, +0 deflection, +0 insight, +0 natural)
hp 32 (4 HD); DR 5/magic
Resist; Turn Resistance +2
Fort +4 (+4 against poison), **Ref** +3, **Will** +3

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.;
Melee bastard sword +9 (1d10+5 +1 Str // 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +7 (+11 resist)
Combat Gear +1 ancient bastard sword, masterwork ancient flail, +1 ancient chainmail, +1 heavy bronze shield, javelin of lightning

Abilities Str 16, Dex 14, Con -, Int 13, Wis 10, Cha 12
SQ Undead traits
Feats Alertness[B], Iron Will[B], Shield Specialization (heavy), Shield Ward (heavy), EWP (bastard sword)[B], Weapon Focus (bastard sword)[B], Combat Expertise, Weapon Specialisation (bastard sword)[B]
Skills Handle Animal +8, Hide +0, Intimidate +8, Jump -1, Move Silently +0, Ride +11,
Possessions combat gear

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.
Skills Swordwraiths gain a +4 racial bonus on Hide and Move Silently checks.
Ancient Arms: see New Rules Items

SWORDWRAITH MEDIC   **CR 6**
Female swordwraith Favored Soul (Hextor) 4
LE Medium undead (augmented human)
Init +2; **Senses** Listen +3, Spot +3
Aura Moderate evil/lawful
Languages Common

AC 21, touch 15, flat-footed 19
  (+/-0 size, +2 Dex, +0 class, +6 armor, +3 shield, +0 deflection, +0 insight, +0 natural)
hp 32 (4 HD); DR 5/magic
Resist ; Turn Resistance +2
Fort +4 (+4 against poison), **Ref** +6, **Will** +7

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.;
Melee flail +8 (1d8+3 +1 Str)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +6 (+9 resist)
Combat Gear +1 ancient flail, mw ancient heavy mace, +1 ancient chainmail, +1 ancient bronze buckler, silver holy symbol (Hextor)
Favored Soul Spells Known (CL 4th; DC11 + spell level):
  2nd (3/day)—bull's strength, desecrate, sound burst
  1st (7/day; 5 left)—deathwatch ⸸, divine favor, inflict light wounds, protection from good ⸸
  0 (6/day)—cure minor wounds, detect magic, inflict minor wounds, mending, read magic
⸸ Already cast

Abilities Str 16, Dex 14, Con -, Int 10, Wis 12, Cha 13
SQ Undead traits
Feats Alertness[B], Iron Will[B], Power Attack, Shield Specialisation (buckler), Shield Ward (buckler), Weapon Focus (flail)[B]
Skills Concentration +7, Diplomacy +10, Hide +0, Move Silently +0, Sense Motive +8,
Possessions combat gear plus damaged spellbook "Chosen of Darkness Vol#2"

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.
Skills Swordwraiths gain a +4 racial bonus on Hide and Move Silently checks.
Ancient Arms: see New Rules Items

7: BARON LAMBERT

BARON LAMBERT TIGERHEART   **CR 8**
Male ghost knight 6
LN Medium undead (augmented human, incorporeal)
Init +0; **Senses** Listen -1, Spot -1

Aura Faint lawful
Languages Common, Old Oeridian

AC 17, touch 17, flat-footed 17 or (20, touch 10, flat-footed 20 on the ethereal plane)
 (+0 Dex, +6 armor, +4 shield, +3 deflection)
Miss Chance 50% Incorporeal
hp 48 (6 HD)
Resist ; +4 turn resistance
Fort +2 (+2 against poison), **Ref** +2, **Will** +4

Speed 30 ft. in chainmail (6 squares), base movement 30 ft., fly 30 ft. (perfect);
Melee bastard sword +11/+6 (1d10+4, 19-20/x2), or Draining Touch +6 incorporeal touch (1d4 drain),
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** – (+9/+4)
Atk Options Telekinesis
Special Actions Manifestation, Draining Touch, Telekinesis, fighting challenge +1, shield block +1, bulwark of defense, test of mettle, vigilant defender, shield ally
Combat Gear (all Ghostly Equipment) *+1 ghost touch bastard sword, +1 ghost touch heavy shield, +1 chainmail*

Abilities Str 16 Dex 10 Con -, Int 13, Wis 8, Cha 16
SQ Undead traits, Incorporeal traits, rejuvenation, knight's challenge, knight's code, armor mastery (medium)
Feats EWP (bastard sword), Weapon Focus (bastard sword), Mounted Combat[B], Combat Expertise, Shield Specialisation (heavy)[B], Shield Ward (heavy)
Skills Handle Animal +12, Intimidate +12, Knowledge (nobility & royalty) +10, Ride +11,
Possessions combat gear

Draining Touch (Su) A ghost that his a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su) as per MM pg 118

Telekinesis (Su) A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

The Knight's Code: You fight not only to defeat your foes, but to prove your honor, demonstrate your fighting ability and win renown across the land. A knight does not benefit from flanking, never strikes a flat-footed opponent and never deals lethal damage against a helpless foe.

Knight's Challenge (Ex) You can use this ability a number of times per day equal to ½ you class level + your Charisma bonus. See below for uses.

Fighting Challenge (Ex) Not usable as an undead.

Shield Block (Ex) Starting at 2nd level, you excel in using your armor and shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1, as you move your shield to deflect an incoming blow, possibly providing just enough protection to turn a telling swing into a near miss.

Bulwark of Defence (Ex) When you reach 3rd level, an opponent that begins its turn in your threatened area treats all the squares that you threaten as difficult terrain. Your strict vigilance and active defensive maneuvers force your opponents to move with care.

Armor Mastery (Ex) Starting at 4th level, you are able to wear your armor like a second skin and ignore the standard speed reduction for wearing medium armor. Starting at 9th level, you ignore the speed reduction imposed by heavy armor as well.

Test of Mettle (Ex) No effect on this adventure.

Vigilant Defender (Ex) Starting at 5th level, you stand your ground against all enemies, warding the spot where you make your stand to prevent foes from slipping past and attacking those you protect. If an opponent attempts to use the Tumble skill to move through your threatened area or your space without provoking at AoO, the Tumble check DC to avoid your attacks of opportunity increases by an amount equal to your class level.

Shield Ally (Ex) No effect on this adventure.

3F: WALKING DEAD

ANIMATED OBJECT, MEDIUM   **CR 2**
N Medium construct
Init +0; **Senses** Listen -5, Spot -5
Aura Moderate Transmutation
Languages n/a

AC 23, touch 10, flat-footed 23
 (+/-0 size, +/-0 Dex, +0 class, +7 armor, +2 shield, +0 deflection, +0 insight, +4 natural)
hp 35 (2 HD); hardness 5
Fort +0 (+0 against poison), **Ref** +0, **Will** -5

Speed 30 ft. in half plate (6 squares), base movement 40 ft.;
Melee masterwork ancient longsword +3 (1d8; 19-20/x2) or slam +2 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Combat Gear masterwork ancient longsword, masterwork ancient heavy steel shield, masterwork ancient half plate

Abilities Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1
SQ Construct traits, darkvision 60 ft., low-light vision
Feats -
Skills -

Ancient Arms: see New Rules Items

5: WRAITHS OF THE SWORD

SWORDWRAITH WARRIOR   **CR 9**
Male swordwraith fighter 7
LE Medium undead (augmented human)
Init +2; **Senses** Listen +2, Spot +2
Aura Faint evil/lawful
Languages Common

AC 22, touch 16, flat-footed 20
 (+/-0 size, +2 Dex, +0 class, +6 armor, +4 shield, +0 deflection, +0 insight, +0 natural)
hp 56 (7 HD); DR 5/magic
Resist; Turn Resistance +2
Fort +5 (+5 against poison), **Ref** +4, **Will** +4

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.;
Melee lance +10 (1d8+3 +1 Str) OR bastard sword +12 (1d10+5 +1 Str // 19-20/x2) OR bastard sword +10/+5 (1d10+5 +1 Str // 19-20/x2) and shield bash +9 (2d6+2 +1 Str)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +10 (+14 resist)
Combat Gear *+1 ancient bastard sword,* masterwork ancient flail, *ancient lance, +1 ancient chainmail, +1 bashing spiked heavy bronze shield, javelin of lightning*

Abilities Str 16, Dex 14, Con -, Int 13, Wis 10, Cha 12
SQ Undead traits
Feats Alertness[B], Iron Will[B], Shield Specialization (heavy), Shield Ward (heavy), EWP (bastard sword)[B], Weapon Focus (bastard sword)[B], Combat Expertise, Weapon Specialisation (bastard

sword)[B], Improved Shield Bash, Agile Shield Fighter[B],
Skills Handle Animal +11, Hide +0, Intimidate +11, Jump +2, Move Silently +0, Ride +14,
Possessions combat gear

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.
Skills Swordwraiths gain a +4 racial bonus on Hide and Move Silently checks.
Ancient Arms: see New Rules Items

SWORDWRAITH MEDIC   **CR 9**
Female swordwraith Favored Soul (Hextor) 7
LE Medium undead (augmented human)
Init +2; **Senses** Listen +3, Spot +3
Aura Moderate evil/lawful
Languages Common

AC 21, touch 15, flat-footed 19
 (+/-0 size, +2 Dex, +0 class, +6 armor, +3 shield, +0 deflection, +0 insight, +0 natural)
hp 56 (7 HD); DR 5/magic
Resist; Turn Resistance +2; Fire Resistance 10
Fort +5 (+5 against poison), **Ref** +7, **Will** +8

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.;
Melee flail +10 (1d8+3 +1 Str)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +8
Combat Gear *+1 ancient flail,* masterwork ancient heavy mace, *+1 ancient chainmail, +1 ancient bronze buckler,* silver holy symbol (Hextor)
Favored Soul Spells Known (CL 7th; DC11 + spell level):
 3rd (4/day; 3 left)—*dispel magic, inflict serious wounds, magic circle against chaos* ‡
 2nd (6/day)—*bull's strength, desecrate, hold person, sound burst*
 1st (7/day; 5 left)—*bane, deathwatch* ‡*, divine favor, inflict light wounds, protection from good* ‡*, shield of faith*
 0 (6/day)—*cure minor wounds, detect magic, inflict minor wounds, light, mending, read magic*
‡ Already cast

Abilities Str 16, Dex 14, Con -, Int 10, Wis 12, Cha 13
SQ Undead traits
Feats Alertness[B], Iron Will[B], Power Attack, Shield Specialisation (buckler), Shield Ward (buckler), Weapon Focus (flail)[B], Mounted Combat,
Skills Concentration +10, Diplomacy +10, Hide +0, Move Silently +0, Ride +5, Sense Motive +8,
Possessions combat gear plus damaged spellbook "Chosen of Darkness Vol#2"

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.
Skills Swordwraiths gain a +4 racial bonus on Hide and Move Silently checks.

Ancient Arms: see New Rules Items

HEAVY WARHORSE SKELETON   **CR 2**
NE Large undead (augmented animal)
Init +6; **Senses** Listen +0, Spot +0
Aura Faint evil
Languages Common

AC 18, touch 12, flat-footed 16
  (-1 size, +2 Dex, +4 armor, +0 shield, +0 deflection,
  +0 insight, +2 natural)
hp 32 (4 HD)
Immune Cold immunity; DR 5/Bludgeoning
Fort +1 (+1 against poison), **Ref** +1, **Will** +4

Speed 50 ft. in chain shirt barding (10 squares), base
    movement 50 ft.;
Melee 2 hooves +6 (1d6+4) and bite +1 (1d4+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +6
Combat Gear mw ancient chain shirt barding

Abilities Str 18, Dex 15, Con -, Int -, Wis 10, Cha 1
SQ Undead traits,
Feats Improved Initiative[B]
Skills -
Possessions combat gear

Ancient Arms: see New Rules Items

7: BARON LAMBERT

BARON LAMBERT TIGERHEART   **CR 11**
Male ghost knight 9
LN Medium undead (augmented human, incorporeal)
Init +0; **Senses** Listen -1, Spot -1
Aura Faint lawful
Languages Common, Old Oeridian

AC 23, touch 17, flat-footed 23 or (20, touch 10, flat-
    footed 20 on the ethereal plane)
  (+0 Dex, +6 armor, +4 shield, +3 deflection)
Miss Chance 50% Incorporeal
hp 72 (9 HD)
Resist ; +4 turn resistance
Fort +3 (+3 against poison), **Ref** +3, **Will** +5

Speed 30 ft. in chainmail (6 squares), base
    movement 30 ft., fly 30 ft. (perfect);
Melee *+1 ghost touch bastard sword* +14/+9 (1d10+4,
    17-20/x2), or lance +13/+8 (1d8+5/x3; 50% miss
    chance), or Draining Touch +9 incorporeal touch
    (1d4 drain),
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** – (+12/+7; +16 resist)
Atk Options Telekinesis
Special Actions Manifestation, Draining Touch,
    Telekinesis, fighting challenge +2, shield block +1,
    bulwark of defense, test of mettle, vigilant
    defender, shield ally
Combat Gear (all Ghostly Equipment) *+1 ghost touch
    bastard sword, +1 ghost touch heavy shield, +1
    ghost touch chainmail*

Abilities Str 17 Dex 10, Con -, Int 13, Wis 8, Cha 16
SQ Undead traits, Incorporeal traits, rejuvenation,
    knight's challenge, knight's code, armor mastery
    (medium), call to battle, armor mastery (heavy)

Feats Exotic Weapon Proficiency (bastard sword),
    Weapon Focus (bastard sword), Mounted
    Combat[B], Combat Expertise, Shield Specialisation
    (heavy)[B], Shield Ward (heavy), Improved Critical
    (bastard sword),
Skills Handle Animal +15, Intimidate +15, Knowledge
    (nobility & royalty) +13, Ride +14,
Possessions combat gear plus

Draining Touch (Su) A ghost that his a living target
    with its incorporeal touch attack drains 1d4 points
    from any one ability score it selects. On each such
    successful attack, the ghost heals 5 points of
    damage to itself. Against ethereal opponents, it
    adds its Strength modifier to attack rolls only.
    Against nonethereal opponents, it adds its
    Dexterity modifier to attack rolls only.
Manifestation (Su) as per MM pg 118
Telekinesis (Su) A ghost can use *telekinesis* as a
    standard action (caster level 12th or equal to the
    ghost's HD, whichever is higher). When a ghost
    uses this power, it must wait 1d4 rounds before
    using it again.
The Knight's Code: You fight not only to defeat your
    foes, but to prove your honor, demonstrate your
    fighting ability and win renown across the land. A
    knight does not benefit from flanking, never strikes
    a flat-footed opponent and never deals lethal
    damage against a helpless foe.
Knight's Challenge (Ex) You can use this ability a
    number of times per day equal to ½ you class level
    + your Charisma bonus. See below for uses.
Fighting Challenge (Ex) Not usable as an undead.
Shield Block (Ex) Starting at 2nd level, you excel in
    using your armor and shield to frustrate your
    enemy's attacks. During your action, designate a
    single opponent as the target of this ability. Your
    shield bonus to AC against that foe increases by 1,
    as you move your shield to deflect an incoming
    blow, possibly providing just enough protection to
    turn a telling swing into a near miss.
Bulwark of Defence (Ex) When you reach 3rd level,
    an opponent that begins its turn in your threatened
    area treats all the squares that you threaten as
    difficult terrain. Your strict vigilance and active
    defensive maneuvers force your opponents to
    move with care.
Armor Mastery (Ex) Starting at 4th level, you are able
    to wear your armor like a second skin and ignore
    the standard speed reduction for wearing medium
    armor. Starting at 9th level, you ignore the speed
    reduction imposed by heavy armor as well.
Test of Mettle (Ex) No effect on this adventure.
Vigilant Defender (Ex) Starting at 5th level, you stand
    your ground against all enemies, warding the spot
    where you make your stand to prevent foes from
    slipping past and attacking those you protect. If an
    opponent attempts to use the Tumble skill to move
    through your threatened area or your space without
    provoking at AoO, the Tumble check DC to avoid
    your attacks of opportunity increases by an amount
    equal to your class level.
Shield Ally (Ex) No effect in this adventure.

Call to battle (Ex) No effect in this adventure.

HEAVY WARHORSE GHOST   **CR 4**
NE Large undead (augmented animal)
Init +6; **Senses** Listen +0, Spot +0
Aura Faint evil
Languages Common

AC 11, touch 11, flat-footed 10
  (-1 size, +1 Dex, +1 deflection)
hp 32 (4 HD)
Immune
Fort +1 (+1 against poison), **Ref** +2, **Will** +5

Speed 50 ft. in chain shirt barding (10 squares), base
    movement 50 ft.;
Melee Draining Touch +2 incorpoeal touch (1d6+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** -
Special Actions Manifestation, Draining Touch
Combat Gear none

Abilities Str – (18), Dex 13, Con -, Int 2, Wis 13, Cha
    6
SQ Undead traits,
Feats Endurance, Run
Skills Listen +5, Spot +4,
Possessions combat gear plus

Draining Touch (Su) A ghost that his a living target
    with its incorporeal touch attack drains 1d4 points
    from any one ability score it selects. On each such
    successful attack, the ghost heals 5 points of
    damage to itself. Against ethereal opponents, it
    adds its Strength modifier to attack rolls only.
    Against nonethereal opponents, it adds its
    Dexterity modifier to attack rolls only.

3F: WALKING DEAD

ANIMATED OBJECT, MEDIUM   **CR 2**
N Medium construct
Init +0; **Senses** Listen -5, Spot -5
Aura Moderate Transmutation
Languages n/a

AC 23, touch 10, flat-footed 23
  (+/-0 size, +/-0 Dex, +0 class, +7 armor, +2 shield, +0 deflection, +0 insight, +4 natural)
hp 35 (2 HD); hardness 5
Fort +0 (+0 against poison), **Ref** +0, **Will** -5

Speed 30 ft. in half plate (6 squares), base movement 40 ft.;
Melee masterwork longsword +3 (1d8; 19-20/x2) or slam +2 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Combat Gear masterwork ancient longsword, masterwork ancient heavy steel shield, masterwork ancient half plate

Abilities Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1
SQ Construct traits, darkvision 60 ft., low-light vision
Feats -
Skills -

Ancient Arms: see New Rules Items

5: WRAITHS OF THE SWORD

SWORDWRAITH WARRIOR   **CR 11**
Male swordwraith fighter 9
LE Medium undead (augmented human)
Init +2; **Senses** Listen +2, Spot +2
Aura Faint evil/lawful
Languages Common

AC 22, touch 16, flat-footed 20
  (+/-0 size, +2 Dex, +0 class, +6 armor, +4 shield, +0 deflection, +0 insight, +0 natural)
hp 72 +15 temporary (9 HD); DR 5/magic
Immune spell immunity (*searing light, bolt of glory*)
Resist; Turn Resistance +2, *freedom of movement*
Fort +6 (+6 against poison), **Ref** +5, **Will** +5

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.;
Melee ancient lance +12 (1d8+3 +1 Str) OR *+1 ancient bastard sword* +14/+9 (1d10+7 +1 Str // 19-20/x2) OR *+1 ancient bastard sword* +12/+7 (1d10+7 +1 Str // 19-20/x2) and shield bash +11 (2d6+2 +1 Str)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +12 (+16 resist)
Atk Options
Special Actions
Combat Gear *+1 ancient bastard sword, mw ancient flail,* ancient lance*, +1 ancient chainmail, +1 bashing spiked heavy bronze shield, javelin of lightning*

Abilities Str 17, Dex 14, Con -, Int 13, Wis 10, Cha 12
SQ Undead traits

Feats Alertness[B], Iron Will[B], Shield Specialization (heavy), Shield Ward (heavy), EWP (bastard sword)[B], Weapon Focus (bastard sword)[B], Combat Expertise, Weapon Specialisation (bastard sword)[B], Improved Shield Bash, Agile Shield Fighter[B], Melee Weapon Mastery (slashing)[B], Mounted Combat,
Skills Handle Animal +13, Hide +2, Intimidate +13, Jump +6, Move Silently +2, Ride +16,
Possessions combat gear

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.
Skills Swordwraiths gain a +4 racial bonus on Hide and Move Silently checks.
Ancient Arms: see New Rules Items

SWORDWRAITH MEDIC   **CR 11**
Female swordwraith Favored Soul (Hextor) 9
LE Medium undead (augmented human)
Init +2; **Senses** Listen +3, Spot +3
Aura Moderate evil/lawful
Languages Common

AC 21, touch 15, flat-footed 19
  (+/-0 size, +2 Dex, +0 class, +6 armor, +3 shield, +0 deflection, +0 insight, +0 natural)
hp 72 +15 temporary (9 HD); DR 5/magic
Immune *Spell Immunity* (*searing light, bolt of glory*)
Resist; Turn Resistance +2; Fire Resistance 10, *freedom of movement*
Fort +6 (+5 against poison), **Ref** +8, **Will** +9

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.;
Melee *+1 ancient flail* +11/+6 (1d8+3 +1 Str)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +9 (+12 resist)
Atk Options
Special Actions
Combat Gear *+1 ancient flail,* masterwork ancient heavy mace*, +1 ancient chainmail, +1 ancient bronze buckler*, silver holy symbol (Hextor)
Favored Soul Spells Known (CL 9th; DC11 + spell level):
  4th (4/day; 1 left)—*divine power, freedom of movement* ‡*, spell immunity* ‡
  3rd (6/day; 5 left)—*dispel magic, inflict serious wounds, magic circle against chaos* ‡*, remove blindness/deafness*
  2nd (7/day; 5 left)—*aid* ‡*, bull's strength, desecrate, hold person, sound burst*
  1st (7/day; 5 left)—*bane, deathwatch* ‡*, divine favor, inflict light wounds, protection from good* ‡*, shield of faith*
  0 (6/day)—*cure minor wounds, detect magic, inflict minor wounds, light, mending, read magic, resistance*
‡ Already cast

Abilities Str 16, Dex 14, Con -, Int 10, Wis 12, Cha 14

SQ Undead traits
Feats Alertness[B], Iron Will[B], Power Attack, Shield Specialisation (buckler), Shield Ward (buckler), Weapon Focus (flail)[B], Mounted Combat, Empower spell,
Skills Concentration +12, Diplomacy +10, Hide +0, Move Silently +0, Ride +6, Sense Motive +10,
Possessions combat gear plus damaged spellbook "Chosen of Darkness Vol#2"

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.
Skills Swordwraiths gain a +4 racial bonus on Hide and Move Silently checks.
Ancient Arms: see New Rules Items

HEAVY WARHORSE SKELETON   CR 2
NE Large undead (augmented animal)
Init +6; **Senses** Listen +0, Spot +0
Aura Faint evil
Languages Common

AC 18, touch 12, flat-footed 16
 (-1 size, +2 Dex, +4 armor, +0 shield, +0 deflection, +0 insight, +2 natural)
hp 32 (4 HD)
Immune Cold immunity; DR 5/Bludgeoning
Fort +1 (+1 against poison), **Ref** +1, **Will** +4

Speed 50 ft. in chain shirt barding (10 squares), base movement 50 ft.;
Melee 2 hooves +6 (1d6+4) and bite +1 (1d4+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +6
Combat Gear masterwork ancient chain shirt barding

Abilities Str 18, Dex 15, Con -, Int -, Wis 10, Cha 1
SQ Undead traits,
Feats Improved Initiative[B]
Skills -
Possessions combat gear plus

Ancient Arms: see New Rules Items

7: BARON LAMBERT
BARON LAMBERT TIGERHEART   CR 13
Male ghost knight 11
LN Medium undead (augmented human, incorporeal)
Init +0; **Senses** Listen -1, Spot -1
Aura Faint lawful
Languages Common, Old Oeridian

AC 23, touch 17, flat-footed 23 or (20, touch 10, flat-footed 20 on the ethereal plane)
 (+0 Dex, +6 armor, +4 shield, +3 deflection)
Miss Chance 50% Incorporeal
hp 88 (11 HD)
Resist ; +4 turn resistance
Fort +3 (+3 against poison), **Ref** +3, **Will** +6

Speed 30 ft. in chainmail (6 squares), base movement 30 ft., fly 30 ft. (perfect);
Melee bastard sword +16/+11/+6 (1d10+4, 17-20/x2), or lance +15/+10/+5 (1d8+5/x3; 50% miss chance), or Draining Touch +11 incorporeal touch (1d4 drain),

Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** – (+14/+9; +18 resist)
Atk Options Telekinesis
Special Actions Manifestation, Draining Touch, Telekinesis, fighting challenge +2, shield block +2, bulwark of defense, test of mettle, vigilant defender, shield ally
Combat Gear (all Ghostly Equipment) *+1 ghost touch bastard sword, +1 ghost touch heavy shield, +1 ghost touch chainmail*
Abilities Str 17 Dex 10, Con -, Int 13, Wis 8, Cha 16
SQ Undead traits, Incorporeal traits, rejuvenation, knight's challenge, knight's code, armor mastery (medium), call to battle, armor mastery (heavy)
Feats Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Mounted Combat[B], Combat Expertise, Shield Specialisation (heavy)[B], Shield Ward (heavy), Improved Critical (bastard sword), Improved Disarm[B],
Skills Handle Animal +17, Intimidate +17, Knowledge (nobility & royalty) +15, Ride +16,
Possessions combat gear

Draining Touch (Su) A ghost that his a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.
Manifestation (Su) as per MM pg 118
Telekinesis (Su) A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.
The Knight's Code: You fight not only to defeat your foes, but to prove your honor, demonstrate your fighting ability and win renown across the land. A knight does not benefit from flanking, never strikes a flat-footed opponent and never deals lethal damage against a helpless foe.
Knight's Challenge (Ex) You can use this ability a number of times per day equal to ½ you class level + your Charisma bonus. See below for uses.
Fighting Challenge (Ex) Not usable as an undead.
Shield Block (Ex) Starting at 2nd level, you excel in using your armor and shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1, as you move your shield to deflect an incoming blow, possibly providing just enough protection to turn a telling swing into a near miss.
Bulwark of Defence (Ex) When you reach 3rd level, an opponent that begins its turn in your threatened area treats all the squares that you threaten as difficult terrain. Your strict vigilance and active defensive maneuvers force your opponents to move with care.
Armor Mastery (Ex) Starting at 4th level, you are able to wear your armor like a second skin and ignore

the standard speed reduction for wearing medium armor. Starting at 9th level, you ignore the speed reduction imposed by heavy armor as well.

Test of Mettle (Ex) No effect on this adventure.

Vigilant Defender (Ex) Starting at 5th level, you stand your ground against all enemies, warding the spot where you make your stand to prevent foes from slipping past and attacking those you protect. If an opponent attempts to use the Tumble skill to move through your threatened area or your space without provoking an Attack of Opportunity, the Tumble check DC to avoid your attacks of opportunity increases by an amount equal to your class level.

Shield Ally (Ex) No effect in this adventure.

Call to battle (Ex) No effect in this adventure.

HEAVY WARHORSE GHOST   **CR 4**

NE Large undead (augmented animal)
Init +6; **Senses** Listen +0, Spot +0
Aura Faint evil
Languages Common

AC 11, touch 11, flat-footed 10
  (-1 size, +1 Dex, +1 deflection)
hp 32 (4 HD)
Fort +1 (+1 against poison), **Ref** +2, **Will** +5

Speed 50 ft. in chain shirt barding (10 squares), base movement 50 ft.;
Melee Draining Touch +2 incorpoeal touch (1d6+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** -
Special Actions Manifestation, Draining Touch
Combat Gear none

Abilities Str – (18), Dex 13, Con -, Int 2, Wis 13, Cha 6
SQ Undead traits,
Feats Endurance, Run
Skills Listen +5, Spot +4,
Possessions combat gear

Draining Touch (Su) A ghost that his a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

3F: WALKING DEAD

MOB OF ANIMATED OBJECTS, MEDIUM   CR 8
N Gargantuan construct
Init +0; **Senses** Listen -5, Spot -5
Aura Overwhelming Transmutation
Languages n/a

AC 19, touch 6, flat-footed 19
  (-4 size, +/-0 Dex, +0 class, +7 armor, +2 shield, +0 deflection, +0 insight, +4 natural)
hp 235 (30 HD); hardness 5
Fort +9 (+9 against poison), **Ref** +9, **Will** +4

Speed 20 ft. in half plate (4 squares), base movement 40 ft.;
Melee mob (5d6 bludgeoning)
Space 20 ft.; **Reach** 0 ft.
Base Atk +22; **Grp** +35
Atk Options expert grappler, trample 2d6+1
Combat Gear masterwork ancient longsword, masterwork ancient heavy steel shield, masterwork ancient half plate

Abilities Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1
SQ Construct traits, darkvision 60 ft., low-light vision, mob anatomy
Feats Improved Bull Rush[B], Improved Overrun[B],
Skills -

Ancient Arms: see New Rules Items
Mob Anatomy (Ex) A mob has no clear front or back and no discernible anatomy, so is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.
  Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures (such as *hold person)* bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

5: WRAITHS OF THE SWORD

SWORDWRAITH WARRIOR   CR 13
Male swordwraith fighter 11
LE Medium undead (augmented human)
Init +2; **Senses** Listen +2, Spot +2
Aura Faint evil/lawful
Languages Common

AC 23, touch 17, flat-footed 21
  (+/-0 size, +2 Dex, +0 class, +6 armor, +5 shield, +0 deflection, +0 insight, +0 natural)
hp 88 +16 temporary (11 HD); DR 5/magic
Immune spell immunity (*searing light, bolt of glory*)
Resist; Turn Resistance +2, *freedom of movement*
Fort +7 (+7 against poison), **Ref** +5, **Will** +5

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.;
Melee ancient lance +14 (1d8+3 +1 Str) OR *+2 ancient bastard sword* +17/+12/+7 (1d10+8 +1 Str // 19-20/x2) OR *+2 ancient bastard sword* +15/+10/+5 (1d10+8 +1 Str // 19-20/x2) and shield bash +13 (2d6+2 +1 Str)
Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +14/+9/+4 (+19 resist)
Combat Gear *+2 ancient bastard sword,* masterwork ancient flail, ancient lance*, +1 ancient chainmail, +2 bashing spiked heavy bronze shield, javelin of lightning*

Abilities Str 17, Dex 14, Con -, Int 13, Wis 10, Cha 12
SQ Undead traits
Feats Alertness[B], Iron Will[B], Shield Specialization (heavy), Shield Ward (heavy), Exotic Weapon Proficiency (bastard sword)[B], Weapon Focus (bastard sword)[B], Combat Expertise, Weapon Specialization (bastard sword)[B], Improved Shield Bash, Agile Shield Fighter[B], Melee Weapon Mastery (slashing)[B], Mounted Combat, Improved Trip[B]
Skills Handle Animal +15, Hide +2, Intimidate +15, Jump +8, Move Silently +2, Ride +18,
Possessions combat gear

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.
Skills Swordwraiths gain a +4 racial bonus on Hide and Move Silently checks.
Ancient Arms: see New Rules Items

SWORDWRAITH MEDIC   CR 13
Female swordwraith Favored Soul (Hextor) 11
LE Medium undead (augmented human)
Init +2; **Senses** Listen +3, Spot +3
Aura Moderate evil/lawful
Languages Common

AC 21, touch 15, flat-footed 19
  (+/-0 size, +2 Dex, +0 class, +6 armor, +3 shield, +0 deflection, +0 insight, +0 natural)
hp 88 +16 temporary (11 HD); DR 5/magic
Immune *Spell Immunity* (*searing light, bolt of glory*)
Resist; Turn Resistance +2; Fire Resistance 10, Electricity Resistance 10, *freedom of movement*
Fort +7 (+7 against poison), **Ref** +9, **Will** +10

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.;
Melee *+1 spellstoring (slay living) ancient flail,* +13/+8 (1d8+3 +1 Str)

Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +11 (+14 resist)
Combat Gear +1 spellstoring (slay living) ancient flail, masterwork ancient heavy mace, +1 ancient chainmail, +1 ancient bronze buckler, silver holy symbol (Hextor), cloak of charisma +2
Favored Soul Spells Known (CL 11th; DC11 + spell level):
 5th (4/day; 3 left)—disrupting weapon, mass inflict light wounds, slay living
 4th (6/day; 2 left)—divine power, freedom of movement ‡, spell immunity ‡, summon monster IV (1d3 hellhounds)
 3rd (7/day; 5 left)—dispel magic, inflict serious wounds, invisibility purge ‡, magic circle against chaos ‡, remove blindness/deafness
 2nd (7/day; 5 left)—aid ‡, bull's strength, desecrate, hold person, sound burst
 1st (7/day; 5 left)—bane, deathwatch ‡, divine favor, inflict light wounds, protection from good ‡, shield of faith
 0 (6/day)—cure minor wounds, detect magic, inflict minor wounds, light, mending, read magic, resistance
 ‡ Already cast

Abilities Str 16, Dex 14, Con -, Int 10, Wis 12, Cha 16
SQ Undead traits
Feats AlertnessB, Iron WillB, Power Attack, Shield Specialisation (buckler), Shield Ward (buckler), Weapon Focus (flail)B, Mounted Combat, Empower spell,
Skills Concentration +14, Diplomacy +10, Hide +0, Move Silently +0, Ride +7, Sense Motive +12,
Possessions combat gear plus damaged spellbook "Chosen of Darkness Vol#2"

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.
Skills Swordwraiths gain a +4 racial bonus on Hide and Move Silently checks.
Ancient Arms: see New Rules Items

HEAVY WARHORSE SKELETON   **CR 2**
NE Large undead (augmented animal)
Init +6; **Senses** Listen +0, Spot +0
Aura Faint evil
Languages Common

AC 18, touch 12, flat-footed 16
 (-1 size, +2 Dex, +4 armor, +0 shield, +0 deflection, +0 insight, +2 natural)
hp 32 (4 HD)
Immune Cold immunity; DR 5/Bludgeoning
Fort +1 (+1 against poison), **Ref** +1, **Will** +4

Speed 50 ft. in chain shirt barding (10 squares), base movement 50 ft.;
Melee 2 hooves +6 (1d6+4) and bite +1 (1d4+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +6
Combat Gear masterwork ancient chain shirt barding
Abilities Str 18, Dex 15, Con -, Int -, Wis 10, Cha 1

SQ Undead traits,
Feats Improved InitiativeB
Skills -
Possessions combat gear
Ancient Arms: see New Rules Items

7: BARON LAMBERT

BARON LAMBERT TIGERHEART   **CR 15**
Male ghost knight 13
LN Medium undead (augmented human, incorporeal)
Init +0; **Senses** Listen -1, Spot -1
Aura Faint lawful
Languages Common, Old Oeridian

AC 23, touch 17, flat-footed 23 or (20, touch 10, flat-footed 20 on the ethereal plane)
 (+0 Dex, +6 armor, +4 shield, +3 deflection)
Miss Chance 50% Incorporeal
hp 104 (13 HD)
Resist ; +4 turn resistance; DR 2/-
Fort +4 (+4 against poison), **Ref** +4, **Will** +7

Speed 30 ft. in chainmail (6 squares), base movement 30 ft., fly 30 ft. (perfect);
Melee +1 ghost touch bastard sword, +19/+14/+9 (1d10+5, 17-20/x2), or lance +18/+13/+8 (1d8+7/x3; 50% miss chance), or Draining Touch +13 incorporeal touch (1d4 drain)
Space 5 ft.; **Reach** 5 ft.
Base Atk +13; **Grp** – (+17/+12/+7; +20 resist)
Atk Options Telekinesis
Special Actions Manifestation, Draining Touch, Telekinesis, fighting challenge +3, shield block +2, bulwark of defense, test of mettle, vigilant defender, shield ally, daunting challenge
Combat Gear (all Ghostly Equipment) +1 ghost touch bastard sword, +1 ghost touch heavy shield, +1 ghost touch chainmail

Abilities Str 18 Dex 10, Con -, Int 13, Wis 8, Cha 16
SQ Undead traits, Incorporeal traits, rejuvenation, knight's challenge, knight's code, armor mastery (medium), call to battle, armor mastery (heavy)
Feats Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Mounted CombatB, Combat Expertise, Shield Specialisation (heavy)B, Shield Ward (heavy), Improved Critical (bastard sword), Improved DisarmB, Armor Specialization (chainmail)
Skills Handle Animal +19, Intimidate +19, Knowledge (nobility & royalty) +17, Ride +18,
Possessions combat gear plus

Draining Touch (Su) A ghost that his a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.
Manifestation (Su) as per MM pg 118
Telekinesis (Su) A ghost can use telekinesis as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost

uses this power, it must wait 1d4 rounds before using it again.

The Knight's Code: You fight not only to defeat your foes, but to prove your honor, demonstrate your fighting ability and win renown across the land. A knight does not benefit from flanking, never strikes a flat-footed opponent and never deals lethal damage against a helpless foe.

Knight's Challenge (Ex) You can use this ability a number of times per day equal to ½ you class level + your Charisma bonus. See below for uses.

Fighting Challenge (Ex) Not usable as an undead.

Shield Block (Ex) Starting at 2nd level, you excel in using your armor and shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1, as you move your shield to deflect an incoming blow, possibly providing just enough protection to turn a telling swing into a near miss.

Bulwark of Defence (Ex) When you reach 3rd level, an opponent that begins its turn in your threatened area treats all the squares that you threaten as difficult terrain. Your strict vigilance and active defensive maneuvers force your opponents to move with care.

Armor Mastery (Ex) Starting at 4th level, you are able to wear your armor like a second skin and ignore the standard speed reduction for wearing medium armor. Starting at 9th level, you ignore the speed reduction imposed by heavy armor as well.

Test of Mettle (Ex) No effect in this adventure.

Vigilant Defender (Ex) Starting at 5th level, you stand your ground against all enemies, warding the spot where you make your stand to prevent foes from slipping past and attacking those you protect. If an opponent attempts to use the Tumble skill to move through your threatened area or your space without provoking at Attack of Opportunity, the Tumble check DC to avoid your attacks of opportunity increases by an amount equal to your class level.

Shield Ally (Ex) No effect in this adventure.

Call to battle (Ex) No effect in this adventure.

Daunting challenge (Ex) Starting at 12th level, you can call out opponents, striking fear into the hearts of your enemies. In this manner you separate the strong-minded from the weak-willed, allowing you to focus on opponents that are worthy foes.

As a swift action, you can expend one use of your knight's challenge ability to issue a daunting challenge. This ability affects all creatures within 100 feet of you that have a CR less than your character level minus 2. Targets must be able to hear you, speak or understand a language of some sort, and have an Intelligence score of 5 or more. All targets who meet these conditions must make Will saves (DC 10 + ½ your class level + your Cha modifier) or become shaken..

Whether a creature fails or succeeds on its save against your daunting challenge, it can only be targeted by this effect once per day.

HEAVY WARHORSE GHOST   **CR 4**

NE Large undead (augmented animal)
Init +6; **Senses** Listen +0, Spot +0
Aura Faint evil
Languages Common

AC 11, touch 11, flat-footed 10
  (-1 size, +1 Dex, +1 deflection)
hp 32 (4 HD)
Fort +1 (+1 against poison), **Ref** +2, **Will** +5

Speed 50 ft. in chain shirt barding (10 squares), base movement 50 ft.;
Melee Draining Touch +2 incorpoeal touch (1d6+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** -
Special Actions Manifestation, Draining Touch
Combat Gear none

Abilities Str – (18), Dex 13, Con -, Int 2, Wis 13, Cha 6
SQ Undead traits,
Feats Endurance, Run
Skills Listen +5, Spot +4,
Possessions combat gear
Draining Touch (Su) A ghost that his a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

FEATS

Arcane Discipline [General]

Choose a deity, and then select a domain available to clerics of the deity. You can learn to cast the spells associated with that domain as arcane spells.

Prerequisites: Knowledge (religion) 4 ranks, Spellcraft 4 ranks, able to cast arcane spells, alignment matches your deity's alignment.

Benefit: Add the chosen domain's spells to your class list of arcane spells. If you have arcane spellcasting ability from more than one class, you must pick which arcane spellcasting ability this feat applies to. Once chosen, this decision cannot be changed for that feat.

You may learn these spells as normal for your class; however, you use Wisdom (rather than the normal ability for your spellcasting) when determining the save DC for the spell. In addition, you must have a Wisdom score equal to 10 + the spell's level in order to prepare or cast a spell gained from this feat.

Each day, you may prepare (or cast, if you cast spells without preparation) a maximum of one of these domains spells of each level.

Special: You can take this feat more than once. Each time you must select a different domain available to the same deity you chose the first time you selected the feat.

Source: CD 79

Armor Specialization [General, Fighter]

Through long wear and hours of combat, you have trained your body to believe in its armor. Where others flinch, you confront. When the sword falls, your instincts, born of bruises and rent flesh, present your cuirass, cuisse, helm, or gorget to meet the blade at the perfect angle, causing it to skitter off harmlessly.

Prerequisites: Proficiency with selected armor type, base attack bonus +12.

Benefit: Choose one type of medium or heavy armor with which you are proficient. When wearing masterwork armor (including magical armor) of that type, you gain damage reduction 2/-. Any time you lose your Dexterity bonus to Armor Class, you lose the benefit of this feat, because you cannot properly deflect the blows of the enemy.

Special: You can take this feat more than once. Its effects do not stack. Each time you select it, choose a different type of armor.

A fighter can select Armor Specialization as one of his fighter bonus feats.

Source: PH2 74

Shield Specialization [General, Fighter]

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisites: Proficiency with shields.

APPENDIX 2: NEW RULES ITEMS

Benefit: Choose one type of shield from the following list: buckler, heavy, or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can take this feat more than once. Each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

Source: PH2 82

Shield Ward [General, Fighter]

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisites: Proficiency with shields, Shield Specialization.

Benefit: You apply your shield bonus to your touch AC, and on checks or rolls to resist bull rush, disarm, grapple overrun, or trip attempts against you.

Special: A fighter can select Shield Ward as one of his fighter bonus feats.

Source: PH2 82

MUNDANE EQUIPMENT

Ancient Arms

The weapons in many dungeon armories are often old and in poor conditions. Such weapons have half the normal hardness and hit points for their kind, and damage rolls with these weapons take a -1 penalty. Any time such a weapon scores a critical hit, it takes an amount of damage equal to the amount dealt; its (reduced) hardness still applies.

Ancient armor and shields similarly have half the normal hardness and hit points, and the armor check penalty for wearing such armor increases by 2. Whenever the wearer is the subject of a critical hit, the armor or shield (determined randomly) takes an equal amount of damage; hardness still applies.

Ancient weapons, armor, and shields are worth only 25% of their normal value but might be worth more to a collector interested in such antiquities.

Source: *Dungeonscape* 84-85

Challenge Rating: Same as the base creature +2.
Treasure: Standard.
Alignment: Usually lawful evil.
Advancement: By character class.

Source: *Fiend Folio; updated to D&D3.5*

Bronze Shields

Bronze shields have the same protective value and steel shields with the same cost and weight. The hardness of a bronze shield is 9 (instead of iron's 10). A light bronze shield has 7 hp and a heavy bronze shield has 14 hp.

> **Source**: AEG 18

NEW CREATURES

The Swordwraith Template

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

Hit Dice: Increase to d12

Special Attacks: A swordwraith retains all the special attacks of the base creature and also gains the following attack.

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

Special Qualities: A swordwraith retains all the special qualities of the base creature and also gains the following special qualities.

Damage Reduction (Su): A swordwraith's insubstantial-appearing body is tough, giving the creature damage reduction 5/magic. Despite their appearance, swordwraiths are not incorporeal.

Turn Resistance (Ex): A swordwraith is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Abilities: Same as the base creature except that, as undead creatures, swordwraiths have no Constitution score.

Skills: Swordwraiths gain a +4 racial bonus on Hide and Move Silently checks.
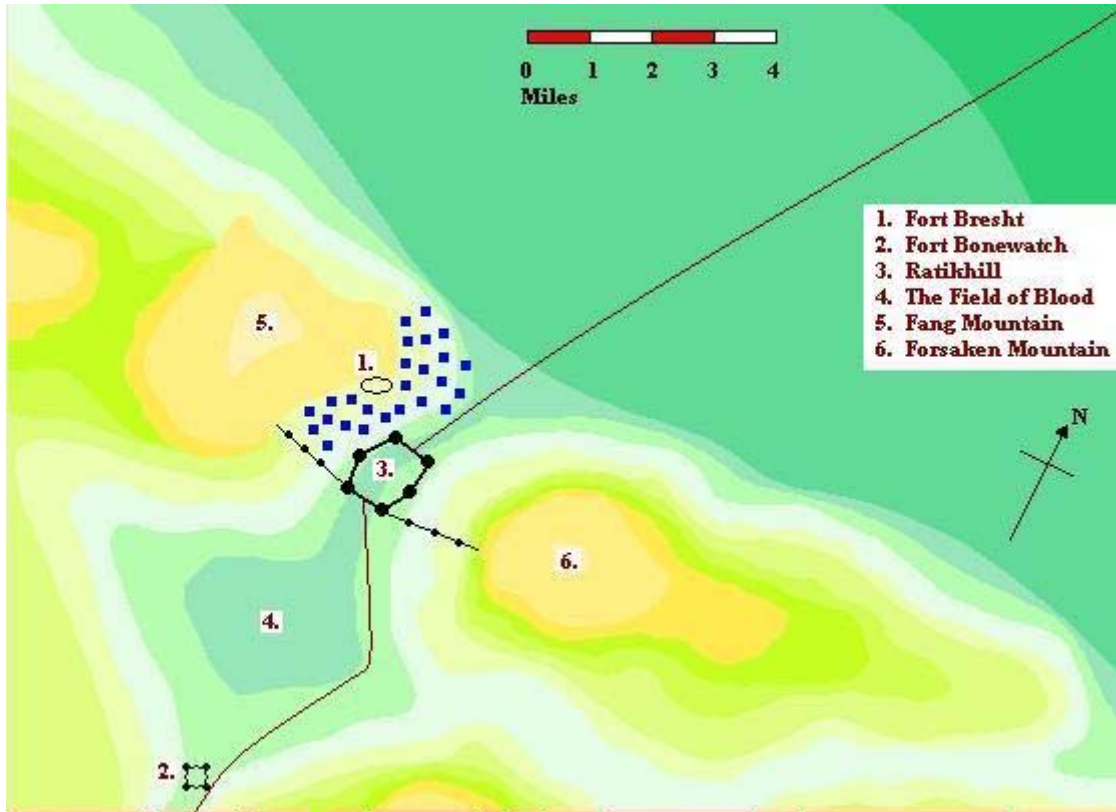
Feats: Swordwraiths gain the Alertness and Iron Will feats as bonus feats.

Climate/Terrain: Any land and underground.

Organization: Solitary, company (2—8), or squadron (11—20 plus 1 leader of 1—4 levels higher).
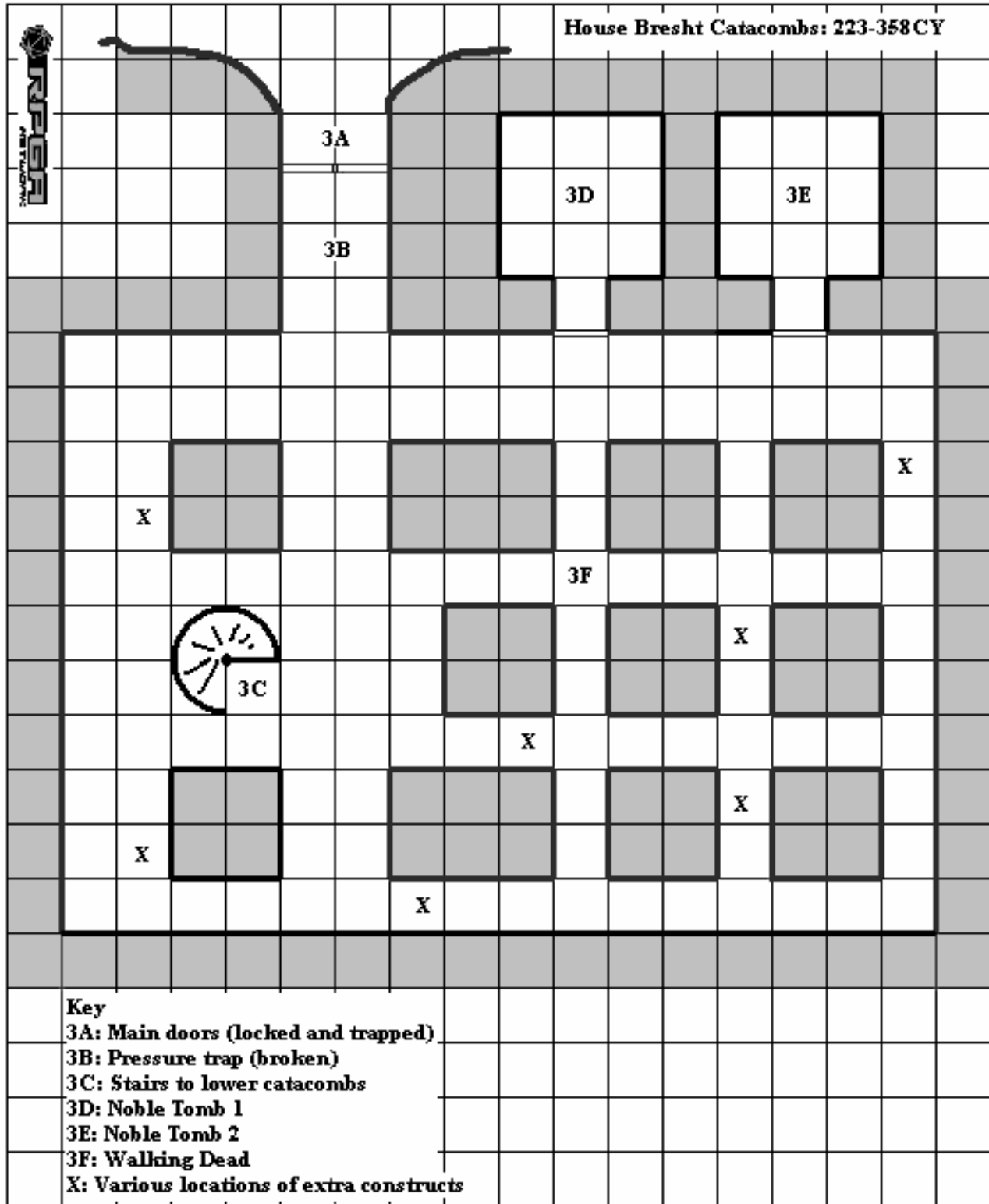
APPENDIX 1: THE CITY OF RATIKHILL

*(**Writers note:** This is a draft map of the area. A more comprehensive map is under construction for later release.)*

1. Fort Bresht
2. Fort Bonewatch
3. Ratikhill
4. The Field of Blood
5. Fang Mountain
6. Forsaken Mountain

PLACES OF INTEREST IN RATIKHILL

- The Silver Eagle and Crown Inn (and the nearby Ratikhill Wizards Guild).
- The Golden Grain Resthouse – for those of wealth and title.
- The Dried Fish Tavern – frequented by common townsfolk and visiting seamen.
- The Crushed Gem Alehouse – a building with a low ceiling owned by dwarves.
- Valmar's Mining Supplies – purveyors of outdoor supplies.
- Quartz Street – the main location of respectable merchants.
- Blood Alley – the main location to find the dregs of society.
- The Walk – a short road from the prison to Executioner's Square.
- Various temples to the common deities of Ratik (both human and non-human).
- Fort Bresht is the ancestral seat of House Bresht and her Ladyship Abril resides here.
- Fort Bonewatch is a watch post established to provide both early warning and an anvil to crush any foes that enter the Field of Blood.

House Bresht Catacombs: 223-358CY

3A
3B
3D
3E
X
X
3F
X
3C
X
X
X
X

Key
3A: Main doors (locked and trapped)
3B: Pressure trap (broken)
3C: Stairs to lower catacombs
3D: Noble Tomb 1
3E: Noble Tomb 2
3F: Walking Dead
X: Various locations of extra constructs

Written in a flourished hand with the finest ink and paper:

Thank you for responding to my request so quickly. Time is of the essence.

I have need of your services for several roles. I need a brute squad for protection against undead we may encounter. I also need researchers to assist me locate the correct place for the recovery effort.

I will be based out of Ratikhill, as the artefacts I seek to acquire were used by a baron of the realm who fell in battle against barbarian invaders in 356 CY. His body and equipment were never recovered, and I have received a healthy commission to do so.

It has been an arduous task and now the final clues are falling into place. Meet me before Richfest at the Golden Grain Rest House, as one of the tasks can only be done when both moons are eclipsed.

Yours faithfully,

Justinian Ruthven
Antiquarian of House Devonmeek

A map of the catacombs (found in the Bresht Family archives):

House Bresht Catacombs: 223-358CY