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# CASTLES CRUSADES

## UNDER a FUNERAL MOON



3<sup>RD</sup>  
PARTY



for four to six 1st  
level characters

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# CREDITS

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A copy of the Castles & Crusades Players Handbook and Castles & Crusades Monsters & Treasure is required to play this adventure.

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# INTRODUCTION

This adventure is for 3-5 1st to 2nd level characters and is set in the Eastern Marches of Havvengarde near the town of Magefall. I have tried to make this adventure easily adaptable for any game world.

The Eastern Marches of Havvengarde are the 'less-civilized' area of the country, stretching from Kampenheim and the Woods of Ypres to the Eastern Wall. The area is still filled with large expanses of wilderness, monsters, and ruins from ages past.

'Under a Funeral Moon' begins with the characters escorting a merchant houses supply wagons (and the corpse of a recently deceased noble) from the town of Waldrand and over to the village of Magefall where the supplies will be loaded into caravans and taken south to Ivywood.

Included in this adventure are a players map, a CK map, the adventure, and information on the area, along with random encounter tables.



# THE STORY SO FAR....

## The beginning...

The players had been holed up in the town of Waldrand, taking odd jobs and merchant wagon escorts for most of the winter. As winter draws to a close a merchant company hires them to escort a wagon of seed and supplies to the village of Magefall (a 3 and a quarter day trip). Feel free to role play this out completely or just cutscene to the start of the adventure.

The wagon also contains a coffin containing the remains of Eltrius Dennings, an elderly member of the noble Denning house, who passed away in his sleep a couple of nights past. His body is to be delivered to his daughter, who resides in Magefall for burial. The players were paid 3 gp up front and will each receive another 7gp by the wagon master in Stonethrow. And a further 10 gp each by Aster, Eltrius's eldest daughter, when they turn the body over to her.

## Attack In The Night

### AREA 1 on the GM Map

#### Winterwane the 26th

"You were on the road from Waldrand to Magefall most of the day today, the snows have been growing lighter as spring approaches. It's Winterwane the 26th, three more days until the beginning of spring, by then you should be in Magefall to deliver this wagonload of seeds and supplies to the merchant house in the hamlet so it can be taken by caravan to Ivywood and again from there downriver to Nordese. The merchant who hired you offered good pay (10gp each) to get these goods to the hamlet on the first day of spring.

You also must deliver the wooden casket of Eltrius Dennings to his daughter Aster. You swore a sacred oath to guard the casket as nobles are often buried with items of value. Eltrius is being buried with his magical sword, Skybane, which his family says he carried into battle as the Marches were cleared of savage orcs and pushed them back beyond the Eastern Wall, so many years ago."

"What snow did fall today made for difficult travel and there were a few stops along the way to get the wagon out of drifts or to rest the horses. It's cold tonight as you gather around the fire preparing food for the last meal of the day. The sun had set an hour or so ago and there's little wind. The moon looks lonely tonight as the stars seem to hide behind the darkness."

Sometime after midnight the PCs are attacked by **4 Armored Skeletons, their eye sockets glow a mysterious yellow.** The PCs are alone, with one horse-pulled wagon full of goods and the coffin. The skeletons will not attack the wagon and are solely interested in killing the characters.

If defeated, the skeletons can be searched, each is wearing old armor and have old spears or long swords, also each have a small change purse with ancient Casanthian coins (1d6gp each). If searched by a magic user, cleric, or well educated rogue-ish type they will notice a rune carved into the breastbone. With a successful CL0 Intelligence Check the rune is deciphered as meaning "Risen".

**Armored Skeletons (4):** SIZE: Medium, HD: 1 (d12), AC: 14 (armor), SAVES: P, MOVE: 30 ft., ATTACKS: Spear or Long Sword (1d6), INT: None ALIGNMENT: Neutral TYPE: Undead (Common) TREASURE: 1, XP: 5+1 SPECIAL: Undead, 1/2 damage from slashing and piercing weapons.

## The Following Day

### Winterwane the 27th

The following day is uneventful as the snows begin to melt a bit, making the wagon a bit difficult as the roads begin to turn to mud.

This might be a good time to role play a bit and learn about the characters.

## PLAYER AREA MAP



## CK AREA MAP





# ON THE ROAD

## Severe Weather

### Winterwane the 28th

“It’s the last day of winter, the snows are light in the morning, maybe one and a half days more travel to Stonethrow if the weather stays good. You’re slightly tired from last night’s encounter with the skeletons. It’s obvious by the tracks in the snow the skeletons had walked down the road from Stonethrow’s direction before arriving in your camp.”

D6 Roll	Weather
1-3	Slows travel to 1/2 distance for the day.
4-5	Delays any travel for 1d6+1 hours.
6	Halts travel for the entire day.

With any weather that delays or halts travel there is a possibility characters can fall ill or be injured if they cannot find adequate shelter.

### Travel on the Road

The road is lightly snow covered as spring is fast approaching, with the horses and cart the PCs should be able to cover 1 full hex easily today, barring any major encounters or changes in weather.

### Weather & Travel

There is always a chance severe weather can delay, halt, or slow travel. Depending on the terrain and climate a random morning check by the CK can determine if any increment weather may slow travel for the day. For ease roll a d6 and if it’s a 1, roll a second time on the Severe Weather table.

### Random Encounters

With an increase in traffic on the road and the approach of spring there is a good likelihood of an encounter sometime today, roll 3d6 (one for morning, afternoon, & late afternoon) and if any one of the three dice is a 1 or 2 there is an encounter during that time of day. Please roll on the table on the next page to determine the encounter.





# ROAD ENCOUNTERS

D6 Roll	Encounter
1	<b>Farmers-</b> 1d3+1 commoners traveling back to their outlying farm in the opposite direction of the PC's, they are generally friendly and will know most things about this hex and the surrounding towns/villages. They did hear screams earlier in the day a ways back but couldn't say whether it was human, just that it was in the distance and stopped suddenly.
2	<b>Mounted Patrol-</b> A sergeant (Male Human, 3rd level Fighter) along with 1d6+1 1st level Warriors all members of the Knights of the Eastern March and all of them riding Warhorses. 1 in 6 chance they will fly past the party on some mission from the rear, otherwise they will be heading in the opposite direction & stop and give news, etc. If the party is acting suspicious they will be lightly questioned.
3	<b>Wolfdog Pack-</b> 1d6+1 Wolfdogs ( <i>p 29 Monsters</i> ) attack; they are immediately hostile for no reason the PCs can ascertain (they appear uninjured and well fed). They will attack to the death.
4	<b>In the Distance-</b> A small fire in the distance (about 1/4 mile behind a small hillock), if the PCs leave the road to investigate they will encounter 2d6+4 Arctic Goblins ( <i>p24 Monsters</i> ). Depending on the encounter they may be hostile, but they are very lost and way too far south for this time of year.
5	<b>Orc Raiders-</b> 1d6 Orcs ( <i>p27 Monsters</i> ) led by a 2 HD Orc Warrior named Bogarakh scouring the area around the road. If any survive and are questioned they are part of a larger force or 2d12+6 Orcs and an Orc War Chief (5 HD) that is lairing in a ruined tower about 3 miles away.
6	<b>Skeletons-</b> 1d6+1 Armored Skeletons rise from the ground next to the road and attack ( <i>p25 Monsters</i> ).

# THE DESTROYED CARAVAN

## AREA 2 on the GM Map

“Evening approaches, the sun is setting behind you to the West back towards Waldrand, as you travel over a small hill on the trail to the village you see an overturned wagon down the road a ways (some 1/8th of a mile). Even from here you can see the bloodstained snow, the two horses lay still attached to the wagon, obviously disemboweled. You count six dead human sized figures from here, surrounded in blood, all were armed and died fighting.”

Upon further investigation the players will spot two dead skeletons, their remains mostly crushed by what looks like hammer blows. The 6 dead were 4 guards and two merchants. The wagons goods are still intact, mostly weapons and armors, a bill of sale is in a small lockbox (CL0 DEX Check to open) along with 2d6x10gp. There is also a mid-size open top crate containing 1d3+3 Potions of Cure Light Wounds.

### **Potion of Cure Light Wounds:**

Heals 1d8 damage when consumed.

The bill of sale shows that the local Thegn had bought the arms and armor from the West and the merchants were meant to deliver the arms to Magefall's captain of the guard to be retrieved by one of the Thegn's representatives in a few days time.

The skeletons also bear the Rune for “Risen” if any Wizard, Cleric or well educated Bard / Rogue checks them. It is obvious there were upwards of 1 dozen skeletons involved in the attack.

The players do have room on their wagon to place the arms if they wish.

Any attempt to track the remaining skeletons shows they went back towards Stonethrow on the road.

## Tonights Camp

The last night of winter, the air is only slightly chilled.

The players should be half a hex away from Magefall on the map as night begins to fall, unless they decide to push through the night to get to the village.

In either case, there is a chance of an encounter in the night. Roll 3d6 and for any ‘1’ rolled there is an encounter. Remember if any battles happen in the night the players cannot benefit from a Long Rest.

For any encounter roll on the next pages table.



# NIGHT ENCOUNTERS

D6 Roll	Encounter
1	<b>Crowolf-</b> A solitary Crowolf attacks the party ( <i>p25 Monsters</i> ). The Crowolf will attempt to flee if it suffers more than 1/2 its HP in damage.
2	<b>Night Patrol-</b> Coming down the road you see a mounted party carrying lanterns. The patrol includes 4 1st level fighters, all members of the Knights of the Eastern March, led by a 3rd level Warrior Sergeant (fighter). They will yell out to the party and slowly approach afterwards. They will ask a few questions and will answer most basic questions from the party before moving on.
3	<b>Goblin Raiding Party-</b> 2d6 Goblins ( <i>p26 Monsters</i> ) led by their Goblin Boss Strellex. These Goblins are extremely primitive carrying only clubs and bone/stone tipped spears. They have an irrational fear of fire, but are attempting to steal livestock. They lair within a hex or two in a cave (with 5d6 women and young), but besides a glowing +1 weapon of the CKs choice, that they worship, they have little (2d10gp value of items in lair).
4	<b>White Hand-</b> A single heavily armored wagon lit by magical lanterns with 1d6+3 warhorse mounted veteran guards (2nd level Fighters) and 1d2 Wizards (3rd level) with 1d3 1st level Wizard acolytes. The wagon will not stop to let others pass on the trail and if anyone impedes its movement the guards will attack. There is a 3 in 6 chance this wagon will contain a very rare magic item but it will always contain 2d6x100 gp worth of valuables in one form or another. A party with a Wizard or Illusionist in it will recognize the single, white hand symbol on the wagon and will know the basic history of the organization. Other party members would require a CL4 Intelligence check roll to do so.
5	<b>Skeletons-</b> 1d6+3 Armored Skeletons attack ( <i>see p25</i> ).
6	<b>Reroll-</b> Roll twice on the table and combine the two in a creative way.

# ARRIVAL IN MAGEFALL

## The 1st day of Rainmoot 575 CY

Spring is here, the air is noticeably warmer, as what remains of the snows begin to melt. Seasons in Yoranthia come rather abruptly compared to Earth and weather patterns follow idyllic visions of each season.

Whether arriving by day or night the players will be greeted by 1d6 members of the village guard. The village of Magefall is small, having only 96, mostly human, citizens in its gates, though some 400 people live within a few miles, mostly farmers and

homesteaders. Entrance to the hamlet can be made by one large wooden, and guarded, entry gate.

At night the gates of the wall at area 4 are closed and area 4 will have 4 night guards (level 1 Fighters) and a guard leader (level 2 Fighter). These guards are paid by a small tax on Merchant House goods (1 sp per wagon that passes through the gates).

When the characters arrive they will find out most of the village is preparing for the Spring Equinox festival, and the small Denning family is preparing for a funeral.



# MAGEFALL MAP KEY

- 1. The Shipwreck Tavern-** Built from the wood of an old seafaring ship that was moved to this location 45 years or so ago and turned into a Tavern. It is often used by river caravan guards and crew as a stop along the trip from Ivywood to Waldrand (or further east) and back.
- 2. Halgan's General Store-** Open during daylight hours, the General Store is owned by Dwarf Proprietor Halgan Dorn and his Gnomish wife Lilli. Most basic supplies and provisions from the Equipment chapter in the C&C PHB can be bought here.
- 3. The Belching Shepherd Inn-** The innkeeper is a middle aged human female named Walada, Walada is a 0 level human but she is in possession of several magical items that were found in a secret room in the old basement of the inn a few years back. Malada has an *Amulet of Natural Armor* +2, a *Ring of Protection* +1, and a *Ring of Invisibility* on herself at all times. A night at the Inn is 1gp (or 5gp for a week) and a common meal is 1sp.
- 4. The Guard Wall-** A 15 foot stone, reinforced wall with a heavy fort like door that is used to defend the village from attacks. This road is used by the many farmers who have lands and homes in the surrounding area of Magefall.
- 5. The Merchant House-** A large building, the lower level is completely open and used to house wagons and pack animals. The hall is used by various merchant companies to ready wagon train caravans that move goods and metals from Ivywood to the East.
- 6. The Shrine of Hermes-** Attended to by Jastyn Entwind (Half Elf 5th level Cleric) and two acolytes (1st level Clerics), the shrine in Magefall is solely dedicated to Hermes and offers prayers to those on their travels.
- 7. The Town Square-** Offers a small open air market in the mornings but is currently the main gathering area for the Spring Equinox celebration.
- 8. Dennings Family Home-** The widowed daughter of Eltrius, Aster Dennings-Washton, lives here with her 3 adult children. Her husband, Paul, was a very heavy, and jovial, man. He passed away last winter from a heart attack.
- 9. The Road-** The road into Magefall goes lightly downhill about 200 yards before connecting to the main road that leads northeast to Elkhorn / Ivywood or southwest to Waldrand.
- 10. Town Hall-** The residence of the mayor, a small courthouse, a jail underneath, and the armory for the small village guard.

# MAGEFALL

## The Wagon

The PC's should drop off the supply wagon at The Merchant House and upon doing so they are paid their remaining 7gp each. The Caravan captain is currently hiring new crew members for the trip to Enfield as he lost 3 members to skeletons when they stopped just south of the Illskull Hills to gather some wild berries they saw growing atop a hill.

If the PCs acquire about employment on the caravan the captain (a half elf half human named Lataas) will steer them away from this employment as it is 'beneath their obvious skills'.

Delivering the casket containing Eltrius's remains to Aster is a somber, and trying, affair. She is heartbroken and obviously held a deep love for her father. She will give the characters 10 gp each and thank them for keeping her fathers body safe.

## Attack Outside the Walls

After delivering the wagon and restocking supplies, etc. the PCs may wish to check out the towns Spring Equinox celebration as it's about in full swing. During this small yearly festival a beaten, battered and bloody young man will run through the main gates and stumble into the village (at Area 7). His name is Mika and he's a local lumberjack, in his early 30's or so. He was heading in to Magefall with his young bride, she was slain by skeletons and he barely survived, having fought them off with his axe.

The players get enough time to ask Mika a few questions before the screaming starts.

## The Risen

"Even above the din of the crowd gathered in the square you hear the screams, the crowd begins to run from the eastern side of the square to the west, some clutching their children and others their drinks. And thats when you see him. Dressed in his burial gown and swinging a wide bladed longsword that seems to glow a light white. Splattered in deep red blood, skin pale and sagging. The eyes glowing that same yellow you saw in the eyes of the armored skeletons you fought on the road."

This is Eltrius's reanimated corpse. He is still intact so its a bit quicker than most reanimated dead. He carries Skybane, a +1 Long Sword, that has a faint purple glow (as candlelight) when pulled from its sheathe. Skybane is a +2 weapon when used against animals or monsters that have wings (whether those wings are capable of flight or not).

Eltrius will attack any NPC or character that gets near him as he tries to wade through the crowd and get to the gates.

If the players let Eltrius pass, and just protect the crowd instead, he would lead them directly to the source of the reanimation by walking out of the gates.

**Eltrius:** SIZE: Medium, HD: 1 (d12), AC: 12 (unarmored), SAVES: P, MOVE: 30 ft., ATTACKS: Skybane (1d8+1), INT: None ALIGNMENT: Neutral TYPE: Undead (Common) TREASURE: 1, XP: 5+1 SPECIAL: Undead, 1/2 damage from slashing and piercing weapons.

But chances are the players will attempt to fight and kill Eltrius, when they do the crowd will slowly disperse. With some thanking the characters as they pass by but most being visibly shaken by the event.

## The Investigation

The remains of Aster and her 3 children are found shortly after the events in the square. They had been obviously killed by a bladed weapon.

The PCs can either take it upon themselves to track down the source of the undead or the mayor or the merchant house can hire them (50 gp each upon completion) to find the source.

How the PCs arrive at the location of the old tower is up to the CK, whether it's by tracking skeletons from the road where Mika was attacked to its location or by investigating in the town (several people that live outside the city walls, including a few rangers know the general location).

## Death

If any townsfolk (or a PC) died in the battle against Eltrius, they will reanimate in 1d4 hours, as will anyone that dies within a 5 mile of the dungeon. This includes the bodies of Aster and her children. Chances are the PCs may be gone by then, and investigating outside of town. If they do leave town, every hour they are gone after, the village of Magefall loses one resident to a violent death as more die and reanimate. The village guard is ill-equipped to deal with the menace, but they will keep the death toll to one an hour.

## Mika

If the PCS seem to stumble, or are unsure of what to do, then shortly after all of the events in town unfold Mika will approach the characters and ask for their help in retrieving the body of his beloved wife. Mika will accompany the characters to the location. *Mika is a 1st level Fighter with 7 Hit Points and carries an ax, he has STR, CON & CHA Primes and is wearing leather armor. His exceptional abilities are STR 16 and CHA 15.*

## Investigating the Road

Investigating the road outside of town the PCs will encounter the remains of Mika's wife, Elsandra. Elsandra is missing her back legs but begins crawling towards the players as soon as they get within 30 feet of her 'corpse'. She has the same sinister, yellow eyes.

**Elsandra:** SIZE: Medium, HD: 1 (d12), AC: 12 (unarmored), SAVES: P, MOVE: 30 ft., ATTACKS: Claw or Bite (1d4), INT: None ALIGNMENT: Neutral TYPE: Undead (Common) TREASURE: 1, XP: 5+1 SPECIAL: Undead, 1/2 damage from slashing and piercing weapons.

After dispatching Elsandra the players find what appears to be an old coin purse, containing 1d6 sp of ancient Casanthian make. The PCs can track the skeletons from here if they wish (a CL0 Wisdom check) or they may wish to discover more about the skeletons possible whereabouts.

The skeletons have been coming from a recently unearthed dungeon tomb some 4 miles northeast of town, the armored skeletons appear to be 'patrolling roads' and all appear to be former Knights or soldiers of some kind.

The dungeon lay beneath what remains of an old collapsed tower that was used as a watch tower during the Casanthian invasion of Yoranthia and as an armory for Casanthian troops during the Prophets War (55-10PCY). The tower itself was destroyed by a rampaging dragon around 500 years ago and the dungeon beneath was only recently opened by an adventuring party from Elkhorn who discovered its location on an old map they found in some ruins near the base of the Ordun Mountains in the Gold Forest north of Hull.



# THE DUNGEON

## Approaching the Tower

### Ruins

At the end of a wheat field lie the remains of the old watchtower. Little remains besides a pile of rubble stone, some of it has obviously been moved recently. What appears to be a staircase leading into the earth can be seen from a decent distance. If the PCs are at full strength and still possess healing potions have a number of skeletons equal to the party members exit the dungeon and attack as the PCs approach.

The adventuring party that found and entered the dungeon paid a local Ogre named Grum to move rocks and stone and dig down to the slab of metal which sealed the entrance to the dungeon. The Ogre took the slab of metal when his work was complete in the hopes that he could fashion a large shield from it. Grum has a camp some 1/4 mile north of here near a small pond and can make an appearance here offering guard services for money or helping dispatch skeletons. He will only be of assistance if money is involved, he does speak a smattering of Common along with Giant.

**Grum:** SIZE: Large, HD: 4 (d8), AC: 16, SAVES: P, MOVE: 30 ft., ATTACKS: Slam (1d10), INT: Low, ALIGN: Chaotic Evil, Treasure: 3, XP: 40+4, SPECIAL: Darkvision 60 ft., Twilight Vision

## The Dungeon Entrance

The entrance to the dungeon is a spiral staircase that leads into the earth some 30 ft., before stopping at an old wooden door that is slightly ajar. The top of the staircase was covered by a large metal slab that had heavy stones placed atop it. The door leads to the hallway that leads into **area 1**. The staircase is entirely carved of natural stone and besides some stains and the like is in good condition for its age.

## Dungeon Construction

Carved directly from the earth itself the walls on each side of the corridors are a mere 6 feet in height but the ceiling itself is arched reaching 9 feet in height in the center of each corridor. Besides the cells (areas 2a to 2h) the rooms themselves are taller in construction at 10 feet in height on the walls but also arched up to 15 feet in height at the center. The cells are a mere 6 feet in height without a curved ceiling making them a 10 ft by 10 ft square with a 6 foot ceiling.

The walls themselves are solid stone and smooth besides some dings and scratches from throughout the years. The walls of each corridor have old torch holders every 12 feet but the torches themselves have long since disintegrated.

The floor itself is textured and along the walls there is a 4 inch wide 3 inch deep drainage channel. This channel has small metal grates at most intersections that drain water and moisture into a small underground stream that lay a few yards below the dungeon itself.

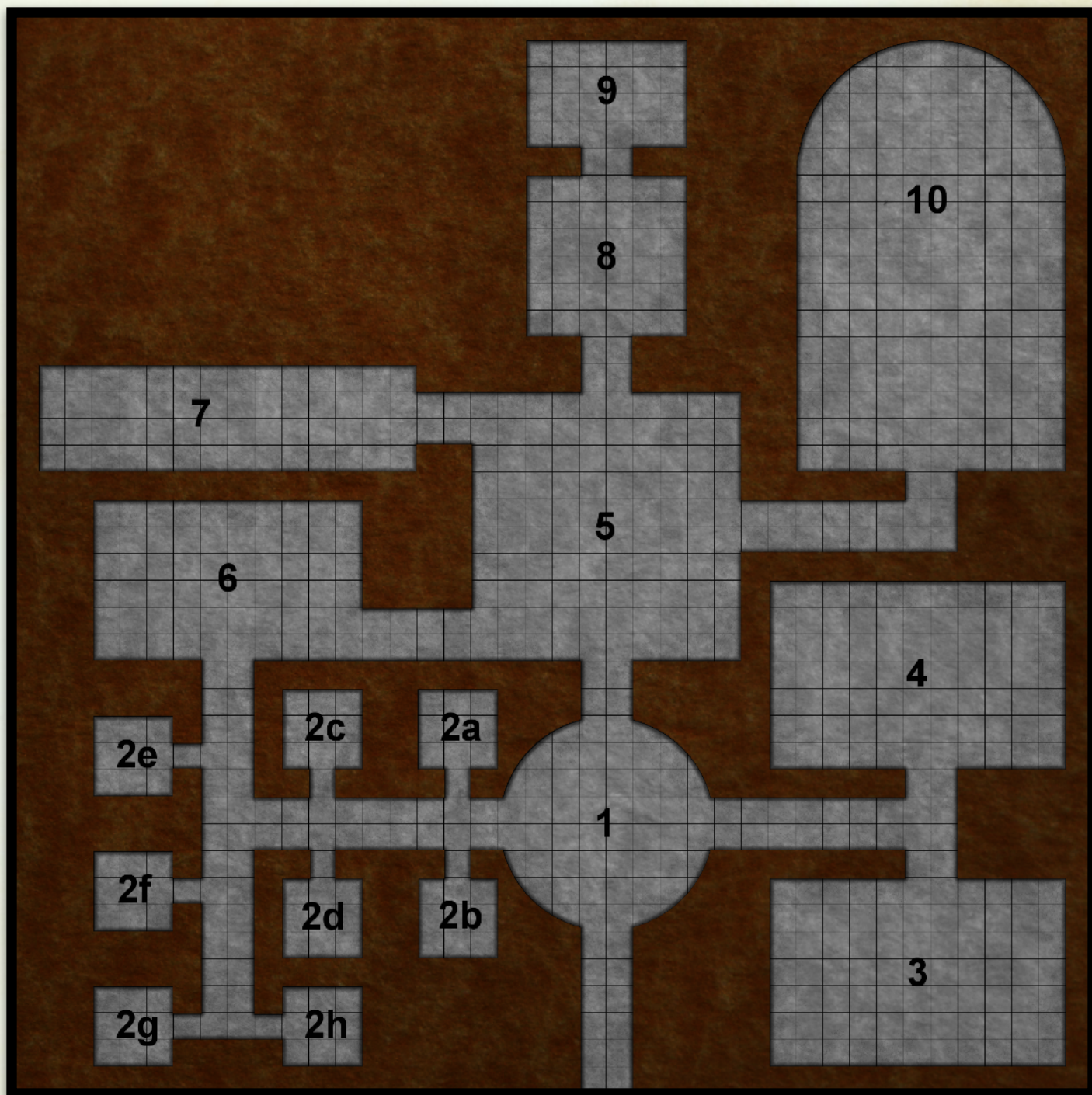
The dungeon is not lit so PCs who do not have Deepvision or Darkvision must use torches or a Light spell to see.



**Skybane:** +1 Long Sword, that has a faint purple glow (as candlelight) when pulled from its sheathe. Skybane is a +2 weapon when used against animals or monsters that have wings (whether those wings are capable of flight or not).



# DUNGEON MAP



# DUNGEON ENCOUNTERS

Every 15-20 minutes of real world time or any time the PCs make a lot of noise roll 1d6 and any roll of 1 or 2 results in a random encounter. Roll the d6 again and consult the following table.

D6 Roll	Encounter
1	<b>1d3 Leechrats</b> ( <i>p26 Monsters</i> ) drop from the ceiling gaining surprise, unless characters make a successful -4 Wisdom check at the beginning of combat. This is reduced to a 0 if one of the characters is looking at the ceiling.
2	<b>1d6+2 Crypt Goblins</b> ( <i>p28 Monsters</i> ) are scouring the dungeon collecting body parts (they were sent here by a Necromancer who lairs in a tower in the nearby Illskull Hills).
3	<b>1d6 Skeletons</b> , these Skeletons are not armored nor have weapons ( <i>p28 Monsters</i> ) but are likewise similar to the armored variety.
4	<b>A solitary Wretch Zombie</b> ( <i>p29 Monsters</i> ) the characters will smell the creature seconds before it arrives in the room or corridor.
5	<b>Lone adventurer-</b> a 2nd level Fighter named Urgan, armed with a Longsword and wearing heavy mail and carrying a shield approaches, 5 Leechrats ( <i>p26 Monsters</i> ) are attached to him and he is quickly dying. If he survives he explains that he was in here solo and had found the location by following skeletons back to here from the road between Magefall and Waldrand.
6	<b>The ghost of a small female human child</b> is seen, the ghost will not attempt to frighten the party and doesn't realize it is even dead. The ghost can communicate and is looking for it's mother. If the party escorts the child to its own and its mothers body in Area 1 the ghost will disappear and the party will benefit from a Blessing, granting them +1 Saving Throw rolls for the rest of the game session. This bonus is a blessing from the Gods for helping the lost child.

# DUNGEON AREAS

## AREA 1

**Barricaded Room-** When entering this room the PCs will notice the passage to the north (area 5) and the passage to the East (area 3 and 4) are piled with old furnishings, scraps of wood, old shield and spears etc. To the west their appears that there was a barricade but it has been removed and is piled on the sides of the passageway leading to the cell (areas 2a to h).

The remains of some 16 people lie in here, they are almost completely decomposed having just some remaining dried skin and hair attached. Their clothing is almost disintegrated too but what remains appears to be of old Leonne make, dating the bodies to some 450-500 years past, before Havvengarde was founded. The most noticeable of the bodies being what appears to be a mother and child embraced together.

There are many empty boxes and crates and barrels in the room and what appears to be the remains of a cooking area in the center of the room. The center of the domed ceiling has a small (6 inch) air vent and the sun would shine into it if it is directly overhead.

The barricades on the north or east can be removed but it would take 60 minutes minus the combined Strength attributes of all party members involved in moving it (with a minimum of five minutes).

## AREA 2

**Cells-** Areas 2a-2h were all dungeon cells, all have large wooden doors with key locks with a small barred window, chains on the walls, etc. Please see each listing below for that specific cell.

**2a-** Empty, cell door open

**2b-** The door is locked, it appears empty thru the window. Unlocking the door requires a **CL0 DEX check** and a set of Rogue's Tools or it can be forced open with a **CL2 STR check**. Inside lay the skeletal remains of what appears to be a jailer, wearing what was guards clothing and still clutching a jailers nightstick. The jailer has a keyring lock on his belt but the keys are missing and 1d6sp in his boot. Besides this body the room is empty except for wall chains and a bucket.

**2c-** The door is unlocked and slightly opened. Inside are two skeletal remains still chained to the walls, they are inanimate and truly dead, they wear no clothing.

**2d-** Empty, cell door locked, (**CL0 DEX check** to pick lock or **CL2 STR** to force open)

**2e-** The door is slightly ajar and you can smell stale blood. Inside lay two crushed Armored Skeleton remains along with the remains of a female halfling. The halfling hasn't been dead long, maybe 3-5 days. Her body has a short sword and is wearing leather armor, her backpack contains rope, torches, a pouch containing one gem (worth 200gp) and 1d6X5gp, rogue's tools, a change of clothes, bedroll, and a weeks worth of rations. She had a water pouch on her belt but it had been punctured and the water is long gone.

**2f-** Empty, door open, scrawled on the wall in Common is the word RISE, it appears to have been carved into the wall with as sharpened stone.

**2g-** Door locked, **CL0 DEX check** to pick lock or **CL2 STR check** to force open. Through the barred window you can hear light rattling of chains. Inside 2 animated **skeletons** are still chained to the walls by their arms, their feet dangling slightly above the floor. They can be easily killed but will snap their jaws and flail about when approached.

**2h-** Door open, inside you can see what appears to be the crushed remains of 5 Armored Skeletons piled against the back wall.

## AREA 3

**Dining Hall-** The first thing noticed in this room is the large central fire pit in the room, it's been long unused but a large cooking pot still hangs over, attached to a wooden beam attached to two side posts. A large cone like hole is in the ceiling that apparently worked as a chimney it starts at about five foot in width and narrows to two feet before going straight up to the surface.

The rest of the room is filled with large circular wooden tables and this was obviously used as a dining hall/ kitchen of sorts.

Several crates and boxes along with a weapons rack with a few ancient spears lay against the far eastern wall.

The room is very dusty, but anyone searching the crates and boxes can make a **CL0 WIS check**, anyone making a successful roll will notice small trails in the dust on the floor. If no one notices the trails the party will be surprised by 1d3+2 Leechrats, coming from behind the crates.

**Leechrats (1d3+2):** SIZE: Small, HD: 1 (d3), AC: 12, SAVES: P, MOVE: 20 ft., ATTACKS: Bite (d3), INT: Animal, ALIGNMENT: Neutral, TYPE: Animal, TREASURE: 1, XP: 5+1, SPECIAL: Darkvision 60 ft., Blood Drain, Disease

Among the crates and boxes the characters can find 1d6 loose silver pieces of old Casanthian make, a signet ring of a long dead Duke (worth 1d6x10gp), a handwritten list of prisoners that were kept in the cells, the list is dated "The 22nd Day of Lowsun in the year 1093CER (Casanthian Empire Reckoning, which is 27PCY)". Besides some petty criminals and one man being held for killing his children in a 'fit of magical madness' the sole criminal of note on the list just reads

"Cell F- Rastan the Reviver, to be hung in the morning, followed by burning of the body, his head to be sent to the sea, his body to be sent to the crypts, for the Necromantic Arts and the Blood Magic that caused the fall of the village of Heimhil."

## AREA 4

**Meeting Hall-** A massive rectangular table, some 25 feet in length and 8 in width lays in the center of this room surrounded by sturdy wooden chairs. The chairs having velvet covered padded cushions that are slowly deteriorating. The room smells of old mold but the air is dry in here now.

Banners hang from the back wall with the heraldry of the Casanthian empire and still visible on them, although obviously aged. A **CL0 INT check** will date these banners to sometime during the Prophets War (55 to 10 PCY, some 585+ years ago).

Atop the table are several old candles and a lantern (needs oil) and a stack of brittle old parchments. If the players decide to look through the parchments roll once on the Random Encounter Table (p17) and after that encounter reward them with a map of the dungeon which was on one of the parchments. The other parchments containing troop locations, notes from spies, etc from the Prophets War (these parchments would be

worth money to a historian and could be sold in any large town for 1d6x50gp).

## AREA 5

**Rune Room-** The floor of this room is covered in a thin (1/4 inch) layer of black ash, but the center of the room is the most noticeable. A glowing green rune lays in the center of the room on the floor, wisps of magical energy emanating from it. It is the same rune that the Armored Skeletons bear ('Risen').

Arcane Casters may make a **CL2 INT Check** to study the symbol and it's magic. On a successful roll the arcanist will know that this rune magic was powered with blood and touching the symbol itself will do physical harm. The mage will also know that dispelling this magic will take a powerful caster.

Anyone touching the symbol will take 1d6 points of damage, but the real danger lay in what happens later. Any character that had touched the symbol, once permanently dead, will rise again in 1d6 rounds as an undead. Even if the rune is dispelled as a fragment of the magic seeps into the character. This will happen if the character lives a long life and dies of old age.

Dispelling this rune would require a successful CL8 *Dispel Magic*. If dispelled all skeletons under its effect will immediately cease to be animated, falling into a heap where they stand.

The power of this rune requires the skeletons to return to it at least once every 14 days. If a skeleton cannot return to touch the symbol within that time frame they perish, falling into a heap of bones.

## AREA 6

**Bodies-** Upon entering this room you are hit with waves of death smells, the corpses of two well equipped adventurers lay in the back western corner of the room surrounded by the crushed bones, dust, and armor of what used to be Armored Skeletons. Both of the dead adventurers are male, the taller, human, male having been impaled through the chest with a spear. The smaller, dwarf male looks to have been stabbed multiple times in the torso. They appear to have only been dead for maybe 3-5 days or so (like the body in area 2e).

If characters search the bodies roll once on the Encounter Table and have that monster or creature enter the room from Area 5.

Searching the bodies will uncover the following:

Human Male (Wizard): 1Potion of Cure Light Wounds, 3 Torches, a Small Sack, 3 days of rations, Bedroll, Chalk, Paper (3 pieces) and a jar of Ink and a Quill, A Staff, 4 Darts and 3d6x10gp

Dwarf Male (Fighter): 2 Torches, 4 days of Rations, a bottle of good wine, Bedroll, a Pry Bar, Dwarf sized Light Mail armor, A War Hammer, Two daggers and 4d6x10gp

## AREA 7

**Sarcophagus Room-** 12 stone coffins (2 on the northern wall and six lining the southern wall) are the first thing noticed in this room, the second is the Maggot Hound (*pg. 26 Monsters*) that walks from behind one and attacks the players.

**Maggot Hound: SIZE:** Small, **HD:** 2 (d8), **AC:** 14 **SAVES:** P, **MOVE:** 30 ft., **ATTACKS:** 2 Claws (d4) **INT:** None, **ALIGNMENT:** Neutral, **TYPE:** Undead, **TREASURE:** 1, **XP:** 20+2, **SPECIAL:** Darkvision 60 ft., Stench, Maggots, Infect Opening a sarcophagus requires a **CL0 STR Check** which can be done with a +4 bonus if the characters have a pry bar or similar tool. All of them are still sealed and have not been disturbed. Each sarcophagus will contain the corpse of an old military leader, completely armored and carrying their weapons. There is a 1 in 6 chance for each sarcophagus opened that the dead inside has a magical armor or weapons of the CKs choice.

Besides the coffins the room is obviously empty and has not been used in many many years.

If the skeletons are examined closely they have a rune carved into the back of their skull that with a **CL0 INT Check** by a Wizard or Illusionist will be deciphered as "Rest". This is possibly the reason the skeletons have not risen.

## AREA 8

**Laboratory-** This room is a gigantic, chaotic mess of test tubes and beakers, bottles containing fluids, weird tools, books and containers. Obviously a laboratory of some chaotic minded alchemist.

Have the players roll **CL0 WIS checks**. On any successful roll the players will realize the things in this room are quite a bit newer than the rest of the things in this dungeon. Maybe some 50-75 years in age. Mages may make an additional **CL0 INT check**, on a successful roll the mage will sense a residual magical energy in the center of the room, possible from a teleportation kind of magic.

The books in this room would require some effort to remove from the dungeon (having an EV of 45), but would have a value of 1d3x500gp if sold in a large town or to a magical society or college.

As characters search this room they will begin to hear rattling from Area 9.

## AREA 9

**Skinning Room-** The rattling is very noticeable as you enter this room. And the first thing noticed when walking into this room is the nightmarish horror of 7 skeletons chained to the western wall, hung by their arms and secured around the waste with a chain. Their feet dangle almost a foot off the ground.

These skeletons can be easily killed and can't do much more than snap their jaws when someone gets close. You can require the PCs to make attack rolls against the skeletons if they decide to kill them and on a roll of 1's they will get close enough during the attack for the skeletons to bite them for 1d4 Damage. If not you can just allow the PCs to dispatch them, but try to explain the horror of what they see as they do.

None of the skeletons were wearing clothing but were all adults and all human.

The middle of this room is dominated by a largish wooden table, covered in old blood, manacles and straps hang from the table. Behind the table on the back wall is a large collection of various implements of torture.

This room is obviously tied into the laboratory in Area 8 but have any Arcane caster in the group can make a **CL0 INT Check**, on a successful roll they will understand how rare it would be for an Alchemist to be dabbling in this kind of Necromancy. What the Alchemists goals were are lost to time, but he was obviously a bit mad and thoroughly evil.

Not much of value could be found in this room but if the PCs wish to do a thorough sweep of the room there is a 2 in 6 chance they will find a random magical item under a loose stone in the eastern wall.

### Random Magic Item (d6)

- 1- *Iron Bands of Binding*
- 2- *Boots of Elvenkind*
- 3- *Ring of Feather Falling*
- 4- *Brooch of Shielding*
- 5/6- *Portable Hole*

## AREA 10

**Temple-** This large room has a higher ceiling than the rest of the dungeon itself (arched to some 8 yards in height at the center). An uneasy feeling will come over any person entering this room.

In the center back of the room a large pulpit on a dais still stands. Behind the pulpit on the northern wall is a large stone statue of Ephistius, the One True God of Casanthia sitting on his throne, the statue has been 'added' to, its arms covered in bronze tentacles, multiple eyes added to its face in bronze, its visage changed to be horrifying.

The walls along the western and eastern sides are lined with statues of what were saints, standing in rows. All have been turned upside down and now balance on their heads. All changed in varying ways, with stone carved tentacles on some, where legs or arms once were, faces changed to a horrifying grimace, etc.

It is obvious these changes are older, possibly dating to around the time of the Prophets War.

No Random Encounters will happen in this room and any creature entering the room with, or following, the PCs will do its best to leave the area.

If PCS stay longer than 10 seconds in here, have them make a **CHA Save**, CL0 for any non- Cleric or Paladin, and CL4 for Clerics and Paladins, as they are overwhelmed with the visuals and sacrilege involved here. On a successful roll the PC still has the uneasy feeling but no ill effects. On a failed roll the PC is overcome with horrific visions, these visions are filled

with tentacles, stars, colliding galaxies, the vast emptiness of the universe, etc. This effect lasts until the PC is removed from the room for one round, and until removed they cannot do much more than stand mouth agape, eyes rolled into their head, and in awe of their own nothingness. They can make another **CHA Save** when reentering the room.

As soon as the players acclimate to the room a **Tomb Worm** (p.27 *Monsters*) bursts from the floor with its egg sac intact.

**Tomb Worm:** SIZE: Large, HD: 6 (d8), AC: 13, SAVES: P, MOVE: 30 ft., ATTACKS: Bite (1d8), Tail Whip (1d6), INT: Low, ALIGNMENT: Chaotic Evil , TYPE: Extraplanar, TREASURE: 6, XP: 180+6, SPECIAL: Darkvision 120 ft., Fear, Egg Sac

**Tomb Worm Larva:** SIZE: Large, HD: 3 (d8), AC: 8, SAVES: P, MOVE: 20 ft., ATTACKS: Swarm (1d8) , INT: Animal, ALIGNMENT: Chaotic Evil , TYPE: Extraplanar, TREASURE: nil, XP: 30+3, SPECIAL: Darkvision 120 ft., CHA Drain

The best case scenario for the PCs is to exit this room but if they wish to search it they can find some goblets, rings, jewels and the like. The total value of searching and plundering this room is 3d6x500gp in treasures with a total encumbrance of 20+2d6 EV.

Depending on the PCs condition you can roll Random Encounters on the way out of the dungeon or you may hand wave the exit and cut scene to their exit from the staircase.

## ADVENTURES END

There are several things the players can do after exiting the dungeon.

-Pay Grum the Ogre to reseal the entrance. This will cost 20gp or a treasure of like value. This will keep the skeletons from reentering the dungeon and they will cease to exist after two weeks at most.

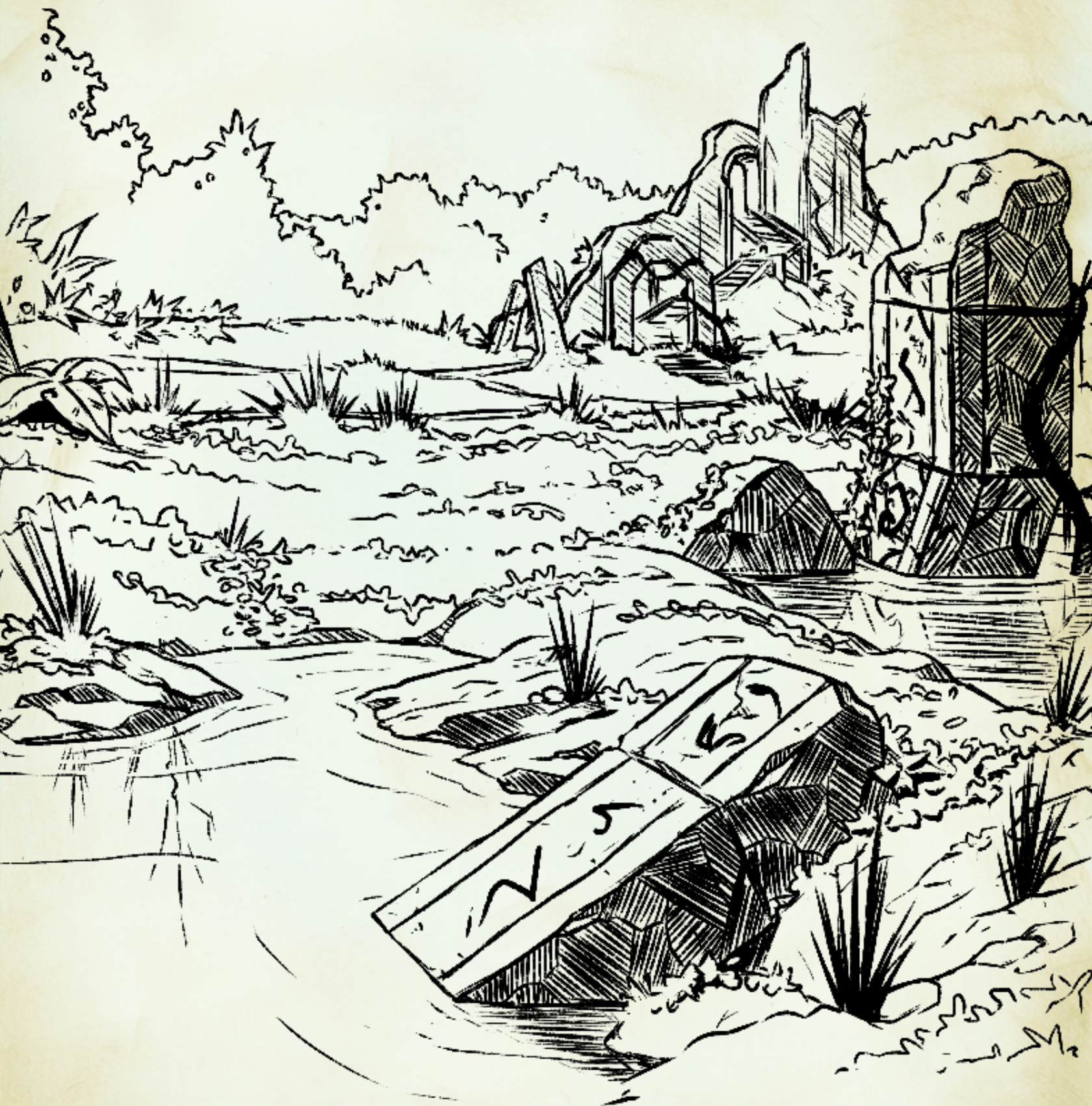
-Pay or find a powerful mage to dispel the magical rune in Area 5, if the players could not dispel it. This will cost 2d6x1000 gp unless they can convince a Wizard of that level to come here by pleading their case. Roleplaying this out or making a follow up adventure involving the search for a caster of that power is an option. If PCs had taken the books from Area 8, they may work as payment under certain circumstances.

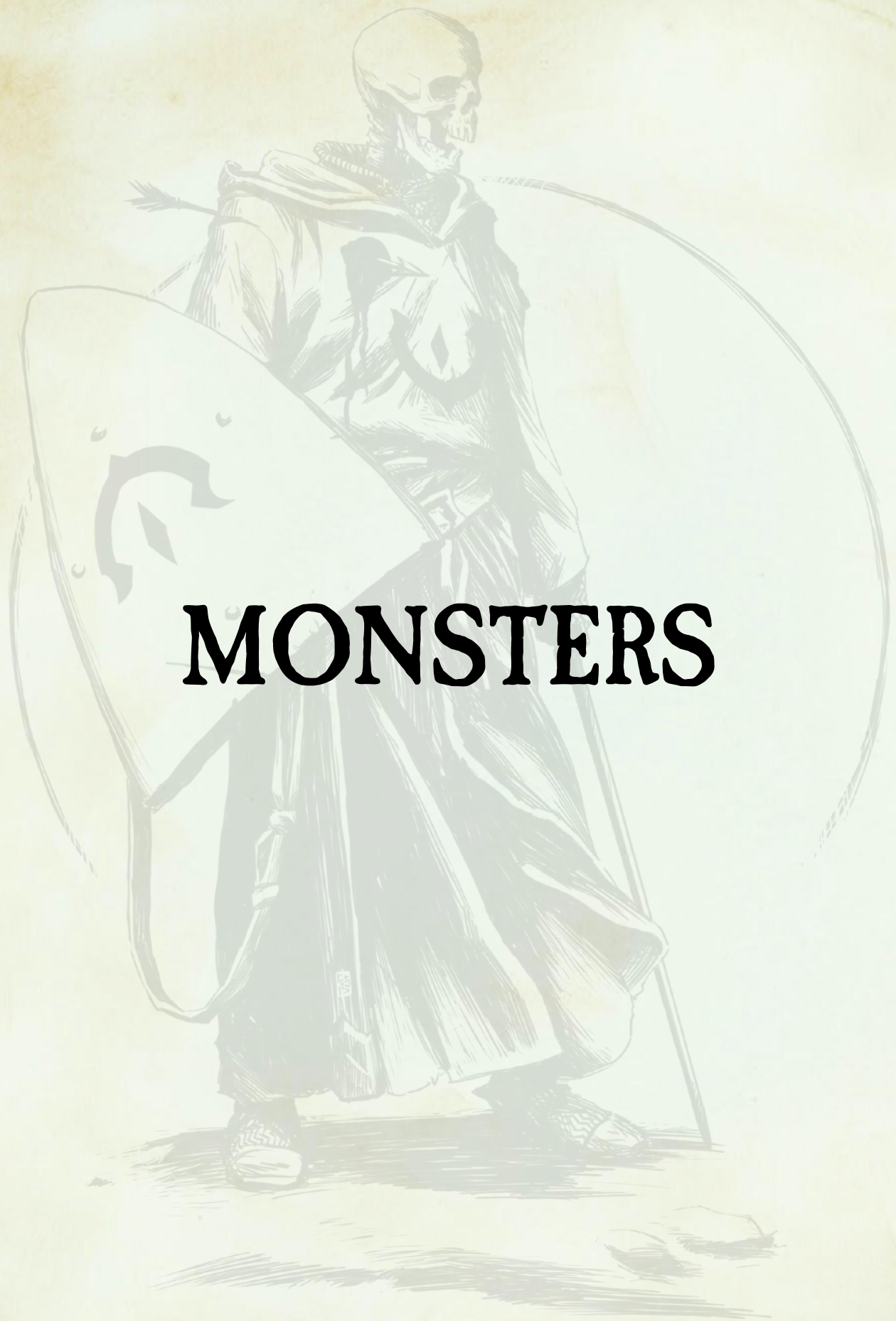
### Continuing the Adventure

-Find the ruins of Heimhil in Illskull Hills and the old tower of Rastan the Reviver. The ruins can be anywhere you wish and could be a good next adventure.

-Find the Necromancer's tower in the Illskull Hills.

-You could form a campaign out of this beginning adventure as the characters slowly discover the truth that Rastan the Reviver did not destroy Heimhil, and was falsely imprisoned, after he found out the secret that Casanthia's Empiric Church of the One God made a bargain with an Elder God to gain power in it's battle during the Prophets War. This is why the Temple was desecrated. And was the cause of the rune magic in the dungeon.





# MONSTERS



## Armored Skeleton

**SIZE:** Medium  
**HD:** 1 (d12)  
**AC:** 14  
**SAVES:** P  
**MOVE:** 30 ft.  
**ATTACKS:** Long Sword (1d6) or Spear (1d6)  
**INT:** None  
**ALIGNMENT:** Neutral  
**TYPE:** Undead (Common)  
**TREASURE:** 1  
**XP:** 5+1  
**SPECIAL:** Undead

**APPEARANCE:** A heavily armored human skeleton with an ancient metal long sword.

**COMBAT:** Skeletons attack silently and with a very frightening intensity, killing anything living in their path. Because of their bony nature, any slashing or piercing weapons do half damage, while blunt weapons do normal damage.

## Arctic Goblin

**SIZE:** Small  
**HD:** 1 (d6)  
**AC:** 15  
**SAVES:** P  
**MOVE:** 20 ft.  
**ATTACKS:** By weapon  
**INT:** Average  
**ALIGNMENT:** Lawful Evil  
**TYPE:** Humanoid  
**TREASURE:** 1  
**XP:** 5+1  
**SPECIAL:** Darkvision 60 ft., Cold Resistance

**APPEARANCE:** As a normal goblin, but covered in a shaggy white fur.

**COLD RESISTANCE:** Takes no damage from cold or cold based attacks.

## Crowolf

**SIZE:** Medium  
**HD:** 2 (d8)  
**AC:** 14  
**SAVES:** P  
**MOVE:** 40 ft.  
**ATTACKS:** Bite (1d6), 2 Talons (1d4)  
**INT:** Average  
**ALIGNMENT:** Neutral Evil  
**TYPE:** Magical Beast  
**TREASURE:** nil  
**XP:** 50+2  
**SPECIAL:** Darkvision 60 ft.

These magically created beings often hunt at night along roadsides and trails. They are solitary, intelligent creatures and often speak the local human language.

**APPEARANCE:** Large black wolf with 4 talons as feet and bird like eyes.

**DARKNESS:** At the beginning of combat a Crowolf will make a 30 ft. sphere of Darkness. Those with Darkvision or Deepvision can still see inside this sphere, all others are effectively blind, making all rolls hard that require eyesight. A *Light* spell cast vs. the Crowolf's HD dispels the darkness (WIS or INT vs. CL2).

**HOWL:** Every 1d6 hounds a Crowolf will howl as one of its actions, those within 30 ft. of the Crowolf must make a **CHA** check. Those who fail that roll will flee from the Crowolf for 1d6 rounds.



## Crypt Goblin

**SIZE:** Small  
**HD:** 1 (d6)  
**AC:** 15  
**SAVES:** P  
**MOVE:** 20 ft.  
**ATTACKS:** By weapon  
**INT:** Average  
**ALIGNMENT:** Chaotic Evil  
**TYPE:** Humanoid  
**TREASURE:** 1  
**XP:** 5+1  
**SPECIAL:** Darkvision 60 ft., Stench

Found near graveyards, crypts, and the like. They do eat fresh meat but prefer to eat rotten, putrid flesh. They are sometimes used by Necromancers to collect fresh bodies & body parts from graves. Vicious beings, they forego weapons to bite victims.

**APPEARANCE:** Looking almost identical to regular goblins but they often carry and wear bone ornaments on their clothing.

**STENCH:** At the beginning of combat PCs must make a **CON Save** or be sickened by the deathly stench of a Crypt Goblin. Those sickened have a -2 penalty to all rolls each round until making a successful save at the beginning of their turn.

## Goblin

**SIZE:** Small  
**HD:** 1 (d6)  
**AC:** 15  
**SAVES:** P  
**MOVE:** 20 ft.  
**ATTACKS:** By weapon  
**INT:** Average  
**ALIGNMENT:** Lawful Evil  
**TYPE:** Humanoid  
**TREASURE:** 1  
**XP:** 5+1  
**SPECIAL:** Darkvision 60 ft.

**APPEARANCE:** Large bulbous heads, small eyes, and typically have a drab green or gray skin tone to match their native environment.

**COMBAT:** Goblins only attack if they are confident of victory, whether by greater numbers, or some infallible trap. They carry all manner of arms, particularly favoring axes, clubs, mallets, and spears. They use bows occasionally, wear leather and metal ring garments for armor, and carry simple wooden shields.

## Leechrat

**SIZE:** Small  
**HD:** 1 (d3)  
**AC:** 12  
**SAVES:** P  
**MOVE:** 20 ft.  
**ATTACKS:** Bite (d3)  
**INT:** Animal  
**ALIGNMENT:** Neutral  
**TYPE:** Animal  
**TREASURE:** nil  
**XP:** 5+1  
**SPECIAL:** Darkvision 60 ft., Blood Drain, Disease

Leech Rats are 8-12 inch long crossbreeds of leech and rat. They often lair in sewers and subterranean environments near the lairs of larger warm blooded creatures.

**APPEARANCE:** Worm-like body covered in gray short fur. Rat face but a leech mouth.

**BLOOD DRAIN:** After a successful attack the Leechrat will drain its host of 1d3 hp per round (not effected by armor) until it is full (12 points of draining) or until killed. While attached they are -4 to attack and a natural 1 hits the victim not the leechrat.

**DISEASE:** At the end of the encounter all who were bitten by them at least once must make a **CON Save**. Those who fail this roll will become Diseased within the next 1d6 hours. This disease makes most checks and saves at a -4 penalty until cured (*Remove Disease* or the like) and is fatal if left untreated for longer than 10+1d6 days.

## Maggot Hound

**SIZE:** Small  
**HD:** 2 (d8)  
**AC:** 14  
**SAVES:** P  
**MOVE:** 30 ft.  
**ATTACKS:** 2 Claws (d4)  
**INT:** None  
**ALIGNMENT:** Neutral  
**TYPE:** Undead  
**TREASURE:** 1  
**XP:** 20+2  
**SPECIAL:** Darkvision 60 ft., Stench, Maggots, Infect

**APPEARANCE:** These undead are created from the corpses of dogs, coyotes, wolves and the like. They look like what they were made of besides their face is missing and is replaced by a giant swarm of maggots. (For wolves add 1 to HD and increase claw damage to 1d6).

**STENCH:** At the beginning of an encounter all characters must make a CON check or be sickened by the Maggot Hounds smell. This sickness causes a -2 penalty to most physical and mental checks and saves.

**MAGGOTS:** The large maggots that infest a Maggot Hounds face can attack a creature that has been hit by both Maggot Hounds claw attacks in the same round. If both claw attacks hit the victim must make a DEX Check. If they fail this roll 1d6 maggots will attach themselves to the PC. These maggots do 1 damage each per round until removed (removing the maggots takes a whole rounds action).

**INFECT:** On a natural 20 claw attack roll the victim takes double damage from the attack and must make a CON Check, failing this roll the character has been infected by the Maggot Hound. This infection will change the character into a zombie within 1d6 hours unless they are cured by a *Remove Disease* spell or the like.

## Orc

**SIZE:** Medium  
**HD:** 1 (d8)  
**AC:** 13  
**SAVES:** P  
**MOVE:** 30 ft.  
**ATTACKS:** By weapon  
**INT:** Low  
**ALIGNMENT:** Lawful Evil  
**TYPE:** Humanoid  
**TREASURE:** 1  
**XP:** 5+1  
**SPECIAL:** Darkvision 60 ft., Light Sensitivity

**APPEARANCE:** Orcs have a broad range of appearances and body types. Orcs can vary from gangly long-legged creatures to broad-chested warriors. Orcs generally have dirty, dark skin that varies in color from inky black, to olive green to mottled red.

**COMBAT:** Orcs are tough, merciless creatures. Years of abuse from their older and stronger kin give them an unquenchable desire for destruction and plunder. They attack anything they think they can kill, but do not hesitate to retreat or surrender if they are outmatched.

They wear piecemeal armor taken from downed enemies, and carry almost any weapon. They prefer jagged edges, pole arms, and vicious crossbows. Orcs are sensitive to bright light and suffer a -1 penalty to attack rolls when fighting in daylight or similar conditions.

## Orc Warrior

**SIZE:** Medium  
**HD:** 2 (d8)  
**AC:** 14  
**SAVES:** P  
**MOVE:** 30 ft.  
**ATTACKS:** By weapon  
**INT:** Low  
**ALIGNMENT:** Lawful Evil  
**TYPE:** Humanoid  
**TREASURE:** 1  
**XP:** 10+2  
**SPECIAL:** Darkvision 60 ft., Light Sensitivity

## Orc Warchief

**SIZE:** Medium  
**HD:** 5 (d8)  
**AC:** 15  
**SAVES:** P, M  
**MOVE:** 30 ft.  
**ATTACKS:** By weapon  
**INT:** Normal  
**ALIGNMENT:** Lawful Evil  
**TYPE:** Humanoid  
**TREASURE:** 1  
**XP:** 10+2  
**SPECIAL:** Darkvision 60 ft., Light Sensitivity, Leader

**LEADER:** If the Orc Warchief dies theres a 50% chance the remaining orcs will surrender or flee.



## Skeleton

**SIZE:** Medium  
**HD:** 1 (d12)  
**AC:** 13  
**SAVES:** P  
**MOVE:** 30 ft.  
**ATTACKS:** Sword (1d6)  
**INT:** None  
**ALIGNMENT:** Neutral  
**TYPE:** Undead (Common)  
**TREASURE:** 1  
**XP:** 5+1  
**SPECIAL:** Undead

**APPEARANCE:** Fanged human skeleton wrapped in bangles, with a rusted metal weapon

**COMBAT:** Skeletons attack silently and with a very frightening intensity, killing anything living in their path. Because of their bony nature, any slashing or piercing weapons do half damage, while blunt weapons do normal damage.

## Tomb Worm

**SIZE:** Large  
**HD:** 6 (d8)  
**AC:** 13  
**SAVES:** P  
**MOVE:** 30 ft.  
**ATTACKS:** Bite (1d8), Tail Whip (1d6)  
**INT:** Low  
**ALIGNMENT:** Chaotic Evil  
**TYPE:** Extraplanar  
**TREASURE:** 4  
**XP:** 180+6  
**SPECIAL:** Darkvision 120 ft., Fear, Egg Sac

These 12-15 foot long beasts frequent tombs, crypts and graveyards looking for corpses. They feed on the remaining essence of souls left attached to the corpses. Hideous, rare, and otherworldly, Tomb Worms are thought to be myth by most adventurers. Tomb Worms attack with their bite or vestigial claws.

**FEAR:** The pulsating eyes, gaping maw and flowing form of a Tomb Worm causes fear in those who fail a **CHA Save** during the 1st round of combat. Those who fail make all Attacks Rolls at -4 until they make a successful Save at the beginning of their next turn (s).

**EGG SAC:** Some Tomb Worms have an attached egg sac (including the one in this adventure). A Tomb Worm's egg sac contains upwards of 1,000 larvae. When a Tomb Worm is brought below 1/2 its HP, or someone attacks its egg sac directly (a Called Shot), its egg sac will explode and spray larvae in a radius of 30 ft.

These larva count as a Swarm and attack as a unit. Anyone within the swarm at the beginning of their turn must make a DEX Save or take 1d8 points of damage. Those damaged must also make a CHA Save or they lose 1 point of CHA. If this takes a character to ) CHA the character dies.

This CHA damage is temporary and can be healed with a nights rest.

## Tomb Worm Larva Swarm

**SIZE:** Large  
**HD:** 3 (d8)  
**AC:** 8  
**SAVES:** P  
**MOVE:** 20 ft.  
**ATTACKS:** Swarm (1d8)  
**INT:** Animal  
**ALIGNMENT:** Chaotic Evil  
**TYPE:** Extraplanar  
**TREASURE:** nil  
**XP:** 30+3  
**SPECIAL:** Darkvision 60 ft., CHA Drain



## Wretch Zombie

**NUMBER:** 1-10  
**SIZE:** Medium  
**HD:** 2 (d8)  
**AC:** 12  
**SAVES:** P  
**MOVE:** 20 ft.  
**ATTACKS:** Slam (1d6)  
**INT:** None  
**ALIGNMENT:** Neutral Evil  
**TYPE:** Undead  
**TREASURE:** 1  
**XP:** 10 + 2  
**SPECIAL:** Slow, Stench, Poison, Spreading the Disease

**APPEARANCE:** A rotten corpse, covered in pustules and boils.

**SLOW:** A zombie never gains initiative and always acts last in any given round.

**STENCH:** When first encountering a Wretch Zombie characters must make a **CON Save**, failing this roll the characters Attack And Saving Throws are -4 until they make a successful roll on their next turn. Once unaffected by the Zombie's stench they do not have to make any further Saves for this encounter.

**Poison:** When hit by a Wretch Zombie a character must make a **CON Save** or be considered Poisoned. This poison does 1d3 damage per round until either cure by a healing spell, a healing potion or the wound is doused in Holy Water.

**Spreading the Disease:** If killed by a Wretch Zombie the victim will either turn into a Wretch Zombie within 1d6 hours or rise up as a regular Zombie within 1d3 rounds (50% chance of each).

## Wolfdog

**NUMBER:** 4-24  
**SIZE:** Medium  
**HD:** 2 (d8)  
**AC:** 13  
**SAVES:** P  
**MOVE:** 50 ft.  
**ATTACKS:** Bite (1d8)  
**INT:** Animal  
**ALIGN:** Neutral  
**TYPE:** Animal  
**TREASURE:** nil  
**XP:** 25+2  
**SPECIAL:** Trip, Twilight Vision, Tracking 10

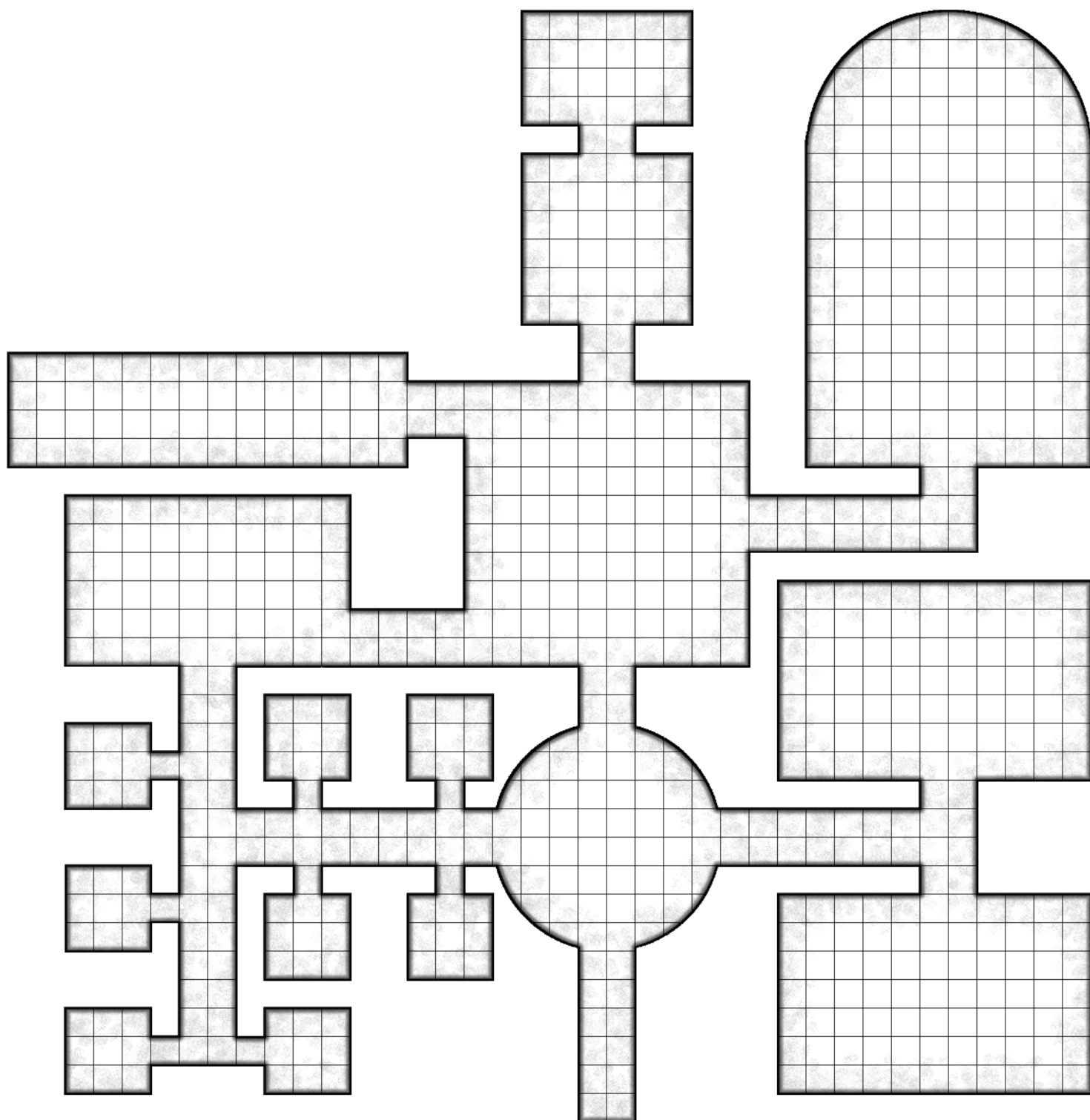
A large, wild canine native to the Eastern Marches. Wolfdogs are powerful pack hunters and have been known to even hunt actual wolves.

**COMBAT:** Wolfdogs always attack in groups. Usually one or two distract their prey while two or three others bite its feet and legs, trying to bring it down. If the prey falls the whole of the pack falls upon it, often feeding before the prey is wholly dead.

**TRIP:** A wolf can attempt to drag an opponent to the ground when it makes a successful bite. The opponent is allowed a save versus dexterity to resist being pulled to the ground, automatically losing initiative the next round.



# PRINTABLE PLAYER MAP





Magefall

Waldrand

# OGL

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