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DUNGEON CRAWL CLASSICS

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SCIIONS OF PUNJAR

BY CHRIS DOYLE
AN ADVENTURE FOR CHARACTER LEVEL 4





SCIONS OF PUNJAR

AN ADVENTURE FOR CHARACTER LEVELS 4-6

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INTRODUCTION

Remember the golden days of role-playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. *Dungeon Crawl Classics* feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Scions of Punjar is designed for five characters of 4th to 6th level, with a total of 20 to 25 total character levels between party members. At least one cleric that can turn undead, one controller, and two fighter-type characters are essential for good game play, and a varied mixture of different character classes is recommended. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play. This adventure also includes a tournament scoring system, similar to the one used for the Annual DCC Team Tournament.

ADVENTURE SUMMARY

While in the city of Punjar, the PCs are hired by the Dev'shir family (a minor noble family), to perform an investigation. Their son, Elam (a foppish aristocrat) recently discovered an amulet, a family heirloom, for sale at a local pawnshop. He purchased it and returned it to his parents. Knowing the heirloom was safely buried with a great aunt at the family mausoleum, the family is enraged, and hires the PCs to "look into the matter." They provide directions to the mausoleum (and a key to unlock the door) and to the pawnshop where the amulet was for sale. The PCs are free to follow whichever lead they desire. As the mystery unfolds throughout Punjar, the PCs discover that the noble family has a few skeletons in their closet (in addition to an undead army about to attack their estate).



GAME MASTER'S SECTION

ENCOUNTER TABLE

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. Loc – the location number keyed to the map for the encounter. Pg – the module page number that the encounter can be found on. Type – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). Encounter – the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. EL – the encounter level.

SCALING INFORMATION

Scions of Punjar is designed for five characters of levels 4–6, but you may adjust it to suit parties of different sizes or level. If alterations to the adventure are performed, remember to adjust all treasure accordingly. Consider modifying the adventure as follows:

Weaker parties (4 or fewer characters, or lower than 4th level): Consider the following changes for weaker parties: remove the elite status from the dire stirge in area 1–2; remove one of the dark toxin needle traps in area 1–3; remove 2 levels from Traenor and the Slayer thugs in area 2–1b; remove the glyph of warding trap in area 3–3; remove 4 skeletons and 4 zombies from area 3–4; remove 2 skeletons and 2 zombies from area 3–5; remove 2 bandits from area 4–7; remove 3 bandits from area 4–8; in area 4–11, make Malek a standard wight (remove the cleric template); remove one scarecrow homunculus from area 6–1; remove the solo template from the salt troll zombie in area 6–2 (leave it as an elite); in area 6–10, remove 2 levels from Cadavra and reduce the total number of undead to eight.

Stronger parties (6 or more characters, or higher than 6th level): Although *Scions of Punjar* is sufficiently challenging for higher-level or larger groups; you might consider the following changes: advance the dire stirge in area 1–2 to a solo monster; add 2 more slayer thugs to area 2–1b; add 2 level to Dugesia in area 3–6; add 2 bandits with longbows to area 4–1; make Lem a solo monster in area 4–6; add 2 more orc bandits to area 4–3; add two levels to Fenn and Finn in area 4–7; add 3 levels to Haledon in area 4–12, which places him in the paragon tier (adjust his powers accordingly); add another scarecrow homunculus to area 6–1; advance the salt troll zombie in area 6–2 by 2 levels; add another deathjump spider to area 6–5; make all the zombies in area 6–10 standard zombies.



Location	Pg	Type	Encounter	EL
1-1	6	P/C	<i>Oskar</i> , human rogue Two+ Souk Toughs Diplomacy/Intimidate skill tests	5+
1-2	8	C	Elite dire stirge	3
1-3	9	T	Two dark toxin needle traps	5
2-1a	11	P	Games of Chance	—
2-1b	11	P/C	<i>Traenor</i> , tiefling warlock Two Slayer thugs	5
2-1c	12	P/C	<i>Latimer</i> , half-orc rogue Diplomacy/Intimidate skill tests Pursuit skill test	2+
3-1	14	T	Serpent curse trap	5
3-3	15	T	<i>glyph of warding</i> trap Poisoned parchment trap	3
3-4	16	C	One boneshard skeleton Eight skeletons Eight decrepit skeletons	7
3-5	17	C	Six skeletons Six zombies	7
3-6	18	P/C	<i>Dugesia</i> , tormented ghost Parlaying with <i>Dugesia</i> skill test	3+
4-1	20	C	<i>Selvin</i> , elven archer <i>Bork</i> , human warrior	1
4-2	21	T	Quartet of poisoned crossbows trap	5
4-3	21	C	Four orc bandits Orc cleric	4
4-4	23	T/C	Mine cart trap <i>Kaz-gar</i> , half-orc ranger <i>Aneurin</i> , human rogue	5
4-6	24	T/C	<i>Lem Kipper</i> , gnome wererat rogue	1
4-7	25	C	<i>Fenn</i> , human fighter <i>Finn</i> , human mage Four bandits	5
4-8	26	C	<i>Borsk</i> , half-orc warrior <i>Bramm</i> , human bandit Five bandits	5
4-9	27	C/T	Poison needle trap Deathrattle viper	1+
4-11	28	C	<i>Malek</i> , wight cleric <i>Malicia</i> , elite deathlock wight	4
4-12	30	C/T	<i>Haledon Farod</i> , human fighter Poison needle trap	5
5-1	32	C/P	Raven swarm	4
6-1	33	C	Three scarecrow homunculi Fire glyph trap	5
6-2	33	C	Solo salt troll zombie Gear array and elevator shaft hazard	7
6-3	33	T	Glyph of warding trap + fall	3
6-5	35	C	Three advanced deathjump spiders	3
6-7	37	C	Four advanced zombies Corruption corpse	4+
6-8	37	T/C	Pit Trap Skeletal claw swarm	2
6-9	39	P	Four patches of green slime	3
6-10	41	C	<i>Cadavra</i> , human deathmaster Four zombies Four zombie rotters Four vampire spawn fleshrippers	

GETTING THE PLAYERS INVOLVED

There are several ways the PCs can become embroiled in the sordid past of the Dev'shir family. Below are a few sample hooks, but the GM is encouraged to use the one that suits his home campaign the best, or create a new one.

- The PCs are renowned for being adventurers. Lady Dev'shir summons them to a meeting at the Dev'shir estate. She relates the information contained in the adventure summary section above. She provides the PCs with directions to the family tomb (and a key to the front door), and directions to Oskar's Pawnshop. She offers the PCs 1,000 gp each to investigate the situation, and to bring the responsible person to justice.
- The PCs get into a bar fight while in the Devil's Thumb section of Punjar. During the fight, Elam Dev'shir gets injured and threatens legal action against the PCs. The PCs can avoid jail time if they perform a small service for the Dev'shir family. Lady Dev'shir fills the PCs in on Elam's discovery of the amulet, and provides the PCs with directions to the family tomb (and a key to the front door), and directions to Oskar's Pawnshop. If the PCs discover Lakaisha is the culprit and foil her plan of revenge, they avoid all legal issues incurred during the bar fight. Perhaps a bribe is in order to keep the PCs silent regarding the insane daughter of the Dev'shirs.
- Elam Dev'shir seeks approval from his parents. After finding and purchasing the amulet at Oskar's Pawnshop, he takes it upon himself to locate and hire the PCs. Likely, this occurs in a tavern somewhere, and the naïve aristocrat is easily duped into increasing the payment to 1,500 gp per PC (although he can only provide a small initial deposit). He provides the PCs with the information on the amulet, and directions to the tomb and the pawnshop. He doesn't have the key to the tomb, however, so the PCs need to enter via their own resources.

BACKGROUND STORY

THE FORGOTTEN DAUGHTER

Although it appears the Dev shir family has a single son and thus heir, this is not the case. The scions of the Dev shir family once included two older daughters. Dugesia Dev shir was the eldest, and stood to inherit control and the considerable wealth of the family. Lakaisha Dev shir, the middle daughter, was always a volatile, mentally unstable individual. The youngest was Elam Dev shir, a naïve, precocious boy, certainly unfit to assume control of the family when his parents moved on. Dugesia was spoiled and pampered throughout her life, always having the finest clothes, the wisest tutors, and numerous friends. Meanwhile, Lakaisha was a brooding, bitter middle child, the recipient of second-hand goods, and merely adequate teachers, at best. Over the years, her mistreatment wore

on her fragile psyche, and she developed dark aspirations to one day assume control of the family. Her affinity for magic could have been her passage to greatness in the family, but instead it was ignored, while Dugesia was tutored in the magical arts. Lady Dev'shir believed the only asset her middle daughter possessed was as a commodity to be married off to another noble family.

About 10 years ago, it became obvious to Lakaisha that with Dugesia in line for the mantle of the family, Lakaisha would never amount to much more than an afterthought. The final straw was an arranged marriage to an arrogant, boorish minor noble. This caused the already unstable Lakaisha to slip further into the grip of mental illness, and she developed a seething hatred for her mother, and a destructive jealousy of her sister. Driven by rage and envy, Lakaisha arranged an unfortunate incident for her sister.

Dugesia was ambushed by Lakaisha, and subdued with a minor spell while tending her favorite steed at one of the family stables located outside of Punjar. Lakaisha barred the door, and torched the barn, with only her cackling laughter audible over the eager flames as a witness. After years of plotting, the deed was finally done, and Lakaisha assumed she would ascend to the role of eldest, and inherit the family fortune. However, Lady Dev'shir suspected foul play, and purposely named Elam (barely 16 years old at the time) the heir of the house in an attempt to draw out a confession. The ploy worked, as Lakaisha confessed the deed to her parents, at first looking for approval, and then mocking her sibling in a jealous, insane rage. Her judgment clouded, Lakaisha flew into a murderous rage, and attempted to snuff out the lives of her parents. However, she was outnumbered, and of somewhat frail stature, and was easily overpowered.

The Dev'shir family needed to save face, or lose tremendous status among the noble circles of Punjar. They concocted a story that Lakaisha too perished in the unfortunate blaze, and that Elam, now the last living scion, would indeed become their heir. But what to do with an unstable, power-hungry daughter? The family could not turn her over to the authorities; this would result in a considerable loss of influence among the nobles. They were not barbaric enough to take matters in their own hands, either. So in the end, and after a hefty bribe, Lakaisha was sent to the distant Asherton Asylum in the city of Tarresine, and cursed to spend her remaining days sheltered from the world of the sane. After a few years, her new "home" pushed her deeper and deeper into the throes of insanity, as her frail body continued to weaken under the strain of her failed aspirations of greatness.

AN UNLIKELY BENEFACTOR

A necromancer named Agilis often combed the asylum for suitable subjects, and with no questions asked (and suitable transfer of funds), often assisted the staff by removing particularly hostile inhabitants. Typically, these subjects were used for experimental purposes, or simply used to create undead servants. However, Agilis became quite smitten with the frail Lakaisha, and recognized her potential for the arcane arts, specifically necromantic

studies. He arranged her freedom (although the cost was great, due to the circumstances of her tenure), and nursed Lakaisha back to sanity and physical shape. He took her on as an apprentice, and taught her the arts of necromancy. Meanwhile, the Dev'shir's were informed of their daughter's self-inflicted death. With Agilis providing illusions of Lakaisha's unmoving body, the family believed that dreadful chapter of their history had finally drawn to a close. How wrong they would be.

For three years, Lakaisha tapped her inner strength, and became a formidable necromancer in her own right. She renamed herself Cadavra, and altered her appearance by dying her short, spiky tresses bone-white and growing them out into a wild mane. Meanwhile, she experienced a renewed hatred for her family that festered like a dirty wound. Soon, Agilis grew aware of her lust for revenge, and saw the dark creature he helped create. But it was too late, and Cadavra used her feminine wiles to lure the necromancer to his doom. She assumed control of his modest tower, but more importantly, the wealth of knowledge and power in the form of books and magic items. One of these magic items included an ebony cauldron capable of spawning undead under the control of whoever's blood was spilled during the animation ritual. Lakaisha became obsessed with the cauldron, and envisioned a tool that could be used to exact her revenge on her family.

THE CAULDRON OF ILLSERVES

But to create the army, she needed many bodies. Cadavra recently returned to Punjar and converted an abandoned windmill outside of town into her new lair. She slowly began exhuming bodies from the local cemeteries, but she abhorred physical labor and craved a quick revenge. Begrudgingly, she hired a local gang of bandits holed up in an abandoned iron mine outside of the city. She paid them per body exhumed, often using wealth plundered from the tombs themselves, and began targeting mausoleums (including, with great satisfaction, the Dev'shir's), as it required less effort and yielded more bodies. The bandits were under strict orders to only sell the goods recovered in distant markets, but one bandit with an expensive drinking habit, and many gambling debts, was desperate for coin. He risked pawning some jewelry at a local pawnshop, leading to Elam discovering the family amulet.

Using the cauldron, Cadavra has nearly finished creating the army of undead. They are hidden in several locations around the city, ready for her command to attack. She relishes the thought of her undead minions marching on the Dev'shir estate under the pale light of the moon, ending their reign for all time. That is, unless the PCs can unravel the clues, and discover her hidden lair. Even if they defeat her, the undead army remains scattered about the city, and tracking them down could be an interesting side adventure unto itself.

URBAN CRAWLING

This Dungeon Crawl Classic adventure is slightly different, being set inside an urban setting. As such, the adventure is a bit more free-form than most DCCs, and the PCs are not necessarily restricted in their movements by dungeon walls. The PCs are free to explore the adventure sites in any order they desire, and they can even backtrack to a location to recover missed clues. This free-form style occurs right from the beginning, as the PCs have a choice of two locations to investigate. To assist the GM in running this adventure, we have included GM's Aid #1, a flow chart depicting the encounter areas, and how they are related.

One important difference between dungeon crawling and urban crawling is a general lack of wandering monsters. Most urban adventure locations do not have wandering monsters, although any will be noted in the text. If needed, the GM should prepare a short wandering NPC table for use when the PCs travel through the city. Patrolling guardsmen are quite common in Punjar (see the sidebar for details on their summoning and arrival). At the end of each Encounter Area there is a section entitled "Where to go from here." These sections give the GM an idea of the logical progression of the investigation, although as mentioned above, the PCs are free to tackle the investigation at their own pace, and in the order they desire.

PLAYER BEGINNING

The GM should summarize the events described in the Adventure Summary above, detailing Elam Dev'shir's finding and purchasing of the family amulet. Also, give them Player's Handout A, a detailed sketch of the heirloom, a silver amulet set with one large emerald, and three additional smaller gems below. When the PCs are ready to embark on the investigation, read or paraphrase the following:

As the city of Punjar wakes from a groggy slumber on a cool cloudy day, complete with an annoying drizzle, your band finds itself in the employ of one of Punjar's noble families: the Dev'shir's. It seems someone has recently robbed the family tomb; a fact supported by Elam Dev'shir, who noticed a treasured heirloom for sale at a local pawnshop. He purchased the heirloom and returned it to his parents. Outraged at the thought of family heirlooms being plundered from the Dev'shir tomb, the noble family has hired your band to explore the tomb, discover who is responsible for the theft, and bring the culprit to justice.

You are armed with directions to the family tomb, located in the City of the Dead, a walled graveyard in the city, and a key to open the portal. Lady Dev'shir also provided you with directions to Oskar's shop, the pawn dealer that had the family heirloom for sale. The pawnshop is located in a seedy section of the city called the Souk, along Cuttlefish Way, and not far from the docks. The direction of the investigation is yours to decide...

Where to go from here: At this point in the investigation, the PCs have two options. They can go to Oskar's Pawnshop (Encounter Area 1) to question Oskar about who pawned the Dev'shir Heirloom. Or, they can head to the family tomb (Encounter Area 3) to investigate that site for clues.

ENCOUNTER AREA 1

OSKAR'S PAWNSHOP MAP LOCATION THE SOUK, MAP 1

Located in a seedy section of the Souk is a tiny pawn establishment run by a not-so-honest businessman named Oskar. The shop caters to all manner of rogues and bawdy sailors desiring to turn a coin on illicit or ill-gotten goods. Oskar runs a “no questions asked” policy when items are pawned to him.

Unless otherwise noted, all doors of this establishment are strong wooden doors with functioning locks. The shop lacks windows, with a flaking yellow sign to the left of the door announcing the name of the business. A large metal bell hangs above the door (noticed with a DC 15 Perception check), but doesn't ring (see area 1–1 for details). Outside walls are considered unadorned masonry. The ceilings are all nine feet high. The store is all on the ground floor and consists of three rooms (see Map #1 for the layout). There is a second floor apartment that can be accessed via a rickety wooden staircase in the back ally. Oskar lives in the back of the shop, and the apartment above (not detailed) is owned by a trio of rowdy fishermen often at sea for weeks at a time.

The shop is open everyday from 10 am until 6 pm. During this time the ironbound front door is unlocked, and on pleasant days even wedged open. Oskar is always located in area 1–1 during business hours. After hours of operation, the front door is triple locked, and Oskar can be found in area 1–3 relaxing.

Masonry Stone Wall: Climb (Athletics, DC 20), Break (Strength, DC 35).

Strong Wooden Door with single lock: Break (Strength, DC 16); hit points 20 (AC 5, Reflex 5, Fortitude 10); lock (Thievery, DC 20).

Iron-bound Strong Wooden Door with triple locks: Break (Strength, DC 20); hit points 35 (AC 5, Reflex 5, Fortitude 10); 3 locks (Thievery, DC 25).

WEAPONS AND ARMOR

Item	Condition	Price
Spear (3)	Fair	7 gp
Short sword	Poor	15 gp
Mace	Fair	7 gp
Quarterstaff (5)	Good	7 gp
Sickle (2)	Fair	3 gp
Dagger (4)	Fair	2 gp
Light shield	Good	7 gp
Leather armor (2)	Fair	37 gp
Chainmail	Poor	60 gp

Area 1–1

The Pawnshop (EL 5+, XP 950+)

Read or paraphrase the following when the PCs enter the shop:

Pushing the worn doors open reveals a cluttered shop lit by sputtering lanterns affixed to the low ceilings. The shop is perhaps 60 feet by 30 feet, but most of the floor space is occupied by a mess of used items, presumably for sale. To the left are three wooden tables: one stacked with battered weapons, another piled high with worn cookware, and the last a jumbled mess of mundane items, such as candleholders, rope, and simple tools. The west wall is covered with sagging shelves holding an assortment of everyday items. Along the back wall are more shelves holding wrinkled clothing in haphazard piles. All manner of other junk, from dented shields to cracked mirrors, are propped up against these tables and shelves.

To the right is a four-foot-high glass case that takes up most of the east wall. Inside the case is an impressive assortment of uncut gems and tarnished jewelry. Hanging on the wall behind the case are a myriad of nick-knacks, from carved wooden bookends, to stone statuettes, to a few unopened bottles of fine spirits. A solid door is located behind the glass case in the north wall that probably provides access to a backroom.

Standing behind the glass case, casual rubbing a soiled cloth over the glass is a middle-aged man with greasy, black hair arranged in a poor attempt to conceal an expansive balding head. He wears stained pants and an ill-fitting, faded blue shirt partially covered with a worn leather apron. With a scowl, he raises his unshaven wrinkled face, and watches your every movement, but otherwise fails to greet you.

As per the description, this small shop contains many mundane items that have been pawned by folks desperate for coin over the years. Most of the items (70%) for sale are in poor condition, and often will break when used more than a few times. A successful Intelligence check (DC 10) reveals the quality of an item in general. Most items (at the GM's discretion, excluding masterwork items, most heavy armor, food, livestock, and transport) listed in the PHB can be had, but despite the poor quality, at +50% of the listed price. Finding a specific item in the clutter takes 1d6+5 minutes, unless Oskar is asked for assistance. The PCs can also pawn items at 50% of their value. Weapons and armor available are listed in the sidebar.

There is also an impressive selection of gems and jewelry available for sale. These items are removed from the locked glass case each night and placed in the lockbox in area 1–3. Please note that Oskar's asking price on any of these items is +100% of the listed value. These valuables include 17 uncut gems (8 x 10 gp, 6 x 50 gp, 2 x 100 gp, and 1 x 300 gp). The jewelry includes a pair of silver earrings (25 gp), a gold anklet (20 gp), a mismatched pair of gold bracelets (worth 45 gp and 75 gp, respectively), a bronze amulet set with ivory (80 gp), a silver tiara (125 gp), and a string of pearls (90 gp).

Hidden Treasure: Although most of the items in the pawnshop are garbage, there is one valuable item that even Oskar is unaware of. On the middle table is a coil of 50 feet of silk rope with an apparent price of 25 gp on it. The rope can be found with a DC 10 Perception check. The rope has fine silver threads woven throughout, and if examined closely (with a DC 15 Perception check), the silver threads form a word in Draconic, “*Thatca*.” This is the command word for the device, actually a *rope of climbing*, and a bargain at 25 gp!

Interacting with Oskar: The man behind the glass case is Oskar, a slimy individual only influenced by coin. He is a man of few words, and suspects everyone is up to no good. If shown the sketch of the amulet and asked about its origin, he is very tight-lipped at first. He prefers not to discuss Latimer with the PCs (he is a repeat customer, thanks to his expensive habit), but there are a few methods the PCs could use to loosen his tongue.

- **Offering to pay for information:** This is the easiest way to get Oskar to talk. If offered at least 50 gp, he gladly reveals information on who pawned the amulet. But then asks the PCs to leave and never come back to his shop.
- **Diplomacy (Level 4 Skill Test, Complexity 2):** Glib PCs might try to interrogate Oskar and trick him to revealing information about Latimer. The PCs will need to make 6 DC 17 Diplomacy checks before 3 failures to sway Oskar to help them. If the PCs make a purchase, they get a +2 circumstance bonus to this roll. If they offer a bribe, they get a cumulative +2 circumstance bonus for each 10 gp that changes hands. If they bribe him with 50 gp (or more), see above.
- **Intimidate (Level 8 Skill Test, Complexity 3):** The PCs might try to threaten bodily harm on Oskar to get him to reveal information on Latimer. The PCs will need to make 8 DC 23 Intimidate check before 4 failures to cow Oskar. The pawnshop owner has a tough skin, and deals with threats from low-life thugs on a daily basis. If the PCs succeed, he reveals his information, but then he attempts to summon the guard (see tactics, below). If the PCs fail, he sounds the bell immediately (see tactics, below).
- **Attacking Oskar:** This is not wise. As soon as PCs draw weapons, consults the tactics section, below.

What Oskar Knows: If the PCs get information out of Oskar, here is what they learn. About a week ago, a regular patron named Latimer pawned the amulet to Oskar. He did not tell Oskar where it came from (and honestly, Oskar doesn't care), but Oskar can provide a description of Latimer. He is tall (about 6'3"), with stringy black hair, and a coarse beard. Somewhat hulking in stature, Latimer has a wide face and a pronounced under bite, revealing porcine tusks, and a flat nose. He wears a gaudy gold earring, and

has a wicked scar above his left eye, extending down his face to his upper lip, which is deformed from the old injury. Oskar knows Latimer is always hard up for coin, because he is an alcoholic and gambler. He spends almost every night at a tavern, the Famished Froghemoth, located in the Devil's Thumb section of the city, spending what little coin he has on ale and attempting to make more by gambling.

Tactics: If the PCs get offensive with Oskar, he performs the following actions. He reaches for a rope hidden behind the glass case and starts yanking on it. Meanwhile, he backs himself up to the door and draws a dagger, all the while continuing to pull the rope. PCs can attempt to sever the rope with a sharp weapon (it runs along the ceiling), or can even immobilize the bell or muffling it with a cloak. The rope is attached to the bell outside and sounds an alarm to summon the ward guard. There is a cumulative 15% chance per round that the guard responds (arriving 1d4+1 rounds later). See the sidebar describing the Souk's guard. If one of the PCs closes with Oskar, he drops the rope and flees through the door to area 1-2, taking a standard action to close and lock it behind him.

Rope: Hit points 1; AC 10; Reflex 10; Fortitude 5.

Metal Bell: Hit points 30; AC 8; Reflex 8; Fortitude 8.

Oskar, Human Rogue

Medium natural humanoid (human)

Level 8 Elite Skr XP 350

Init +7	Senses Perception +11
HP 172	Bloodied 86
AC 24	Fort 21, Ref 24, Will 19
Saving Throws +2	
Spd 6	APs 1

↑ +2 *Vicious Dagger* (standard; at-will) ♦ Weapon: +13 vs. AC 1d4+5 damage (crit 2d12+9).

↑ *Deft Strike* (standard; at-will) ♦ Martial, Weapon: Oskar moves 2 squares and makes a melee basic attack.

↑ *Sand in the Eyes* (standard; encounter) ♦ Martial, Weapon: +13 vs. Reflex; 1d4+7 damage, and the target is blinded until the end of Oskar's next turn.

↑ *Deep Cut* (standard daily) ♦ Martial, Weapon: +13 vs. Fortitude; 2d4+7 damage, and the target takes 6 ongoing damage (save ends). Miss: The target takes half damage, and no ongoing damage.

Sneak Attack: Oskar deals +2d6 damage against any target he has CA against.

First Strike: At the start of an encounter, Oskar has CA against any creatures that have not yet acted.

Tumble (move; encounter) ♦ Martial: Oskar shifts 3 squares.

Align Evil	Lang Common
Skills Insight +11, Thievery +12	
Str 12 (+5)	Dex 16 (+7) Wis 15 (+6)
Con 14 (+6)	Int 13 (+5) Cha 10 (+4)

Possessions: +2 *vicious dagger*, leather apron (counts as leather armor)

THE SOUK GUARD

Punjar has no unified city guard, although the Dragonne are tasked with protecting the numerous gates into the city and the surrounding lands. Thus, each ward has its own “city guard,” in a fashion. In the Souk, this is little more than hired thugs paid a monthly stipend in return for providing “muscle” when needed. Rumored to be organized by the Thieves Guild, these factions carve out territory often demarked by city blocks, and never seem to clash with each other.

Oskar has made such arrangements with local ruffians, and they can be summoned by ringing the bell outside his shop. A group of ruffians consists of 1d4+1 human thugs armed with clubs and concealed short swords. They attack with clubs, seeking to subdue targets, but if opposition responds with lethal blows, they are quick to switch to short swords. They typically target obvious spell casters first, and attempt to flank, if possible. If half of their number is defeated, the remaining flees.

Oskar’s Ruffians (2–5)

Souk Tough

Medium natural humanoid (human)

Level 2 Skr	XP 125
Init +4	Senses Perception +1
HP 37	Bloodied 18
AC 16	Fort 14, Ref 12, Will 12
Spd 6	

↑ Club (standard; at-will) ♦ Weapon: +6 vs.AC; 1d6+3 damage.

↑ Short Sword (standard; at-will) ♦ Martial, Weapon: +6 vs.AC; 1d6+3 damage.

↑ Dazing Strike (standard encounter) ♦ Martial, Weapon: Requires club +6 vs.AC; 1d6+3 damage, and the target is dazed until the end of the tough’s next turn, and the tough shifts 1 square.

CA: The tough deals +1d6 damage against any target he has CA against.

Align Evil	Lang Common
Skills Stealth +7, Streetwise +7, Thievery +7	
Str 17 (+4)	Dex 12 (+2) Wis 11 (+1)
Con 13 (+2)	Int 12 (+2) Cha 12 (+2)

Possessions leather armor, club, short sword

SYMBOLOLOGY

Not sure what the symbols in the stat blocks mean? Visit the page for this product at www.goodman-games.com for a legend.

Area 1–2

Storeroom (EL 3+, XP 700+)

Read or paraphrase the following if the PCs enter this area:

This dimly lit room is packed tightly with shipping crates, boxes, and even a few small casks. Some of the boxes are stacked to heights nearing the ceiling. On the opposite wall is a stout wooden door with a thick oak bar across it. To the left is another door, although this one appears unlocked.

Oskar uses this area as a storeroom. The boxes and crates are unorganized and unlabeled, but Oskar knows what each one contains. Most of the items are mundane and in even worse shape than the goods in area 1–1. However, Oskar dislikes throwing anything out, so he holds onto these items. If the PCs spend at least three turns going through the boxes, the following useful items can be located with a successful DC 15 Perception check: a box of 10 silvered crossbow bolts, a dusty hip flask holding fine elven wine (worth 15 gp), an ornate bone scroll tube (empty, but worth 25 gp), and a set of gem stone dice in a velvet pouch (worth 18 gp). Behind one of the crates to the north, Oskar has stashed a loaded crossbow, and five extra bolts.

The crate to the left of the entrance door has air holes and smells faintly like an animal. It holds a large dire stirge recently pawned to Oskar by an adventuring wizard that thought the beast would make a fine pet. After several companions were sucked dry, he came to his senses and off-loaded the creature on Oskar for a small sum of gold. Oskar is sure he can find a buyer and turn a tidy profit. The cage is locked (Thievery, DC 25), but Oskar has rigged it with a quick release (see tactics, below).

Hidden Poison: One of the empty casks has a hidden bottom that can be located with a DC 25 Perception check. Inside is a small teak box (worth 200 gp) that contains an assortment of poisons. Each night after closing the pawnshop, Oskar heads over to a stall in the Squalor Court to sell poison and venoms with no questions asked. The box contains the following:

Poison	# of Doses	Value
Deathjump Spider Venom	3	250 gp
Stormclaw Scorpion Poison	2	250 gp
Drow Sleep Poison	1	1,250 gp

Tactics: If Oskar flees here, he spends a standard action unlocking the dire stirge cage. The irate beast bursts out in 1d3 rounds and panics, attacking all those in range. Meanwhile, Oskar hides behind the crates near the back door and grabs the loaded crossbow. If he has time, he removes the bar on the door. When the PCs enter from area 1–1, he fires his crossbow, but hopes the PCs waste time dealing with the dire stirge. He shoots into melee for a few rounds before fleeing out the back door and attempting to summon the Punjar

city guard. If the PCs corner him, he surrenders if reduced to bloodied or less. At this point, he is willing to trade information for his life, but if given the chance, he will still try to alert the city guard.

Elite Dire Stirge

Small natural beast

Level 7 Elite Lrk **XP 600**

Init +10	Senses Perception +3 darkvision
HP 120	Bloodied 60
AC 23	Fort 19, Ref 21, Will 16
Saving Throws +2	
Spd 2, fly (hover)	
APs 1	

↑ Bite (standard; at-will): +12 vs. AC; 1d6 damage, and the target is grabbed (until escape) and takes ongoing 10 damage until it escapes. A dire stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.

✧ Numbing Drone (standard; recharge 5–6) ✦ Charm: The dire stirge's wings produce a mind-numbing drone close burst 2; +8 vs. Will; target is dazed (save ends).

Align Unaligned Lang —

Skills Stealth +11

Str 10 (+3)	Dex 16 (+6)	Wis 10 (+3)
Con 12 (+4)	Int 1 (–2)	Cha 4 (+0)

Area 1–3

Living Quarters (EL 5, XP 1,000)

Read or paraphrase the following when the PCs enter this area:

The door opens to reveal an unkempt living area. The stale aroma of body odor and stale food tickles your senses. To the right is a bedchamber complete with a lumpy bed covered with stained sheets and filthy clothes. A pair of battered night tables flanks the bed, also covered with more laundry and books. The stone floor is host to discarded pieces of clothes and other bits of trash, including moldy food. Straight ahead are a simple table and two chairs. The table is adorned with the remains of last night's meal, although the cockroaches still dine uninterrupted as you peer about. Beyond the table are a sofa that is falling apart and a fireplace with dying embers casting pale illumination.

This area serves Oskar as his living quarters. Aside from the mess, there is little of value here. The furniture is all normal and quite worn. There is a single locked door that leads to an alley alongside the shop. The closet is cluttered with more junk from dirty clothes to odd trinkets and personal effects.

Next to one of Oskar's nightstands is a secret door that can be located with a DC 20 Perception check. The door conceals a 5-foot by 5-foot closet. Inside is a large metal lockbox. The box is locked (Thievery, DC 25) and is trapped with two poison needle traps. The lockbox is used to store the valuables from area 1–1 each night, and also Oskar's personal wealth: 550 gp in eleven neat stacks of 50 coins each.



⚠️ Poison (Dark Toxin) Needle Trap (2)

Level 10 **Wrd, XP 500**

Perception DC 25: The character notices the needle mechanism inside the lock.

Trigger: The trap attacks when a character opens the box.

Immediate Reaction Melee

Target: The creature that opens the box.

Attack: +13 vs. AC

Hit: 1d4+3 damage, and the trap makes a secondary attack against the target. *Secondary Attack*: +13 vs. Fortitude; 5 ongoing poison damage.

COUNTERMEASURES

- An adjacent character can disable the needle trap with a DC 20 Thievery check.
- A DC 20 Dungeoneering check grants the party a +2 bonus to Thievery checks to delay or disable the trap.

Where to go from here: If the PCs get information from Oskar, they can wait until nightfall and attempt to locate Latimer at the Famished Froghemoth (Encounter Area 2). Or they can travel to the Dev'shir family tomb to investigate that site for clues (Encounter Area 3).

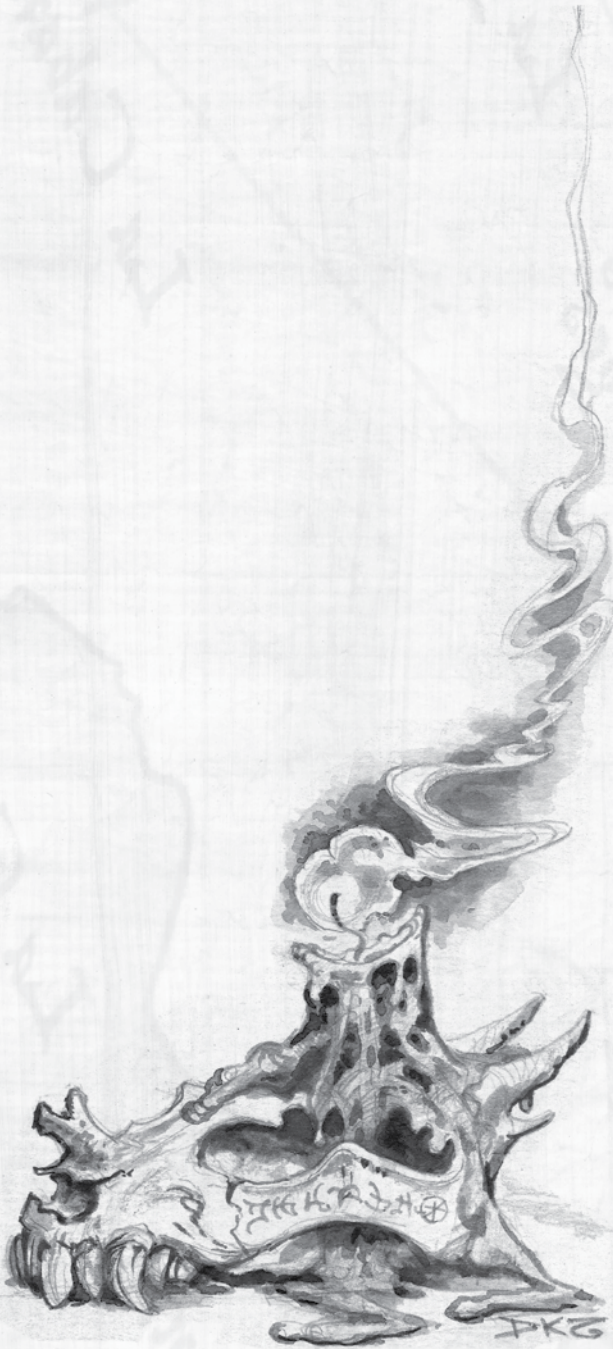
ENCOUNTER AREA 2

THE FAMISHED FROGHEMOTH

MAP LOCATION: THE DEVIL'S THUMB, MAP 2

This popular tavern is located in the Devil's Thumb section of Punjar. It caters to a rough and tumble crowd and is a popular retreat for rogues, manual laborers and their ilk, plus the occasional disguised noble. The establishment is run by a grizzled barkeep named Pinus and staffed with three cooks and four serving wenches. The prices are average, but the quality of the food is poor except for the roasted frog legs. However, most people don't come to the 'Frog to eat: they come to gamble and drink. The private booths are always host to games of chance, and the ale is flowing as fast as patrons can quaff it.

The 'Frog is a wooden structure with a brick front. A colorful sign swings in the breeze, depicting an immense mutated frog-like beast with tentacles and eyestalks, gorging itself on flagons of ale. There is an upper floor (not depicted on the map) that contains a dozen simple rooms for rent (6 sp/night). In addition to the common room, there is a large kitchen, a storeroom, and a wine cellar. The ceiling in the common room is 15 feet high, but the other rooms have standard eight-foot ceilings. The doors are good quality wooden doors and have average quality locks. The common room is dimly lit with several *everburning torches* and the glow from the fireplaces, and is depicted on Map #2. The remaining rooms are lit with standard lanterns.



This encounter is a bit different than most in this module. The first part (2–1) describes the setting and the common room. The rest of the encounter (2–1a–c) is presented as a trio of events. It's up to the PCs to decide how to interact with these events.

Wooden Walls: Climb (Athletics, DC 30); Break (Strength, DC 26).

Average Wooden Doors: Break (Strength, DC 16); hit points 20 (AC 5, Reflex 5, Fortitude 10).

Area 2–1

The Famished Froghemoth Common Room (EL-varies)

Assuming the PCs enter the common room at night, read or paraphrase the following text. If the PCs visit the common room during the day, the GM will need to adjust the description, as the room is largely unoccupied save for a few employees cleaning up last night's debauchery.

The common room of the inn is bustling with activity. In front of the entrance several square tables, mostly filled, are arranged in an orderly fashion. Several buxom serving wenches scoot in between the tables balancing trays of frothy ale and plates of steamy food like a choreographed dance. Beyond the tables roars of a massive fire in a hearth at least 20 feet wide. Above the stone mantle is a tile mural of a bloated, frog-like beast with tentacles and eyestalks, gorging itself on peasants along a countryside in the rain.

To the right are several booths, partially curtained off, hosting numerous games of skill. One table is surrounded by many onlookers wagering on dice throws. Another is host to an intense, quiet game of poker. A roaring cheer erupts from another table as a lithe feminine form bounces a silver coin into shot glass, prompting the quaffing of another round of ale by cross-eyed onlookers. There is even an interesting game of chess going on between two scholarly gentlemen in robes. Interesting in the fact that a large pile of platinum coins rests to the left of the game board.

To the left, a wide staircase provides access to the upper floor of the tavern. Beyond the staircase is a polished bar wrapping around like a horseshoe. The interior of the bar is staffed by a trio of barkeeps that effortlessly move about to serve the patrons. A swinging door never pauses as the staff constantly makes trips to the kitchen beyond with more food and frosty mugs of ale. A smaller hearth, its contents mere embers, is situated in front of the bar. A few more small tables line the back wall.

There are three events that can occur at this encounter site. The PCs can take part in gambling if they wish (see event 2–1a, below). If the PCs are waiting for Latimer, he arrives shortly after 9 pm (see event 2–1c, below). However, the PCs are not the only party interested in the half-orc bandit. A local guild of assassins called the Slayers is also on the lookout for Latimer, and could complicate matters (see event 2–1b, below). The GM is encouraged to create more interesting NPCs or events to suit his own campaign.

Event 2-1a Games of Chance (EL—)

The PCs are welcome (and even encouraged by patrons who understand the wealth adventurers usually carry) to partake in some games of chance while they wait for Latimer. Below are three sample games the PCs can play.

No Limit Punjar Hold 'em

This poker variant seems to be all the rage in Punjar these days, enjoyed not only by professional gamblers, but the social elite, the city guard, and the common laymen. Most tables comprise four to 10 players with antes ranging from a few coppers to 10 gp. If the PCs desire to play some in-game poker, the GM is encouraged to break out a deck of cards and actually play a few hands.

Bounce It

For a one silver piece wager, a player attempts to bounce the coin into one of several containers placed at the end of a bench table (about seven feet away). The player makes a ranged basic attack with a -4 circumstance penalty (to account for the randomness of the bouncing). If the player misses all the targets, his wager goes in the pot. Smaller containers have a higher AC, and thus the payout is higher for PCs that manage to hit them. Consult the table below for the AC of the different containers, and the payouts. This game often includes numerous side bets, a portion of which is added to the pot. At any given time, the pot contains 4d6 sp worth of mixed coins.

Container	AC	Payout
Pitcher	10	1 cp
Flagon	15	1 sp
Tumbler	20	1 gp
Wine Glass	25	Half the pot
Shot Glass	30	Entire pot

Inside 20's

This is a dice game of chance typically played with a group of four to eight players. After all participants pay a predetermined ante into a pot (and side bets are common as well) each player gets a chance to roll three twenty sided dice at the same time. Two of the dice are one color (typically blue) while the third die is another color (typically red). The player wins the pot if the red die's number is between the blue dice's numbers. For example, if the blue dice come up 6 and 18, and the red die comes up 11, the player wins the pot. If there is no winner, play passes to the right and the ante is added to the pot. This game is very popular with the casual gambler, as it is all luck and no skill.

Event 2-1b

A Complication (EL 5, XP 950)

The PCs are not the only party interested in Latimer on this night. It seems the bandit has run afoul of a powerful brotherhood of assassins called the Slayers (see sidebar). A few months ago, Latimer joined the Slayers with the pretense of getting rich quick and leaving Punjar. The Slayers suspected his ploy, and determined he was not Slayer material. They were about to eliminate him, but he fled before they had the chance, and hooked up with a small time bandit operation outside of the city. Over the

THE SLAYERS

Arguably the most powerful faction in Punjar is a brotherhood of assassins called the Slayers. The Slayers are not a simple thieves guild concerned with profit. They are a highly skilled and trained assassins guild, rumored to have played a hand in the Night of Long Knives (see DCC #35), and the current Overlord's rule. It is hinted that the Slayers have fiendish allies (and members) and that even the lowest member wields supernatural powers. Although the former is true, the latter is a bit of a stretch. However, many members of the Slayers have Warlock or Wizard class levels to augment their Rogue and assassin abilities.

The Slayers are several hundred strong, and feature warriors and fighters (as thugs and enforcers), and low-level rogues honing their assassination skills. Membership favors streetwise, savvy individuals with natural magical aptitude (i.e. warlocks). Humans and tieflings dominate the membership, and although there are no set racial rules, short demihumans are not made welcome, and thus rarely join the ranks. Slayers prefer the use of poison, delivered via blade, trap, or hand crossbow. The latter is silent, and easy to conceal; the perfect urban weapon. The Slayers' symbol is a viper wrapped around the blade of a dagger pointing down, with several black drips sliding down the blade.

past few weeks, the Slayers have assigned an upcoming assassin the task of hunting down Latimer, and bringing him back to the Slayers for "readjustment." The Slayers feel he is a security risk, and with his drinking habit, likely has a loose tongue. Traenor, a tiefling warlock and an aspiring assassin, is assisted by a pair of thugs

The GM is free to use this event as he desires. The Slayers will not confront Latimer or the PCs in the tavern. Astute PCs searching the crowd for others watching Latimer, can spot Traenor with a DC 25 Perception check. But if Latimer leaves (with the PCs, or with the PCs following), then the Slayers likely ambush the bandit and/or the PCs (see the tactics, below). This likely will result in a back alley fight, but the PCs could talk their way out of harm as well. If the PCs defeat the Slayers, they could earn themselves a potential reoccurring enemy while they remain in Punjar.

Tactics: The Slayers wait for an opportune time to strike while Latimer makes his way back to his lair. The confrontation occurs in a back alley, and begins with the thugs acting like a stumbling pair of partygoers that have had too much ale. As they approach to within 20 feet of Latimer, Traenor, hiding in the shadowy recesses of a doorway casts a *crown of madness* on an obviously melee-oriented PC. If the spell succeeds, he sustains the powers as a minor action, and forces the affected PC to attack an ally. If the PC is unaffected, it gives the warlock a hint of the challenge the PCs present. Traenor's spell is also the

trigger for the thugs to attack with hand crossbows and drow sleep poison-tipped bolts. They target Latimer, but if the PCs move to engage, they draw short swords and alter their tactics to lethal blows. Meanwhile, Traenor attempts to remain hidden, and uses *eldritch blast* or other attack spells on the PCs.

Traenor's goal is to apprehend Latimer, and not alert the city guard. He is willing to parley with the PCs to achieve his goal. The Slayer believes he has the advantage, so he flashes the Slayer's symbol to the PCs (assuming they recognize it; if not, a DC 15 Streetwise check reveals tidbits about the organization), and asks them to go on their way. Traenor knows nothing of the Dev'shir heirloom, or the bandit lair, so if the PCs lack this information, they have a problem. But attacking the Slayers, who certainly oblige the PCs in a scuffle, can solve this problem. If the two thugs are disabled, or Traenor is reduced to less than 10 hp, they flee.

Traenor, Tiefling Warlock Assassin

Medium natural humanoid (tiefling)

Level 7 Elite Skr XP 600

Init +4	Senses Perception +5
	low-light vision
HP 144	Bloodied 72
AC 20	Fort 17, Ref 19, Will 17
Saving Throws +2	
Resist 12 fire	
Spd 6	APs 1

⚡ Poisoned Short Sword (standard; at-will) ♦ Poison, Weapon: +12 vs.AC (+13 against a bruised target); 1d6+5 damage, and Traenor makes a secondary attack against the same target. *Secondary Attack*: +10 vs. Fortitude; ongoing 5 poison damage (save ends).

⚡ Eldritch Blast (standard; at-will) ♦ Arcane, Item: Ranged 10; +10 (+11 against a bruised foe) vs. Reflex; 1d10+3 damage.

⚡ Eyebite (standard; at-will) ♦ Arcane, Charm, Item, Psychic: Ranged 10; +10 vs. Will (+11 against a bruised foe); 1d6+3 psychic damage, and Traenor is invisible to the target until the start of his turn.

⚡ Mire the Mind (standard; encounter) ♦ Arcane, Illusion, Item, Psychic: Ranged 10; +10 vs. Will (+11 against a bruised foe); 1d10+3 damage, and Traenor and all his allies in range are invisible to the target until the end of his next turn.

⚡ Crown of Madness: (standard; daily) ♦ Arcane, Charm, Item, Psychic: Ranged 10; +10 vs. Will (+11 against a bruised foe); 2d6+3 psychic damage. *Miss*. The target takes half damage. *Sustain Minor*: The target makes a melee basic attack against one of its adjacent allies of Traenor's choice (save ends).

Infernal Wrath (minor; encounter): Traenor gains a +1 power bonus to his next attack roll against an enemy that hit him since his last turn. If the attack hits and deals damage, Traenor deals an extra 3 damage.

Warlocks Curse (minor; at will): Traenor places a curse upon any target he can see. If he deals damage to that target, he can elect to deal +1d6 damage. In addition,

when a creature under Traenor's warlock's curse is reduced to 0 or fewer hit points, he can teleport 3 squares as a free action.

Cloak of Lurking (move; recharge 6) ♦ Teleportation: Traenor teleports 5 squares and becomes invisible until the end of his next turn.

Fey Switch (move; encounter) ♦ Arcane, Teleportation: Ranged 10; Traenor and one willing ally trade spaces.

Prime Shot: If none of his allies are nearer to a target than he is, Traenor receives a +1 bonus to ranged attack rolls against that target.

Align Evil	Lang Common	
Skills Bluff +13, Stealth +15		
Str 13 (+4)	Dex 20 (+8)	Wis 14 (+5)
Con 16 (+6)	Int 13 (+4)	Cha 16 (+6)
Possessions leather armor, poisoned short sword		

Slayer Thug (2)

Medium natural humanoid (human)

Level 4 Brt XP 175

Init +3	Senses Perception +2
HP 66	Bloodied 33
AC 15	Fort 15, Ref 14, Will 14
Spd 7	

⚡ Greatsword (standard; at-will) ♦ Weapon: +7 vs.AC; 1d10+4 damage.

⚡ Battle Fury (free, when first bruised; encounter) The Slayer thug makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.

⚡ Hand Crossbow (standard; at-will) ♦ Poison, Weapon: Ranged 10/20; +5 vs.AC; 1d6+1 damage, and the Slayer thug makes a secondary attack against the same target. *Secondary Attack*: +13 vs. Fortitude; the target takes a -2 penalty to attack rolls. *First Failed Save*: The target is also weakened (save ends). *Second Failed Save*: The target falls unconscious until the end of the encounter.

Align Evil	Lang Common	
Skills Athletics +9, Endurance +9		
Str 17 (+5)	Dex 12 (+3)	Wis 11 (+2),
Con 16 (+5)	Int 10 (+2)	Cha 12 (+3)

Possessions hide armor, greatsword, hand crossbow with 5 poisoned bolts.

Event 2-1c

Latimer (EL 2+, XP 600+)

Latimer arrives shortly after 9 pm. As long as the PCs have a description of him (provided by Oskar, see Encounter Area 1), he is easy to recognize. He first heads over to the bar, where he is greeted by many regular patrons and the staff. After consuming a few ales, he then joins a game of Punjar Hold'em in the corner. In a few hours, he loses all of his coin gambling and is forced to leave the table. He settles back down at the bar for a few more hours, before stumbling out of the common room just after 1 am. At this point, he heads back to the lair (Encounter Area 4).



The PCs have a few options with how they can interact with Latimer. They can confront him in the common room of the tavern, and either bribe or intimidate him into revealing information. Or, they can follow him when he leaves and confront him outside of the tavern, or simply follow him back to the lair. If this is the case, see event 2–1b, above. Use the guidelines below to resolve the confrontation. Below is a paragraph describing what Latimer knows.

Bribe: This method works well, as Latimer is a man with many debts. If the PCs offer to pay him 100 gp, he will gladly reveal his information on one condition: the PCs let him leave Punjar (which he does, after ordering a few more ales with his new found cash). If the PCs offer him a smaller amount of a bribe, they need to make a relatively easy Diplomacy skill test (level 5 skill test; complexity 1; DC 13 Diplomacy; 4 successes before 2 failures). If the PCs buy him a few drinks, they get a +4 circumstance bonus to each Diplomacy check. For every 25 gp in bribes they get a +2 cumulative circumstance bonus each Diplomacy check.

Intimidate: Latimer is a coward, but the effects of the ale recently consumed gives him some bravado (not to mention the crowd). If intimidated in the tavern, the PCs need to make a relatively difficult Intimidate skill test (level 5 skill test; complexity 2; DC 21 Intimidate; 6 successes before 3 failures). If the PCs threaten him outside of the tavern (or in a back room, for example) the DC of this Intimidate checks are reduced to 17. If the PCs fail the skill test, Latimer attempts to summon the city guard (the GM decides the result of this attempt). If the PCs succeed at the Intimidate skill test, Latimer tells them what they want to know.

Following Latimer: If the PCs decide to follow Latimer back to his lair, use the following procedure. When he first leaves the tavern, he makes a half-hearted effort to use a confusing trail, winding in and out of alleys. The PCs need to make four DC 13 Perception checks before 2 failures to keep on his trail. Then, as he passes out of the city gates, they four more DC 10 Perception checks before 2 failures. However, the PCs might want to conceal their presence with a Stealth check opposed by Latimer's passive Perception (because Latimer is intoxicated the PCs can move at their full speeds while hiding without penalty). If Latimer spots the PCs, he tries to make a run for it, avoiding a return to the lair for a few hours.

Latimer's Information: Latimer knows the following information, which is useful to the PCs during the investigation. For each successful check the PCs make in either the Diplomacy or Intimidate skill test detailed above, they should be given one piece of information, in the order presented. If the PCs fail a check, the GM is encouraged to falsify the information.

- Latimer is a member of a band of bandits called the Crimson Hand.
- The band has a hidden lair in an abandoned iron mine outside of town. The entrance is at the east end of the valley floor, between two massive oak trees. He does not inform the PCs of the guard post in the trees, the lair's traps, or the secret doors that lead to the real lair.

- Recently, the band has been hired by a witch to exhume bodies from the City of the Dead ward. The pay is excellent, and the work is easy, so the band has not needed to perform other banditry.
- Latimer has only seen the mysterious witch a few times. She is tall, thin, and wears black robes. He has seen (and heard others whisper) her perform powerful spells. He does not know her name, and only refers to her as the witch.
- The leader of the bandits is named Haledon. He receives instructions from the witch via messages delivered by her raven familiar.

Tactics: If the PCs confront Latimer, he draws his dagger and assumes an aggressive stance. His bravado is largely alcohol induced, however, as Latimer is quite the coward, especially when outnumbered. Due to his drunken state, he suffers the following penalties: –4 to all Initiative checks, –4 to all attacks, –2 to all related Dexterity skills, and a –4 penalty to all skill checks involving concentration. He attacks for a few rounds, but as soon as he suffers damage, he falls to the ground and begs for mercy (and healing). Proceed with the guidelines above (bribing or Intimidating) to run the rest of this encounter.

Latimer, Half-Orc Rogue

Medium natural humanoid (half-orc)

Level 7 Elite Skr

XP 300

Init +6

Senses Perception +4
low-light vision

HP 160

Bloodied 80

AC 22

Fort 21, Ref 22, Will 17

Saving Throws +2

Spd 6

APs 1

↑ +2 Dagger (standard; at-will) ♦ Weapon: +14 vs.AC; 1d4+7 damage (crit 2d6+11).

⚡ Dagger (standard; at-will) ♦ Weapon: Ranged 5/10; +14 vs.AC; 1d4+4 damage.

↑ Piercing Strike (standard; at-will) ♦ Martial, Weapon: +14 vs. Reflex; 1d4+7 damage.

↑ Sand in the Eyes (standard; encounter) ♦ Martial, Weapon: +14 vs. Reflex; 1d4+7 damage, and the target is blinded until the end of Latimer's next turn.

↑ Walking Wounded (standard; daily) ♦ Martial, Weapon: +14 vs. Fortitude; 2d4+7 damage, and the target is knocked prone. Until the end of the encounter, if the target moves more than half its speed in a single action, it falls prone at the end of its move.

Sneak Attack: Latimer deals +2d6 damage against any target he has CA against.

First Strike: At the start of an encounter, Latimer has CA against any creatures that have not yet acted.

Ignoble Escape (move; encounter) ♦ Martial: If Latimer is marked, he can end the condition, and then shift up to 6 squares.

Align Evil

Lang Common

Skills Acrobatics +11, Thievery +11

Str 16 (+6)

Dex 16 (+6)

Wis 12 (+4)

Con 16 (+6)

Int 12 (+4)

Cha 10 (+3)

Possessions leather armor, +2 dagger, 5 daggers



Where to go from here: If the PCs follow Latimer to the bandit lair, proceed to Encounter Area 4. If they investigate the Dev'shir Tomb, proceed to Encounter Area 3.

ENCOUNTER AREA 3

THE DEV'SHIR FAMILY TOMB

Location: The City of the Dead, Map #3.

The Dev'shir Tomb is located in the City of the Dead, a section of the city reserved for tombs of the richer nobility. Although slowly being swallowed by the encroaching salt marsh, several man-made hillocks are present, housing the tombs of some of the older nobility. This graveyard is encircled by a massive stone wall, a full 20 feet high, and is patrolled by daylight by the city guard. Still, few enter this desolate location, save on occasions of a new burial. Each noble house maintains a stone tomb-like structure that is built into the side of the hillock. Each tomb is more lavishly decorated than the last, often sporting statues to dedicated patron deities, marble columns with fanciful script, and of course, elaborate locks and even traps.

The Dev'shir tomb is a white marble building about 40 feet wide, extending only 30 feet out of the hillock, with the rest of the structure carved from the interior of the hillock. Use Map # 3 for the key to this encounter area. A massive pair of stone doors blocks the entrance, normally locked with a mundane mechanism, which the PCs have a key to (but this is currently not the case, see area 3-1). A wide set of marble steps leads up to the doors. All doors are considered stone construction, and are maintained in operating condition. Doors are locked or trapped as noted in the individual room descriptions. The walls of the tomb are fitted marble, and considered superior masonry. Area 3-2 is lit via magical illumination, but the areas of the tomb are unlit.

Stone Doors: Break (Strength, DC 25); hit points 80 (AC 4, Reflex 4, Fortitude 12).

Superior Masonry Walls: Climb (Athletics, DC 20); Break (Strength, DC 43).

Area 3-1

Entrance (EL 5, XP 1,000)

When the PCs arrive at the Dev'shir family tomb, read or paraphrase the following:

Set in the side of an eroding hillock is one of many tombs. This one is constructed of polished white marble blocks. The structure is melded into the hillside, and doubtless chambers are hewn into the very hill itself. A wide set of stairs, also carved from pure marble, lead to a pair of massive sealed doors. An elaborate inscription is chiseled into the archway over the portal.

Inspection of the door lock reveals it has been destroyed. Instead the portal has been sealed with an *Arcane Lock* ritual, placed by Cadavra to prevent others from plundering her find. The PCs will need to use a *Knock* ritual, the Thievery skill (DC 25), or force the doors open to gain access (Strength, DC 30).

If the PCs read the inscription, read aloud (or present as a handout) Player's Handout B. Cadavra has altered the inscription, concealing a serpent glyph trap near its end. The sigil cannot be detected by mundane methods, but a PC can locate it with a DC 30 Perception check, and a *detect magic* spell reveals the entire inscription as magic. If the PCs read the inscription, it sets off the magic trap.

Massive Stone Double Doors: Break (Strength, DC 30); hit points 200 (AC 3, Reflex 3, Fortitude 15).

⚠ Serpent Glyph Trap

Level 10 Elite Wrd XP 1.000

Perception DC 30: The character notices the glyph.

Arcana DC 26: The character spots the glyph and provides a +2 bonus to Thievery checks made to disable it.

Trigger: When a creature reads the inscription on the tomb doors.

Immediate Reaction, Close burst 3; Targets: All creatures in burst; **Atk +13 vs. Will; Hit:** 4d6+6 psychic damage, and ongoing 10 psychic damage and the target is immobilized (save ends both).

COUNTERMEASURES

- An adjacent character can disable the glyph with a DC 28 Thievery check.

Area 3-2

Entrance Chapel

When the PCs enter this chamber, read or paraphrase the following:

This massive hall is 40 feet wide and stretches for at least 70 feet. The ceiling stretches 30 feet overhead, and soft light emanates from several globes suspended from chains. The floor is smooth gray tile, polished to a glistening shine. In front of the doors is a stone basin, perhaps 15 feet in diameter, with a low stone wall. A 10-foot-high statute of an aging, sage-like scholar occupies the center of the basin. A book is tucked under one of the statute's arms, and a sundial is cradled in one outstretched palm. A thin stream of water issues forth from the statue's palm, cascading into the shallow reaches of the basin.

Beyond the fountain is a plain stone altar. A pair of stone doors is situated on the east and west walls, across from the altar. Behind the altar, centered on the north wall, is a set of double stone doors. The north wall appears to be an elaborate mural of a many-branched tree.

This chamber is the entrance to the tomb, and served as a chapel. When a new body was to be placed in the tomb, an elaborate service would take place here. The Dev'shir's revered Valdreth, the god of time and longevity, and his form is depicted in the statue set in the fountain. A DC 15 Religion check is needed to reveal his portrayal, and gain some insight regarding his portfolio.



Area 3–3

The Dev'shir Family Tree (EL 4, XP 800)

When the PCs get within 20 feet of this wall, read or paraphrase the following:

The north wall is most peculiar. The sealed stone doors are carved like the gnarled trunk of a massive tree. Its branches extend to the left and right, covering most of the 40-foot-wide wall. Situated in the branches of the tree are small bricks bearing engraved names. There must be over one hundred of the bricks, with room for scores more. It takes but a moment to locate the living members of the noble family, Lady Noura, Lord Abir, and their only son Elam.

The mural indeed depicts the family tree of the Dev'shir's. However, it has been altered recently. A DC 15 Perception check reveals two bricks located under Noura and Abir's names and to the left of Elam's name have been pried out. The bricks have been replaced with unlabeled bricks of similar size, but not the exact same color. One of these bore Dugesia's name, and was removed by Cadavra when she first entered the tomb. In a fit of rage, she smashed the brick in area 3–6, where the pieces still reside and can be used to free Dugesia's spirit. The other brick (located between Dugesia's and Elam's) was also removed by Cadavra, and bore her true name, Lakaisha Dev'shir. Cadavra brought this brick back to her lair as a twisted reminder of her true legacy. On her return trip to the tomb, Cadavra replaced the empty slots with substitute blank bricks to fool the casual observer.

The altar was once covered by a silk runner, since removed by the bandits. Concealed in the altar's base (and located with a DC 25 Perception check) is a secret compartment that is locked. It requires a DC 20 Thievery check to open the panel. Inside are twenty smooth bricks similar to the ones used to display names in the family tree mural (see area 3–3). These bricks are not engraved, but also inside is a set of masterwork engraving tools in an ironwood box (worth 65 gp). These bricks and the tools can be used to release Dugesia's spirit (see area 3–6, for details).

Inspection of the doors to the east and west reveals the locks were destroyed. The lock on the north door is intact. Careful examination of the floor in front of these doors or the altar with a successful DC 25 Perception check reveals faint red mud scuffmarks. Bandits made these marks one night during a rainstorm. A DC 15 Streetwise check reveals the red mud is common at the old abandoned iron mines just outside of the city.

Tactics: If the PCs disturb any of the doors, or the altar, the east and west doors fly open, and in pours skeletons and zombies (1 boneshard skeleton, 8 skeletons, and 8 decrepit skeletons from area 3–4; and 6 skeletons and 6 zombies from area 3–5). The undead are under orders to attack all in the room, unless they receive an order from the wielder of the *cudgel of command*. They swarm the PCs, attacking with mindless abandon, raking with dirt-encrusted claws and biting with rotting maws.



Cadavra “convinced” the bandits’ cleric to place a *glyph of warding* on the floor in front of the mural where the bricks were removed, in case anybody investigated the area. The glyph and releases a cold blast if triggered. She also left a nasty surprise for particularly astute investigators. In the small niche behind where her brick once laid is a folded piece of parchment. Although the PCs will believe this to be some sort of a clue, it actually contains gibberish and is coated with a deadly poison.

⚠ Glyph of Warding

Level 7 Wrd **XP 300**

Perception DC 28: The character notices the glyph.

Arcana DC 24: The character spots the glyph and provides a +2 bonus to Thievery checks made to disable it.

Trigger: When a creature enters the square beneath the mural.

Immediate Reaction, Close burst 3; Targets: All creatures in burst; Atk +10 vs. Reflex; Hit: 4d4+4 cold damage, and the target is immobilized.

COUNTERMEASURES

- An adjacent character can disable the glyph with a DC 28 Thievery check.

⚠ Poisoned Parchment Trap

Level 10 Lrk **XP 500**

Perception DC 25: The character notices a slight sheen on the scrap of paper.

Trigger: When a creature handles the scrap of paper left by Cadavra.

Immediate Reaction, Melee; Target: Creature handling the paper; Atk +13 vs. Fortitude; Hit: Ongoing 5 poison damage (save ends). *First Failed save:* The target is also blinded (save ends).

COUNTERMEASURES

- The scrap of paper can be handled safely with leather gloves. It will soak through cloth or lighter material in 1d4 rounds.

Lakaisha opened the doors to the north tomb to confirm her sister’s body was still there. After despoiling her resting place in a fit of rage, and smashing the brick with her name on it, she sealed the north tomb with an *Arcane Lock* ritual (Thievery DC 30 to open). Little did she understand that her actions awakened her sister Dugesia’s spirit (now a ghost), who is ready to betray her.

Area 3–4

The East Tomb (EL 7, XP 1,600)

The read-aloud text assumes the undead in this location have already been released. If this is not the case, adjust the read-aloud text accordingly:

Peering through the stone doors reveals a burial chamber. Along the north and south walls are a line of stone sarcophagi, but each lid has been removed, a few even smashed. The contents of each are gone, including the bodies. A thick layer of dust covers the floor, marred by numerous tracks.

This tomb once held the remains of numerous Dev’shirs. However, Cadavra and her hired goons have since plundered the tomb of bodies and treasure alike. She has left 17 animated skeletons in the chamber, until she finds a suitable location in the city to hide them for her grand attack. The floor is covered with many tracks of booted humanoids (the bandits). A DC 20 Perception check reveals red mud scuffs, similar to those found in area 3–2.

Tactics: If the skeletons are encountered here, they stand in two even rows of eight each in front of the door, with the boneshard skeleton standing alone before the two lines. One round after the door is opened (they first wait for a pass phrase), they attack, attempting to bull rush opponents into area 3–2, so they can flank and move more freely. The last order given to the undead was to attack all who don’t use the pass phrase “Cadavra shall prevail.” The undead attack until destroyed.

Boneshard Skeleton

Medium natural animate (undead)

Level 5 Brt **XP 200**

Init +5 Senses Perception +4
 darkvision
 HP 78 Bloodied 38
 AC 17 Fort 16, Ref 16, Will 15
 Immune disease, poison
 Resist necro 10
 Vulnerable 5 holy
 Spd 5

↑ Scimitar (standard; at-will) ♦ Necro, Weapon: +9 vs. AC; 1d8+3 (crit 1d8+11) damage plus 5 necro damage.

⚡ Boneshard (standard; at-will) ♦ Necro: +9 vs. AC; 1d4+3 damage, and ongoing 5 necro damage (save ends).

✧ Boneshard Burst (when first bruised and again when the boneshard skeleton is reduced to 0 hit points) ♦ Necro: Close burst 3; +8 vs. Reflex; 2d6 + 3 necro damage.

Align Unaligned	Lang —	
Str 16 (+5)	Dex 16 (+5)	Wis 14 (+4)
Con 17 (+5)	Int 3 (–2)	Cha 3 (–2)
Possessions scimitar		

Skeleton (8)

Medium natural animate (undead)

Level 3 Sld

XP 150

Init +6 Senses Perception +3
darkvision;
HP 46 Bloodied 22
AC 18 Fort 15, Ref 16, Will 15
Immune disease, poison
Resist necro 10
Vulnerable 5 holy
Spd 5

↑ Longsword (standard; at-will) ♦ Weapon: +10 vs.AC; 1d8+2 damage, and the target is marked until the end of the skeleton's next turn.

Speed of the Dead: When making an opportunity attack, the skeleton gains a +2 bonus to the attack roll and deals an additional 1d6 damage.

Align Unaligned Lang —
Str 15 (+3) Dex 17 (+4) Wis 14 (+3)
Con 13 (+2) Int 3 (-3) Cha 3 (-3)
Possessions chainmail, heavy shield, longsword

Decrepit Skeleton (8)

Medium natural animate (undead)

Level 1 Min

XP 25

Init +3 Senses Perception +2
darkvision
HP 1 (a missed attack never damages a decrepit skeleton)
AC 16 Fort 13, Ref 14, Will 13
Immune disease, poison
Spd 6

↑ Longsword (standard; at-will) ♦ Weapon: +6 vs.AC; 4 damage.

⚡ Shortbow (standard; at-will) ♦ Weapon: Ranged 15/30; +6 vs.AC; 3 damage.

Align Unaligned Lang —
Str 15 (+2) Dex 17 (+3) Wis 14 (+2)
Con 13 (+1) Int 3 (-4) Cha 3 (-4)

Possessions longsword, shortbow, heavy shield, quiver of 20 arrows

Area 3–5

The West Tomb (EL 7, XP 1,650)

The read-aloud text assumes the undead in this location have already been released. If this is not the case, adjust the read-aloud text accordingly:

Peering through the stone doors reveals a burial chamber. Along the north and south walls are a line of stone sarcophagi, but each lid has been removed, a few even smashed. The contents of each are gone, including the bodies. A thick layer of dust covers the floor, marred by numerous tracks.

This tomb also once held the remains of numerous Dev'shir's. However, Cadavra and her hired goons have since plundered the tomb of bodies and treasure alike. She has left six animated skeletons and six animated zombies

in the chamber, until she finds a suitable location in the city to hide them for her grand attack. The floor is covered with many tracks of booted humanoids (the bandits). A DC 20 Perception check reveals red mud scuffs, similar to those found in area 3–2.

Tactics: If the undead are encountered in this chamber, they stand in two rows of three skeletons (in the front) and three zombies (in the rear). One round after the door is opened (they wait for the pass phrase), the skeletons rush into area 3–2 to gain freedom of movement. Meanwhile, the slow zombies shamble in afterwards and merely pummel nearby opponents. The last order given to the undead was to attack all who don't use the pass phrase "Cadavra shall prevail." The undead attack until destroyed.

Skeleton (6)

Medium natural animate (undead)

Level 3 Sld

XP 150

Init +6 Senses Perception +3
darkvision
HP 46 Bloodied 22
AC 18 Fort 15, Ref 16, Will 15
Immune disease, poison
Resist necro 10
Vulnerable 5 holy
Spd 5

↑ Longsword (standard; at-will) ♦ Weapon: +10 vs.AC; 1d8+2 damage, and the target is marked until the end of the skeleton's next turn.

Speed of the Dead: When making an opportunity attack, the skeleton gains a +2 bonus to the attack roll and deals an additional 1d6 damage.

Align Unaligned Lang —
Str 15 (+3) Dex 17 (+4) Wis 14 (+3)
Con 13 (+2) Int 3 (-3) Cha 3 (-3)
Possessions chainmail, heavy shield, longsword

Zombie (6)

Medium natural animate (undead)

Level 2 Brt

XP 125

Init -1 Senses Perception +0
darkvision
HP 40 Bloodied 20
AC 13 Fort 13, Ref 9, Will 10
Immune disease, poison
Resist necro 10
Vulnerable 5 holy
Spd 4

↑ Slam (standard; at-will): +6 vs.AC; 2d6+2 damage.

↑ Zombie Grab (standard; at-will): +4 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.

Zombie Weakness: Any critical hit reduces a zombie to 0 hit points instantly.

Align Unaligned Lang —
Str 14 (+3) Dex 6 (-1) Wis 8 (+0)
Con 10 (+1) Int 1 (-4) Cha 3 (-3)

PARLAYING WITH DUGESIA

(LEVEL 7 SKILL TEST;
COMPLEXITY 3)

If the PCs address Dugesia by name, she ceases her attack. She demands to know what they are doing in the tomb, and gives the PCs a chance to prove they are not bandits. Getting Dugesia to believe the PCs and give them any useful information requires a skill test. They will need to make 8 DC 19 Diplomacy checks before 4 failures to sway the tormented spirit of Dugesia. If they fail, she resumes her attack, and fights until her destruction.

If the PCs manage to convince Dugesia of their noble intentions, she tells them what she knows. She has not seen Cadavra, nor is she aware her sister started the fire in the barn that killed her, or is the one who despoiled her tomb (this action led to her creation as a ghost). She has heard the bandits speak of their lair in a nearby mine (a DC 15 Streetwise check reveals they probably speak of the iron mine outside the city). Dugesia has also heard a familiar female voice shouting crude orders to the bandits, but can't place the voice.

She can inform the PCs how to release her from the shackles of undeath. Return her body to the pedestal, and replace the brick with her name on it to its rightful place in area 3-3. There are two methods to accomplish this task. First, the PCs can use a *Make Whole* ritual on the shattered brick found in her niche. Dugesia suggests this method, recalling a ritual she knew that could accomplish such a task. If only she had her spell book! Or the PCs could use the masterwork tools and blank bricks hidden in the altar in area 3-2. If this method is used, it requires a 4 DC 15 Dexterity checks before 2 failures and 15 minutes to perform.

Area 3-6

The North Tomb (EL 3+, XP 700+)

When the PCs open the door to this tomb, read or paraphrase the following:

The sound of stone on stone groans in protest as the massive portal is opened. Beyond are the shadowy recesses of another tomb, although this one appears mostly undisturbed. The 10-foot-wide hall is flanked by doors on each side, with at least four pairs being visible by your feeble light.

The north tomb was reserved for important members of the Dev'shir family. Instead of simple stone sarcophagi like those found in areas 3-4 and 3-5, this tomb had sealed niches where bodies were placed, often with substantial wealth. All of these niches remain undisturbed, save for one, as depicted on Map # 3. Examination of the floor with a successful DC 15 Nature check reveals the dust has been disturbed by a single Medium-sized humanoid with delicate booted feet. These tracks were generated by Cadavra as she located and despoiled her sister's niche.

One of the niches has been sundered, its stone door in pieces at the base of the entrance. A DC 20 Perception check reveals that this tomb belonged to "Dugesia Dev'shir, beloved daughter." Inside is a stone pedestal upon which a body once rested. That body is now discarded like a forgotten toy in the corner of the niche. A DC 20 Perception

check reveals five broken pieces of a brick similar to the ones affixed to the wall in area 3-3. If the PCs assemble the pieces together, it reads, "Dugesia Dev'shir."

Cadavra plundered this tomb, wishing to confirm that her hated sibling was indeed dead. She tried to animate the body to gain a twisted ally, but the spell failed. [Perhaps Valdreth watched over Dugesia?] In a fit of rage, Cadavra threw the brick against the east wall, and soon followed suit with the body. Furious, she stormed out of the tomb and sealed the door in area 3-3. Cadavra did not realize her actions have awakened the spirit of her sister, who now seeks eternal rest. Dugesia is a ghost bound to an area within 50 feet of her niche (basically, area 3-6).

Tactics: Shortly after the PCs enter the opened niche, they are attacked by the ghost of Dugesia Dev'shir. She begins the assault by using *telekinetic slam* to hurl chunks of rock at the PCs. She hopes to scare the PCs away, believing that they are more bandits come to plunder the tomb. If this fails to persuade the PCs, she appears as a translucent human female perhaps in her mid 20's. She wears a flowing gown that appears to be on fire. Closer examination reveals horrible burn marks on her arms and legs, but not her face. When she invokes her *horrific visage*, her comely face is consumed by flames that greedily strip the flesh from her skull. If the PCs address her by her first name, she halts her attack, and parleys with the PCs, begging to be freed from the curse of undeath (see sidebar).

Dugesia Dev'shir, Tormented Ghost

Medium shadow humanoid (undead)

Level 8 Elite Ctl

XP 700

Init +7

Senses Perception +6,

darkvision

HP 172

Bloodied 86

AC 24

Fort 19, Ref 22, Will 22

Saving Throws +2

Immune disease, poison

Resist incorporeal

Spd 6, fly 6 (hover); phasing

APs 1

↑ Withering Touch (standard; at will) ♦ Necro: +12 vs. Fortitude; 1d10+2 necro damage.

⚡ Telekinetic Slam (standard; at-will) ♦ Force: +12 vs. Fortitude; 2d6+3 force damage, and the target is pushed 1 square.

⚡ Horrific Visage (standard; at-will) ♦ Fear, Psychic: Ranged 5; +12 vs. Will; 1d10+3 psychic damage, and the target takes a -2 penalty to all defenses.

✧ Wail of the Betrayed (standard, recharge 5-6) ♦ Fear, Psychic: Close burst 5; +10 vs. Will; 2d6+3 psychic damage, and the target is dazed (save ends).

Align Unaligned

Lang Common

Skills Stealth +12

Str 10 (+4)

Dex 16 (+7)

Wis 14 (+6)

Con 14 (+6)

Int 16 (+7)

Cha 17 (+7)

Treasure: There is a hidden compartment in the stone pedestal that can be located with a DC 15 Perception check. It contains a few items held dear by Dugesia. These include a sliver comb (worth 25 gp), a platinum tiara (worth 350 gp), and a pair of books. The smaller is a collection of bedtime stories, while the thick tome is actually Dugesia's ritual book. It contains the following rituals: *Arcane Lock*, *Comprehend Languages*, *Detect Secret Doors*, *Enchant Magic Item*, *Knock*, *Make Whole*, and *Phantom Steed*.

Where to go from here: If the PCs find the red scuffmarks in the tomb, and make the necessary Nature check, they can proceed to the Abandoned Iron Mine (Encounter Area 4). If they report their findings to the Dev'shirs, the family becomes truly concerned by the traps and magic locks installed at their tomb, and encourage the PCs to continue their investigation, hedging them toward the iron mines. Or, the PCs could go to Oskar's Pawnshop (Encounter Area 1) to follow that lead to the bandits.

ENCOUNTER AREA 4

THE ABANDONED IRON MINE

MAP 4

MAP LOCATION: JUST OUTSIDE OF THE CITY

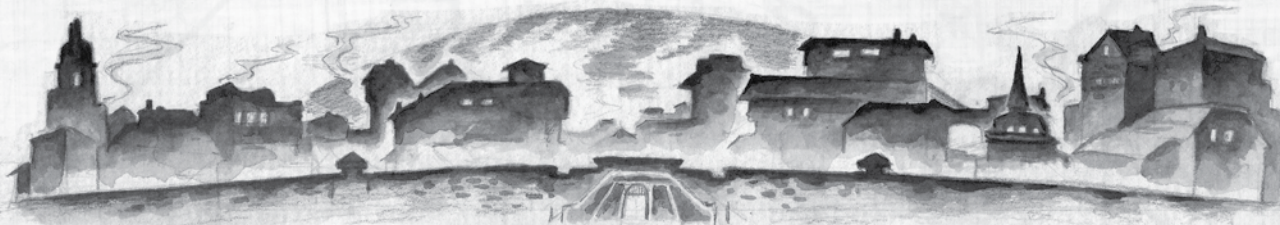
Less than an hour walk to the southeast of the city gate is an abandoned iron mine situated in the Blood Canyon (see Map #4). Cave entrances riddle this canyon; and once, a small deposit of iron was located here. Its name is derived from the red-tinted sediment in the area, and during heavy rainstorms the crimson leachate creates rivulets that appear as blood. The name is also appropriate due to the blood spilled by countless prospectors when the deposits were originally discovered, and attempts at claims occurred. However, the deposit ran out in a few short months, bankrupting the prospector that made the discovery. For decades, the mineshafts have remained abandoned, although they continue to be utilized by mundane creatures as lairs, and occasional hideouts by secret organizations. The bandits employed by the necromancer Cadavra have a hidden lair in the iron mine proper. If the PCs get information from Latimer, they can deduce which cave to enter. If they arrive at this site from Encounter Area 3, they probably don't know where to enter. See the sidebar for hints of other cave entrance occupants. A DC 20 Perception check reveals a worn path that leads to area 4-1.

The corridors in the abandoned iron mine are considered hewn stone, with occasional rotting timber supports. There is some evidence these supports have been crudely repaired. The ceiling heights vary between 8 feet (in most corridors) to an average of 12 feet in chambers. There is no natural illumination in any of these chambers, so refer to the text for details. The few doors present are poor-quality wooden doors, save for the secret doors, which are crafted from stone.

Poor Wooden Door: Break (Strength, DC 13); hit points 10 (AC 5, Reflex 5, Fortitude 10).

Stone Secret Door: Break (Strength, DC 25); hit points 80 (AC 4, Reflex 4, Fortitude 12).

Rough Hewn Walls: Climb (Athletics, DC 20); Break (Strength, DC 43).



Area 4-1

Tree Platform (EL 1, XP 350)

Hidden in the branches of an ancient oak tree to the left of the bandit lair entrance is wooden platform. It takes a DC 20 Perception check to notice, but don't forget, the Perception DC increases by +2 if the PCs are more than 50 feet from the platform. The guards stationed in the tree notice the PCs with a Passive Perception check opposed by the PCs Stealth check. If they discover the PCs approaching, see the tactics below. There is also a thin metal cable running from the platform to the other nearby tree. This cable can be discovered with a DC 30 Perception check.

The platform is a simple 20-foot by 20-foot piece of wood. The bandits use a rope ladder to climb the tree, and always keep it rolled up when not in use. Otherwise, it takes a DC 20 Athletics check to climb the tree. There is a lantern, an open cask holding 40 arrows, and some rations on the platform. Two bandits, a half-elf ranger named Selvin, and a crazy human fighter named Bork man the platform. There is also a thin rope attached to a spike that leads to the cliff-side. This rope enters a small crack and continues to area 4-3, where it is attached to a small metal bell. If the rope is pulled, it alerts the orcs stationed in area 4-3.

Tactics: If the bandits notice the PCs, Selvin pulls the rope to alert the orcs in area 4-3. Meanwhile, Bork gleefully attaches himself to a makeshift pulley affixed to the metal cable. The next round, Selvin uses the tree as cover and starts to rain arrows down at the PCs. Meanwhile, Bork slides down the cable leading with his spear and a crazed look on his face. Treat this as a charge attack, but the following round, he needs to spend a round getting up and unhooking the pulley. He draws his longsword and engages the PCs in melee. Bork fights to the death, but

Selvin surrenders if Bork falls, and/or the PCs make it to the platform. If he can't escape down the rope ladder, he reluctantly offers to lead the PCs into the lair. He leads them into the trap at area 4-2 (he knows to duck when its sprung), and when the orcs arrive from area 4-3, he surprises the PCs with a sneak attack using a dagger hidden in his left boot (DC 20 Perception check to locate).

Selvin, Elf Archer

Medium fey humanoid (elf)

Level 4 Art

XP 175

Init +6

Senses Perception +12
low-light vision

Group Awareness aura 5;
none-elf allies in the aura
gain a +1 racial bonus to
Perception checks

HP 44

Bloodied 17

AC 24

Fort 13, Ref 15, Will 14

Spd 7, see also *wild step*

↑ Short Sword (standard; at-will) ♦ Weapon: +7 vs.AC;
1d6+4 damage.

⚡ Longbow (standard; at-will) ♦ Weapon: Ranged 20/40;
+9 vs.AC; 1d10+4 damage; see also *archer's mobility*.

Archer's Mobility: If Selvin moves at least 4 squares from his original position, he gains a +2 bonus to ranged attack rolls until the start of his next turn.

Elven Accuracy (free; encounter): Selvin can reroll an attack roll. He must use the second roll, even if it's lower.

Not So Close (immediate reaction, when an enemy makes a melee attack against Selvin; encounter): Selvin shifts 1 square and makes a ranged attack against the enemy.

Wild Step: Selvin ignores difficult terrain when he shifts.

Align Evil

Lang Common, Elven

Skills Nature +12, Stealth +11

Str 13 (+3)

Dex 18 (+6)

Wis 16 (+5)

Con 14 (+4)

Int 12 (+3)

Cha 11 (+2)

Possessions leather armor, short sword, longbow, quiver of 30 arrows

THE OTHER CAVES

What if the PCs explore some of the other caves in the Blood Canyon? Below is a short list of possible encounters. These caves are beyond the scope of this adventure, and the GM is encouraged to expand on these locations as he sees fit.

- This cave is the lair of a sleeping dire bear.
- This cave is unstable and could collapse (+10 vs. Reflex; 6d6 damage) if the PCs spend too much time here.
- This cave, situated at the top of the canyon, is the lair of a pair of griffons.
- A secret cult dedicated to Jezuel has set up a camp in this cave. Although abandoned, the cultists use it occasionally at night to perform rites and as a staging area to locate a rumored shrine to Jezuel somewhere nearby (see area 4-11 for details).
- A band of gnoll mercenaries has set up camp in this cave. They are in talks with Haledon and Cadavra as hired muscle.



Bork, Human Warrior

Medium natural humanoid (human)

Level 4 Brt XP 175

Init +3 Senses Perception +2
HP 66 Bloodied 33
AC 15 Fort 15, Ref 14, Will 14
Spd 7

↑ Spear (standard; at-will) ♦ Weapon: +7 vs. AC; 1d8+4 damage.

↑ Longsword (standard; at-will) ♦ Weapon: +7 vs. AC; 1d8+4 damage.

↑ Dagger (standard; at-will) ♦ Weapon: +7 vs. AC; 1d4+4 damage.

↑ Battle Fury (free, when first bruised; encounter): Bork makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.

Align Evil Lang Common

Skills Athletics +9, Endurance +9

Str 17 (+5) Dex 12 (+3) Wis 11 (+2)

Con 16 (+5) Int 10 (+2) Cha 12 (+3)

Possessions hide armor, spear, longsword, dagger

Area 4–2

Trapped Corridor (EL 5, XP 1,000)

When the PCs enter the cave, read or paraphrase the following:

The cave is dark and dry, with a dusty, rubble-strewn floor. The walls are rough hewn, with roots hanging from the ceiling like tendrils. The corridor ends at a t-intersection with passages leading to the east and west.

If the PCs search the intersection for evidence of recent passage, a DC 10 Nature check reveals the east passage is heavily traveled, but the west passage is undisturbed. This is deliberate on the part of the bandits; it is an attempt to lure intruders into the trap down the east passage. Hidden about seven feet up on a ledge on the left wall before the intersection is a 6-foot-long owlbear feather broom (and worth 65 gp for the feathers). The broom can be found with a DC 25 Perception check. The bandits stationed at area 4–1 use the broom to eliminate any footprints leading to area 4–3.

The east passage continues for 50 feet, and ends in a collapsed pile of rubble. A gray canvas hides a quartet of heavy crossbows aimed down the corridor, two in each of the 5-foot squares. A tripwire (depicted on the map) triggers all four crossbows to fire at once, through slits in the canvas. The crossbows are situated about three-and-a-half feet off the ground, so any PCs under that height, or stooping below, will be automatically missed. But the crossbow bolts travel all the way down the corridor, possibly targeting other PCs.

⚠️ Quartet of Poisoned Crossbows

Level 10 Elite Bls XP 1000

Perception DC 22: The character notices the tripwire.

Perception DC 27: The character notices the hidden crossbow placement.

Init +3

Trigger: The trap activates and rolls initiative when a character trips the tripwire strung across the corridor.

Standard action, Ranged 10; Target: Each crossbow attacks one target. If there are less than four targets, roll randomly to decide which target is attacked by multiple crossbows. Atk +13 vs. AC; 2d8+3 damage, and the trap makes a secondary attack against the same target. *Secondary Attack*: +13 vs. Fortitude; ongoing 5 poison damage (save ends).

COUNTERMEASURES

- A character can leap over the trip wire with a successful DC 12 Athletics check.
- An adjacent character can disable the tripwire with a DC 25 Thievery check.
- Attacking the tripwire (AC 15, other defenses 10) triggers the trap.
- A character can attack a crossbow (hit points 10, AC 8, other defenses 8). Destroying a crossbow prevents it from attacking.

Area 4–3

Orc Lair (EL 4, XP 800)

When the PCs enter these barracks, read or paraphrase the following:

This 20-foot by 30-foot room smells of animal waste. Four dirty straw pallets line the walls, and a wobbly table rests in the middle of the room, surrounded by four chairs. A shiny silver bell hangs from a wooden post affixed to the south wall.

This chamber serves as barracks for five orcs that are barely considered members of the band. However, these five tribal outcasts first settled these caves before the bandits arrived. In exchange for joining the band, the orcs allowed the bandits to use the caves, and they gladly offered to perform guard duty for a cut of any plunder. The bandits are reasonably happy with this arrangement, as long as the orcs stay in this area and don't ask for more coin.

There is a secret door in the west wall that requires a DC 20 Perception check to locate. It leads to the rest of the bandit lair.

Tactics: If not alerted by the bandits in area 4–1, or the springing of the trap in area 4–2, these orcs are lounging about playing knucklebones at the table. If alerted, one opens the door to area 4–4 and warns the bandits to set up the mine cart trap. The remaining four move the table in front of the entrance to the room, and crouch behind it with crossbows loaded and ready. They attack as it becomes clear the PCs are moving toward their lair, or one round after the trap in area 4–2 is triggered. The orcs have mounted short swords to their crossbows, and can use them as bayonets if the PCs charge. However, in melee,

they prefer to use battleaxes. The orc cleric does not enter melee immediately; instead he targets the PCs with spells, and heals the orcs already in melee. When two of the orc warriors are down, the orc cleric takes up his spear and joins the fight. The orcs fight to the death.

Treasure: In addition to their individual wealth, on the table is a pile of 156 sp. The silver bell is about six inches high, and worth 125 gp.

Orc Cleric

Medium natural humanoid (orc)

Level 5 Ctl (Leader) XP 200

Init +6 Senses Perception +3
low-light vision
Orcish Wrath aura 10;
orcs in the aura can use
death strike

HP 64 Bloodied 32; see also *warrior's surge* and *death strike*

AC 19 Fort 17, Ref 14, Will 15

Spd 6 (8 while charging)

↑ Spear (standard; at-will) ♦ Weapon: +10 vs.AC; 1d8 + 3 damage.

↑ Warrior's Surge (standard, usable only while bruised; encounter) ♦ Healing, Weapon: The orc cleric makes a melee basic attack and regains 16 hit points.

↑ Death Strike (when reduced to 0 hit points): The orc cleric makes a melee basic attack.

⚡ Eye of Wrath (minor; at-will) ♦ Fear: Ranged 5; +8 vs. Will; the target takes a -4 penalty to AC (save ends).

⚡ Swift Arm of Destruction (standard; recharge 5-6) ♦ Healing: Ranged 5; one orc within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.

🔥 Chaos Hammer (standard; encounter) ♦ Force: Area burst 1 within 10; +8 vs. Reflex; 2d6 + 3 force damage, and the target is knocked prone. Miss: Half damage, and the target is not knocked prone.

Align Chaotic evil
Lang Common, Giant
Skills Endurance +10,
Intimidate +10, Religion +7

Str 17 (+5)

Dex 14 (+4)

Wis 12 (+3)

Con 16 (+5)

Int 11 (+2)

Cha 17 (+5)

Possessions leather armor,
fur cloak, spear, 2d10 sp

Orc Bandit (4)

Medium natural humanoid (orc)

Level 3 Skr

XP 150

Init +5

Senses Perception +1
low-light vision

HP 46

Bloodied 23; see also *warrior's surge*

AC 17

Fort 15, Ref 14, Will 12

Spd 6 (8 while charging)

↑ Battleaxe (standard; at-will) ♦ Weapon: +8 vs.AC; 1d10+3 damage.

⚡ Crossbow (standard; at-will) ♦ Weapon: +7 vs.AC; 1d8+2 damage.

↑ Warrior's Surge (standard, usable only while bruised; encounter) ♦ Healing, Weapon: The orc bandit makes a melee basic attack and regains 11 hit points.

Align Chaotic evil Lang Common, Giant
Skills Endurance +8, Intimidate +5

Str 17 (+4)

Dex 15 (+3)

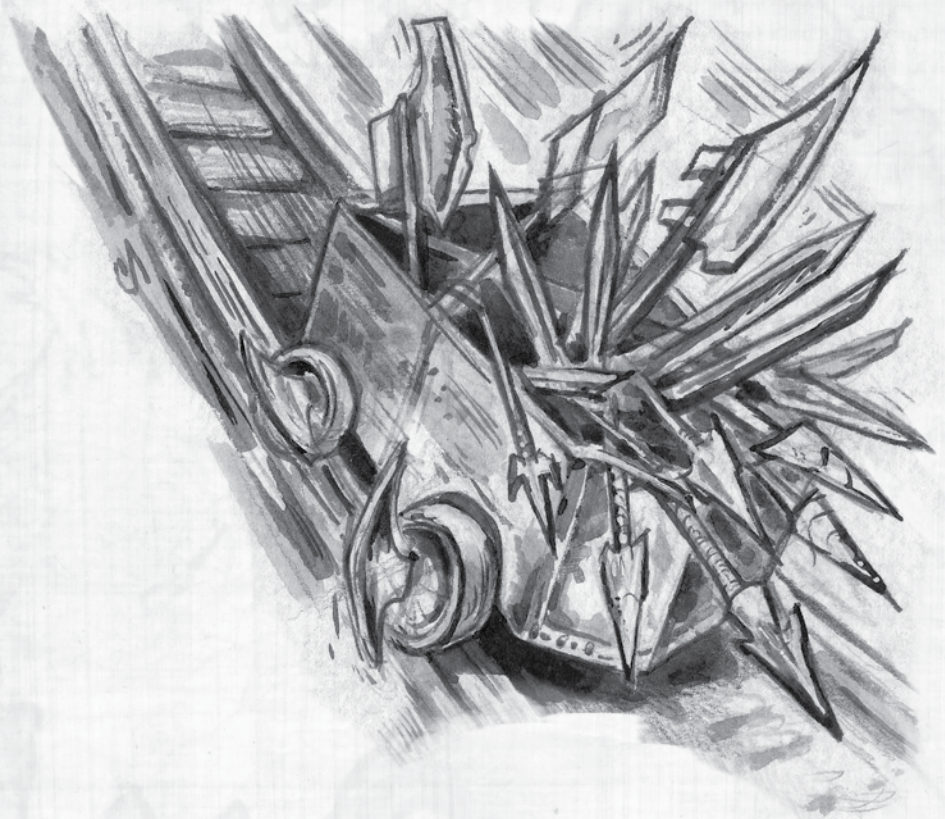
Wis 10 (+1)

Con 14 (+3)

Int 8 (+0)

Cha 9 (+0)

Possessions leather armor, battleaxe, crossbow with 10 bolts, 1d10 sp





Area 4-4

Mine Cart Ambush (EL 5, XP 1,100)

If the inhabitants of this location have been alerted, the trap is sprung. Otherwise, continue by reading or paraphrasing the following:

After passing through the secret door, the passage continues to the west for 20 feet before turning to the north. This corridor naturally slopes to the north, and the floor sports a shoddy metal cart track.

This corridor is a deadly trap that needs to be sprung by the guards stationed in the alcove at the top of the corridor. When the guards see intruders at the bottom of the corridor, they launch a wooden mine cart down the tracks. The mine cart has several spears attached to its front, and sword and axe blades bristling along its sides. The contraption rolls down the track in one round, mowing down any PCs in the way before smashing into the wall at the bottom of the corridor. Since the interior of the cart is packed with 10 flasks of alchemist fire, the whole cart explodes into flames with dramatic effect.

Mine Cart Trap

Level 5 Elite Bls **XP 400**

Perception DC 22: The character sees the cart at the top of the corridor.

Perception DC 27: The character hears the bandits at the top of the corridor discussing activating the trap.

Init +1

Trigger: The trap activates and rolls initiative when a character enters the corridor.

Standard action; Target: all characters in the path of the cart. Atk +8 vs. AC; 1d10+3 damage, and the target is pushed 1 square. *Secondary Attack:* Close burst 3; +8 vs. Reflex; 4d6+3 fire damage.

COUNTERMEASURES

- A character that beats the cart's initiative can attempt to leap out of the way of the cart with a DC 15 Acrobatics check.

The alcove at the top of the corridor is a simple 10-foot by 10-foot alcove. Inside is a cask of oil, a lantern, a few dirty plates, and some well-used playing cards. A pair of bandits, usually a half-orc by the name of Kaz-gar and a human by the name of Aneurin are stationed here, although they are relieved every eight hours by two more bandits from area 4-7 or 4-8. The secret door located on the east wall can be located with a DC 25 Perception check.

Tactics: After the mine cart is pushed down by Kaz-gar, Aneurin opens the cask of oil and dumps it down the corridor. Although not flammable, it coats five feet of corridor per round, for three rounds. Squares coated with oil are considered difficult terrain. Next round, Aneurin opens the secret door, and passes through it, locking it on the other side (Thievery, DC 20). He then proceeds to alert the rest of the band. Meanwhile, Kaz-gar peppers foes with his longbow, switching to his short sword in melee. If reduced to 5 hp or less, he surrenders and stalls, giving the other bandits in the lair time to prepare defenses in area 4-5.

Kaz-Gar, Human Ranger

Medium natural humanoid (half-orc)

Level 4 Elite Skr **XP 350**

Init +7

Senses Perception +2

low-light vision

HP 106

Bloodied 53

AC 18

Fort 15, Ref 17, Will 14

Saving Throws +2

Spd 6

APs 1

↑ Mace (standard; at-will) ♦ Weapon: +7 vs. AC; 1d8+1 damage.

⚡ Longbow (standard; at-will) ♦ Weapon: Ranged 20/40; +11 vs. AC; 1d10+3 damage.

⚡ Twin Strike (standard; at-will): ♦ Martial, Weapon: Kaz-Gar makes two longbow attacks.

⚡ Cut and Run (standard; encounter): ♦ Martial, Weapon: Kaz-Gar makes two longbow attacks, and may shift 1 square after the first or second attack.

⚡ Bear Trap (standard; encounter) ♦ Martial, Weapon: Requires longbow; ranged 20/40; +11 vs. AC; 2d10+3 damage, and the target takes ongoing 5 damage and is slowed (save ends both).

Hunters Quarry (minor; at-will): Once per turn, Kaz-Gar can designate the target nearest to him as his quarry. He deals an additional 1d6 damage to his quarry with a successful attack.

Prime Shot: If none of his allies are nearer to a target than he is, Kaz-Gar receives a +1 bonus to ranged attack rolls against that target.

Yield Ground (immediate reaction; when Kaz-Gar is hit with a melee attack) ♦ Martial: Kaz-Gar shifts 1 square and gains a +2 bonus to all defenses until the end of his next turn.

Align Chaotic evil Lang Common, Giant

Skills Dungeoneering +7, Stealth +11,

Streetwise +9, Thievery +11

Str 12 (+3)

Dex 17 (+5)

Wis 11 (+2)

Con 13 (+3)

Int 10 (+2)

Cha 12 (+3)

Possessions leather armor, short sword, longbow with 20 arrows, 1d10 gp



Aneurin, Human Rogue

Medium natural humanoid (human)

Level 4 Elite Skr XP 350

Init +7 Senses Perception +2
 HP 106 Bloodied 53
 AC 18 (+19 vs. Opportunity attacks)
 Fort 15, Ref 17, Will 14

Saving Throws +2 Spd 6

APs 1

↑ Short Sword (standard; at-will) ♦ Weapon: +11 vs.AC; 1d6+1 damage.

↑ Deft Strike (standard; at-will) ♦ Martial, Weapon: Aneurin moves 2 squares and makes a melee basic attack.

↑ Setup Strike (standard; encounter) ♦ Martial, Weapon: +11 vs.AC; 2d6+3 damage, and the target grants Aneurin CA until the end of his next turn.

↑ Easy Target: (standard; daily) ♦ Martial, Weapon: +11 vs.AC; 2d6+3 damage, and the target is slowed and grants CA to Aneurin (save ends both).

Sneak Attack: Aneurin deals +2d6 damage against any target he has CA against.

First Strike: At the start of an encounter, Aneurin has CA against any creatures that have not yet acted.

Tumble (move; encounter) ♦ Martial: Aneurin shifts 3 squares.

Align Chaotic evil Lang Common
 Skills Stealth +11, Streetwise +9, Thievery +11

Str 12 (+3) Dex 17 (+5) Wis 11 (+2)
 Con 13 (+3) Int 10 (+2) Cha 12 (+3)

Possessions leather armor, short sword, 1d10 gp

Area 4–5

Mess Hall

If the lair is on alert, the GM will need to adjust the read-aloud text to reflect the fortifications discussed in the tactics. Otherwise, read or paraphrase the following:

This chamber clearly serves as a mess hall. Along the south wall are numerous pots and pans hanging haphazardly from pegs. A small fire pit, currently aglow with dying embers, is in the middle of the room. A pair of stout wooden tables, complete with benches, flanks either side of the fire pit.

As described, this area serves as the mess hall, recreation hall, and meeting room for the bandits. The pots and pans are normal cookware. The fire pit is about five feet deep and full of ashes. If the lair is on alert, the bandits make a stand in this chamber. Consult the tactics below for information.

Tactics: First, the bandits flip over the tables and face them toward the entrance. Finn, Fenn, and Bramm crouch behind the tables (granting them cover), and attack foes with shortbows. Next, Lem Kipper spreads out caltrops (taking three rounds) in the three squares labeled on the map with an “x” (+5 vs. AC; target is slowed (save ends)). He then opens the door exiting the room and hides behind it, hoping to use sneak attacks with his +1 *duelist’s dagger*. Finally, Borsk is waiting beyond the caltrops, holding his

greataxe, ready for melee. The three bandits behind the table each have a pouch full of cooled ashes. They can be launched at a PC with a ranged basic attack against the targets Reflex defense. If the attack hits, the affected PC is blinded until the beginning of his next turn. If the PCs appear to be winning, Lem flees to area 4–12 to warn Haledon.

Area 4–6

Storeroom (EL 1, XP 350)

If not on alert, the occupant of this room is present. See the tactics below if the occupant hears the PCs approach. Read or paraphrase the following.

A short, dusty corridor slopes up to another small chamber. Inside are numerous crates and boxes haphazardly stacked about the 20-foot by 20-foot room. In the back corner several casks are stacked near a few coils of thick rope.

This room serves as a storeroom for the bandits. The boxes and crates contain a variety of preserved foodstuffs: basic rations, dried fruits, beef jerky, and the like. The casks contain water, although somewhat stale. The crates also contain mundane supplies, such as torches, blankets, etc. The pile of rope is normal and contains four coils, each 50 feet long. Hidden in the crates (Perception, DC 18) is a smaller wooden box holding enough caltrops to cover three 10-foot square sections of floor.

In addition to being a storeroom, this chamber also serves as the lair to an unusual bandit. Lem Kipper is a grimy little gnome who often smells like moldy cheese or salty fish. He is an expert trap maker, and is responsible for the construction and upkeep of all the mechanical traps in the bandit lair. His pride and joy is the rigged mine cart in area 4–4. He is shunned by the rest of the bandits (with good reason), but Haledon understands the usefulness of his skills. Lem is actually a wererat who received the dreaded curse from a sewer dweller in Punjar years ago. With nowhere else to go, he latched onto Haledon’s band, and although not an accepted member, he has a warm place to sleep, lots of traps to maintain, and enough kippers to fill his belly.

Lem lives on a shelf in the northeast corner of the room, about nine feet off the floor. A DC 15 Athletics check is needed to access the shelf, but the crates are situated in a fashion to act as a ladder, reducing the Athletics check DC to 5. A gray canvas curtain covers the niche, requiring a DC 15 Perception check to discover. Located in the niche is a tiny passage, perhaps a foot in diameter. Lem can use this route in dire rat form to escape the lair. It winds for several hundred feet before exiting high above the canyon floor.

Treasure: In addition to what he carries, Lem is miserly and has an impressive stash of coin. Hidden under one of the water casks (requiring a DC 20 Perception check) is a small hollow that contains a small leather sack. The sack contains 322 gp, a mahogany puzzle box set with lapis lazuli (worth 125 gp), a sharkskin pouch (worth 20 gp) that holds three bloodstones (worth 50 gp each), and two red spinels (each worth 100 gp). Lem has not figured out

how to open the puzzle box yet, and in his frustration, stashed it here. It requires three Intelligence checks to open with ascending DCs of 18, 20, and 22. If one of the checks is missed, the PC needs to start over. Inside the puzzle box is dusty rose prism *amulet of protection* +2.

Tactics: Lem gets a chance to hear the PCs approach (with a passive Perception check by the PCs' Stealth checks). If he hears the PCs, he tosses a few handfuls of caltrops on the floor, and peeks through the curtain. If he identifies the PCs as a threat, he attempts to tip a pile of crates on the PCs in the square marked with an "x". Treat this as a single attack (+11 vs. AC, 3d6 points of damage). He then attempts to sneak attack PCs with his +1 *duelist's dagger*. He has little stomach for melee combat (and little loyalty to the bandits), so after a few rounds, he assumes dire rat form and flees down the small passage.

Lem, Gnome Wererat Rogue (hybrid form)

Small natural humanoid (shapechanger)

Level 6 Elite Skr XP 350

Init +9 Senses Perception +9
low-light vision
HP 144 Bloodied 72
Regeneration 5 (if Lem takes damage from a silvered weapon, his regeneration doesn't function until his next turn)
AC 19 (+21 vs. opportunity attacks)
Fort 17, Ref 20, Will 15

Immune filth fever
Saving Throws +2
Spd 6, climb 4 APs 1

↑ +1 *Duelist's Dagger* (standard; at-will) ♦ Weapon: +14 vs. AC; 1d4+5 damage (crit 1d6+9).

↑ Bite (standard; at-will) ♦ Disease: +11 vs. AC; 1d4+2 damage, and the target takes ongoing 2 damage (save ends) and contracts filth fever (see below).

↑ Deft Strike (standard; at-will) ♦ Martial, Weapon: Aneurin moves 2 squares and makes a melee basic attack.

↑ Topple Over (standard; encounter) ♦ Martial, Weapon: +14 vs. AC; 1d4+5 damage, and the target is knocked prone.

↑ Clever Riposte: (standard; encounter) ♦ Martial, Weapon: +14 vs. AC; 2d4+3 damage, and the target takes 4 damage each time it attacks Lem until the end of the encounter. In addition, Lem can shift as an immediate action after such an attack.

Duelist's Blade (minor; encounter): Lem gains CA against the next creature he attacks, and deals an additional 1d6 damage.

Change Shape (minor; at-will) ♦ Polymorph: Lem can alter his physical form to appear as a dire rat or a unique gnome. He loses his bite attack in gnome form.

Sneak Attack: Lem deals +2d6 damage against any target he has CA against.

First Strike: At the start of an encounter, Lem has CA against any creatures that have not yet acted.

Tumble (move; encounter) ♦ Martial: Lem shifts 3 squares.

Align Evil Lang Common, Gnome
Skills Bluff +8, Stealth +12, Streetwise +8, Thievery +12
Str 10 (+3) Dex 18 (+7) Wis 12 (+4)
Con 16 (+6) Int 10 (+3) Cha 11 (+3)
Possessions +1 *duelist's dagger*

Area 4-7

Barracks (EL 5, XP 1,050)

If the lair is on alert, the following read-aloud text needs to be adjusted. Otherwise, read or paraphrase the following when the PCs enter this chamber:

This area appears to be a barracks of sorts. The room contains eight simple sleeping pallets situated around the walls, four of which are occupied, and several footlockers scattered about. A simple table with chairs occupies the center of the room.

Two human figures sit at the table. Although they appear to be twins, one wears a gleaming chain shirt bulging from obvious muscles, while the other is of slight build and adorned in gray robes. The fighter type caresses a whetstone on the edge of his sword, while the other plays with fire dancing on his fingertips. At your entrance, they both spring into action!

This chamber serves as the living quarters for up to eight bandits. In addition to Finn and Fenn, Selvin and Bork could also be found here, when not on guard duty in area 4-1. Four lower-ranking bandits bunk here as well. The furnishings in the room are unremarkable.

Treasure: The bandits keep most of their wealth on their person. However, each maintains a locked footlocker (Thievery DC 15, or they can be smashed easily). Each footlocker contains spare sets of clothing, various mundane effects (whetstone, diary, etc.) and a small amount of coins or valuables. The contents of each are worth 3d4 gp. Hidden in a dirty sock in Selvin's locker (Perception, DC 20) is a silver ring entwined with vine-like engraving (worth 200 gp). This was a wedding ring for a lady who spurned him.

There is a 50-gp (each) bounty on Finn and Fenn's heads for the slaying of a Punjar noble's house servant. If turned over to the authorities, the PCs can claim this bounty, although it takes a few weeks of red tape before the coin is distributed.

Tactics: Finn and Fenn are not prepared to fight the PCs, and the bandits sleeping on the pallets need one round to get up and join any fight. On the first round, Fenn shouts for backup (grant the bandits in area 4-8 a DC 15 Perception check to hear), before attacking with his sword. If the bandits in area 4-8 hear him, they join the battle in 1d3 rounds. Meanwhile, Finn maneuvers away from any melee combat and casts spells to support his brother, using area spells to good effect in the cramped quarters. The rest of the bandits move in to support Fenn, attempting to flank where they can. If Fenn goes down, Finn shouts surrender, and orders any remaining bandits to stop fighting. He cooperates with the PCs as long as his brother is not killed outright.

Fenn, Human Fighter

Medium natural humanoid (human)

Level 4 Elite Brt XP 350

Init +3 Senses Perception +2
 HP 132 Bloodied 66
 AC 18 Fort 19, Ref 16, Will 14
 Saving Throws +2
 Spd 7 APs 1

↑ +1 Longsword (standard; at-will) ♦ Weapon: +12 vs. AC; 1d8+5 damage.

↑ Cleave (standard; at-will) ♦ Martial, Weapon: +12 vs. AC; 1d8+5 damage, and an enemy adjacent to Fenn takes 3 damage.

↑ Dance of Steel (standard; encounter) ♦ Martial, Weapon: +12 vs. AC; 2d8+5 damage, and the target is slowed until the end of Fenn's next turn.

↑ Brute Strike (standard; encounter) ♦ Martial, Reliable, Weapon: +12 vs. AC; 3d8+5 damage.

↑ Battle Fury (free, when first bruised; encounter): Fenn makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.

Combat Challenge: Every time Fenn attacks an enemy, whether that attack hits or misses, he can mark that target. The mark lasts until the end of Fenn's next turn. In addition, whenever an adjacent enemy shifts, Fenn makes a melee basic attack against that enemy (as an immediate interrupt).

Unstoppable (minor; daily) ♦ Healing, Martial: Fenn gains 2d6+3 temporary hit points.

Align Evil Lang Common
 Skills Athletics +10, Endurance +10
 Str 18 (+6) Dex 12 (+3) Wis 11 (+2)
 Con 16 (+5) Int 10 (+2) Cha 12 (+3)
 Possessions hide armor, +1 longsword, heavy shield

Finn, Human Mage

Medium natural humanoid (human)

Level 5 Art XP 175

Init +4 Senses Perception +5
 HP 48 Bloodied 24
 AC 17 Fort 13, Ref 14, Will 15
 Spd 6

↑ Quarterstaff (standard; at-will) ♦ Weapon: +8 vs. AC; 1d8 damage.

⚡ Magic Missile (standard; at-will) ♦ Force: Ranged 20; +11 vs. Reflex; 2d4+5 force damage.

⚡ Dancing Lightning (standard; encounter) ♦ Lightning: Finn makes a separate attack against 3 different targets: ranged 10; +9 vs. Reflex; 1d6+5 lightning damage.

🔥 Scorching Burst (standard; encounter) ♦ Fire: Area burst 1 within 10; +9 vs. Reflex; 1d6+5 fire damage.

Align Evil Lang Common
 Skills Arcana +11
 Str 10 (+2) Dex 14 (+4) Wis 17 (+5)
 Con 12 (+3) Int 18 (+6) Cha 12 (+3)
 Possessions robes, quarterstaff, +1 wand

Bandit (4)

Medium natural humanoid (human)

Level 2 Skr XP 125

Init +6 Senses Perception +1
 HP 37 Bloodied 18
 AC 16 Fort 12, Ref 14, Will 12; Spd 6

↑ Mace (standard; at-will) ♦ Weapon: +4 vs. AC; 1d8+1 damage, and the bandit shifts 1 square.

⚡ Dagger (standard; at-will) ♦ Weapon: Ranged 5/10; +6 vs. AC; 1d4+3 damage.

↑ Dazing Strike (standard; encounter) ♦ Weapon: Requires mace; +4 vs. AC; 1d8+1 damage, the target is dazed until the end of the bandit's next turn, and the bandit shifts 1 square.

CA: A bandit deals an extra 1d6 damage on melee and ranged attacks against any target he has CA against.

Align Evil Lang Common
 Skills Stealth +9, Streetwise +7, Thievery +9
 Str 12 (+2) Dex 17 (+4) Wis 11 (+1)
 Con 13 (+2) Int 10 (+1) Cha 12 (+2)
 Possessions leather armor, mace, four daggers

Area 4-8

Barracks (EL 5, XP 1,050)

If the lair is on alert, the following read-aloud text needs to be adjusted. Otherwise, read or paraphrase the following when the PCs enter this chamber:

This area appears to be a barracks of sorts. The room contains nine simple sleeping pallets situated around the walls and several footlockers scattered about. A simple table with chairs has been pushed to the side out of the way of two combatants.

Two armed combatants size up each other while slowly sidestepping, seeking an advantage. One is a slobbering orcish brute wearing a battered breastplate and wielding a heavy flail. The other is a wiry human lad adorned in leather armor and wielding a shortsword in each hand. A group of five other hard-looking men stand around the two fighters, watching intently. At first, they don't seem to notice your presence.

This area serves as a barracks for nine bandits. In addition to Borsk and Bramm, the two dueling, Kaz-gar and Aneurin from area 4-4 also live here and could be encountered here when not on guard duty. An additional five lower-ranking bandits also live here.

The two combatants are not really fighting. Bramm (the human) is trying to teach Borsk how to use his flail to disarm an opponent. The other bandits are keenly interested in this tactic as well, and are paying close attention. The bandits are so distracted they must make a Perception check (DC 15) each round to notice the PCs. Each round, the Perception check DC decreases by 2, so it is only a matter of time before the PCs are noticed.

Treasure: The bandits keep most of their wealth on their person. However, each maintains a locked footlocker (Perception DC 15, or they can be smashed easily). Each footlocker contains spare sets of clothing, various mundane

effects (whetstone, diary, etc.) and a small amount of coins or valuables. The contents of each are worth 3d4 gp. Sewn into the sleeve of one of the shirts (Perception, DC 22) is a set of thieves' tools.

Tactics: Borsk enjoys a good workout, so he wastes no time engaging one of the PCs fighter types and fights to the death. Bramm is not so foolish. He hangs back, and tosses a few daggers into the fray, before he tries to summon help by shouting. If the bandits are still in area 4–7, they get a DC 13 Perception check to hear the shout, and come investigate in 1d3 rounds. Bramm surrenders if reduced to less than 5 hit points. The rest of the bandits engage the PCs in melee and fight to the death

Borsk, Half-Orc Warrior

Medium natural humanoid (half-orc)

Level 6 Brt

XP 250

Init +5

Senses Perception +3
low-light vision

HP 87

Bloodied 43

AC 18

Fort 20, Ref 17, Will 15

Spd 6

↑ Heavy Flail (standard; at-will) ♦ Weapon: +9 vs.AC; 2d6+5 damage; see also *blood for blood*.

↑ Warrior's Surge (standard, usable only while bruised; encounter) ♦ Healing, Weapon: Borsk makes a melee basic attack and regains 22 hit points.

↑ Wounded Retaliation (immediate reaction, when hit by an adjacent enemy; at-will)

Borsk makes a melee basic attack against the enemy.

Blood for Blood ♦ Healing, Weapon: When Borsk hits a bruised enemy, he deals an extra 5 damage and regains 10 hit points.

Align Evil

Lang Common

Skills Endurance +11, Intimidate +8

Str 20 (+8)

Dex 15 (+5)

Wis 11 (+3)

Con 17 (+6)

Int 9 (+2)

Cha 10 (+3)

Possessions leather armor, heavy flail

Bramm, Human Bandit

Medium natural humanoid (human)

Level 4 Skr

XP 175

Init +7

Senses Perception +2

HP 53

Bloodied 26

AC 18

Fort 14, Ref 16, Will 14

Spd 6

↑ Mace (standard; at-will) ♦ Weapon: +7 vs.AC; 1d8+1 damage, and Bramm shifts 1 square.

⚡ Dagger (standard; at-will) ♦ Weapon: Ranged 5/10; +9 vs.AC; 1d4+3 damage.

↑ Dazing Strike (standard; encounter) ♦ Weapon: Requires mace; +7 vs.AC; 1d8+1 damage, the target is dazed until the end of Bramm's next turn, and Bramm shifts 1 square.

CA: Bramm deals an extra 1d6 damage on melee and ranged attacks against any target he has CA against.

Align Evil

Lang Common

Skills Stealth +9, Streetwise +7, Thievery +9

Str 12 (+3)

Dex 17 (+5)

Wis 11 (+2)

Con 13 (+3)

Int 10 (+2)

Cha 12 (+3)

Possessions leather armor, mace, 4 daggers

Bandit (5)

Medium natural humanoid (human)

Level 2 Skr

XP 125

Init +6

Senses Perception +1

HP 37

Bloodied 18

AC 16

Fort 12, Ref 14, Will 12; Spd 6

↑ Mace (standard; at-will) ♦ Weapon: +4 vs.AC; 1d8+1 damage, and the bandit shifts 1 square.

⚡ Dagger (standard; at-will) ♦ Weapon: Ranged 5/10; +6 vs.AC; 1d4+3 damage.

↑ Dazing Strike (standard; encounter) ♦ Weapon: Requires mace; +4 vs.AC; 1d8+1 damage, the target is dazed until the end of the bandit's next turn, and the bandit shifts 1 square.

CA: A bandit deals an extra 1d6 damage on melee and ranged attacks against any target he has CA against.

Align Evil

Lang Common

Skills Stealth +9, Streetwise +7, Thievery +9

Str 12 (+2)

Dex 17 (+4)

Wis 11 (+1)

Con 13 (+2)

Int 10 (+1)

Cha 12 (+2)

Possessions leather armor, mace, four daggers

Area 4–9

Latimer's Room (EL 1+, XP 450+)

Note: The door to this chamber is locked (Latimer carries the only key). The door can be smashed opened or the lock picked with a DC 20 Thievery check. When the PCs open the door, continue below.

A short 10-foot-long corridor slopes down into a dry chamber, perhaps 20 feet in diameter. A dirty oval rug is in the center of the room. To the right is a wooden bed with a stained lumpy mattress, strewn with empty ale bottles and dirty clothes. Near the bed is an iron reinforced wooden chest set with a gleaming lock. On the opposite wall is a woven basket, about five feet high.

This chamber belongs to Latimer. If the PCs ran into him in Encounter Area 2, he is not here. If they did not encounter him at the Famished Froghemoth, he could be here (at the GMs discretion, and the PCs are having an easy time at the lair), or he could be drunk somewhere in the city. See Encounter Area 5 for details of his fate if he "assisted" the PCs.

The bed is normal, and nothing is hidden in the mattress or under it. The woven basket has a lid that is latched closed with a wicker loop. The basket is half full of dirty straw, and contains some hidden treasure at the bottom. It also contains Latimer's pet viper. If a PC reaches a hand into the basket, the viper strikes with surprise. If the PCs tip over the basket, the agitated snake attacks as normal.

Deathrattle Viper

Medium natural beast (reptile)

Level 5 Brt

XP 200

Init +6

Senses Perception +7

low-light vision

Death Rattle (Fear) aura 2;

enemies in the aura take a

–2 penalty to attack rolls

HP 76

Bloodied 37

AC 17

Fort 16, Ref 18, Will 16

Resist 10 poison

Spd 4, climb 4

↑ Bite (standard; at-will) ♦ Poison +8 vs. AC; 1d6+4 damage, and the deathrattle viper makes a secondary attack against the same target. *Secondary Attack*: +6 vs. Fortitude; 1d8+2 poison damage, and ongoing 5 poison damage (save ends).

Align Unaligned

Lang —

Str 12 (+3)

Dex 19 (+6)

Wis 10 (+2)

Con 15 (+4)

Int 2 (–2)

Cha 14 (+4)

Treasure: At the bottom of the basket, Latimer has stashed items he has pilfered from tombs that Haledon is not aware of. These items include a gold necklace (worth 250 gp), a sliver dagger set with rubies (worth 120 gp), and a wooden snuffbox inlaid with platinum (worth 75 gp).

The chest is locked (Thievery, DC 28) and trapped with a poison needle trap. The chest contains three extra sets of clothes, a pouch holding 22 pp and 12 gp, and a +1 *short sword*. There is a secret bottom in the chest, located with a DC 22 Perception check. The secret compartment holds two potions, labeled in orcish (*2 potion of healing*), a bottle of Morrain amber whiskey (worth 55 gp), and two thin sheets of gold (each worth 50 gp, but easily damaged). Although the latter two items are blank, the GM is encouraged to use these as maps (or protecting a map between its sheets) in his own campaign.

⚠ Poison (Deathjump Spider Venom) Needle Trap

Level 6 Wrđ

XP 250

Perception DC 20: The character notices the needle mechanism inside the lock.

Trigger: The trap attacks when a character opens the chest.

Immediate Reaction, Melee; Target: The creature that opens the chest; Atk +9 vs. AC; Hit: 1d4 damage, and the trap makes a secondary attack against the target.

Secondary Attack: +8 vs. Fortitude; 5 ongoing poison damage, and the target is slowed (save ends both).

COUNTERMEASURES

- An adjacent character can disable the needle trap with a DC 20 Thievery check.
- A DC 20 Dungeoneering check grants the party a +2 bonus to Thievery checks to delay or disable the trap.

Area 4–10

Cleric's Chamber

When the PCs enter this area, read or paraphrase the following:

The corridor slopes down for about 30 feet before ending in a circular, rough-hewn chamber perhaps 20 feet in diameter. Straight ahead, a wooden box with several burnt-out candles resting on its surface appears to serve as a crude altar. To the left are a simple untidy bed and a rack, perhaps fashioned to hold a suit of armor. The room is uninhabited, and appears undisturbed for several days.

The bandits had a cleric among their numbers until a few days ago. Malek was a human cleric dedicated to Crypticus. An associate of Haledon, he joined the bandits in hopes of gaining coin and a few followers. Although the bandits ignore his preaching, he has gained quite a bit of wealth, and contemplated leaving to set up a small house of worship in Punjar. But a few days ago, quite by accident, he discovered the secret door in the south wall, and as he crept down the steps, the secret door sealed behind him. Yet he explored further, and was ambushed by the undead monstrosity that lairs in area 4–11. His lantern was snuffed during the initial attack, and thus he never had the chance to rebuke the horror. Malek is now undead, and waits to lure others to their doom in the chamber beyond. The bandits think the cleric is tending to religious affairs and will return, although Haledon is a bit more concerned.

The secret door in the south wall can be located with a DC 25 Perception check. If not spiked or jammed open, it closes behind the PCs one round after opening.

Treasure: Under the bed is a locked (Malek has the key) iron box (Thievery, DC 25). Inside are 55 pp and 100 gp. There is also a leather scroll tube that contains two ritual scrolls, one of *Brew Potion*, and the other *Speak with Dead*. The wooden altar is hollow, and a simple door opens on a small niche. Inside is a box of herb-scented candles (worth 10 gp), a silver offering plate (worth 35 gp), and three flasks of unholy water. A velvet-lined prayer book (dedicated to Crypticus) would be worth 75 gp, if an interested buyer could be located.

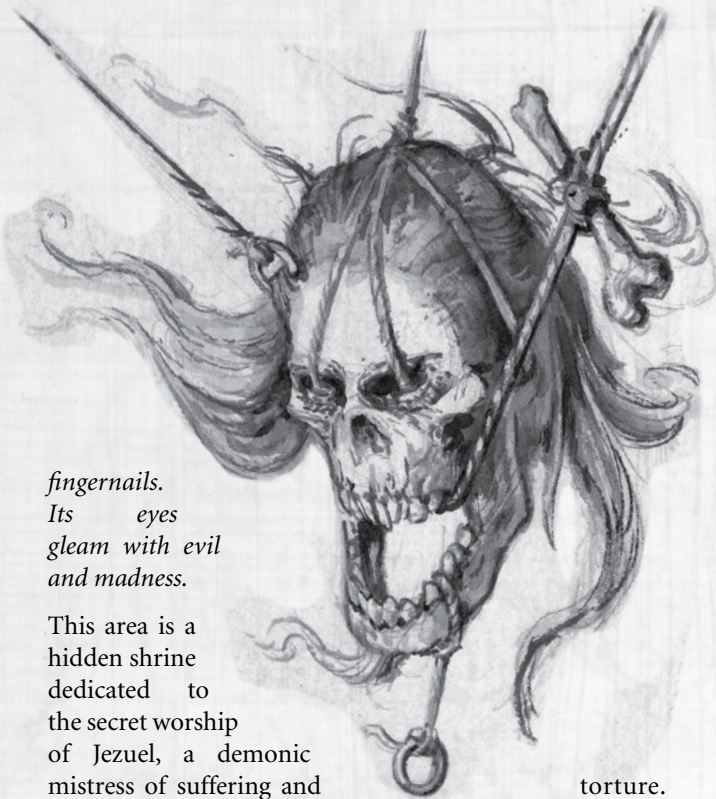
Area 4–11

The Hidden Shrine (EL 4, XP 900)

Read or paraphrase the following when the PCs enter this foul chamber:

The steps continue for 30 feet before opening into a large, dark chamber. The chamber is perhaps 40 feet wide and at least 40 feet long, with a smooth tiled floor. The ceiling is vaulted, perhaps 20 feet overhead, supported by four engraved columns. Between the columns, at the opposite side of the room, is a black polished altar, caked with flaking brown residue.

From behind the column to the left shambles a misshapen form. The humanoid figure wears plate armor and a tattered bloodstained cloak. Its black hair is wild, and its skin dried and pale, pulled taut over its skeletal features. The creature is armed with a black iron mace, and long, dirt-encrusted



fingernails.
Its eyes
gleam with evil
and madness.

This area is a hidden shrine dedicated to the secret worship of Jezuel, a demonic mistress of suffering and torture. Established decades ago as a secret hideout to perform ritualistic killings and ceremonies, many different factions from Punjar have used the chamber for unspeakable atrocities. The shrine has lain hidden for over 15 years, much to the chagrin of Jezuel, although her cults still seeks its location.

The last priestess was a despicable witch named Malicia, who took great pleasure in luring naïve followers to the shrine to convert them with hallucinogenic drugs and threats. If they failed to see the “true light of Jezuel,” they suffered a slow painful death on the altar. Malicia gained favor with her demonic patron, but her bold, unspeakable actions led to her downfall, as cult members rose against her and slaughtered her on her own altar. Jezuel wanted her suffering to last an eternity, and thus granted her the gift of undeath, as a wight. The twisted undead priestess remained sealed in this shrine until a few days ago, when the cleric Malek blundered down the steps. He was easily killed, and now is a wight as well. Malicia believes her kiss of undeath is a boon granted by Jezuel, and soon plans to reestablish her cult.

The columns are about three feet wide and are covered with engraved pictures of torture and suffering. After examining for a few minutes, A DC 20 Religion check reveals they are rituals and teachings of Jezuel. The southwest column has a secret compartment that can be located with a DC 25 Perception check. Inside is the treasure.

Tactics: Malek’s clerical abilities have been twisted by his transformation to undeath, and he can summon the darkest energies of the shadow realm to smite the PCs. When combat begins, Malek casts *shield of faith* to bolster he and Malicia’s AC, then both wights target the PCs with ranged spells, such as *necrobolt* (Malek) and *gravebolt* (Malicia). When the PCs close for melee, Malek casts

mace of doom and enters the fray. Malicia hangs back and continues to attack the PCs with *gravebolt* or *horrific visage*, attempting to keep her targets from ganging up on Malek. If Malek is reduced to bruised, he casts *shadow’s embrace* to heal himself, and continues to fight. Both wights fight to their destruction.

Treasure: Inside the secret compartment are the following items: a ceremonial, serrated bone dagger set with obsidian (worth 185 gp), a set of three black candles wrapped in a piece of silk (worth 45 gp), and a pouch of 17 pieces of rare incense (worth a total of 222 gp). These items are obviously evil, and the PCs receive a boon if they destroy them.

Malek, Wight Cleric

Medium natural humanoid (undead)

Level 5 Ctl

XP 400

Init +7

Senses Perception +5,

darkvision

HP 124

Bloodied 62

AC 21

Fort 18, Ref 17, Will 20

Immune disease, poison

Resist 10 necro

Vulnerable 5 holy

Saving Throws +2

Spd 6

APs 1

↑ Claw (standard; at-will) ♦ Necrotic: +10 vs.AC; 1d6+4 necrotic damage, the target loses 1 healing surge, and Malek shifts 3 squares.

↑ +1 Mace (standard; at-will) ♦ Weapon: +13 vs.AC; 1d8+5 necrotic damage.

↑ Mace of Doom (minor; encounter) ♦ Divine, Necro, Weapon: Until the end of the encounter, Malek’s mace deals an additional 1d6 points of necro damage, and any target struck with the weapon takes a –2 penalty to AC until the end of Malek’s next turn.

⚡ Necrobolt (standard; at-will) ♦ Divine, Item, Necro: Ranged 5; +8 vs. Reflex; 1d8+3 necro damage, and one undead ally Malek can see gains a +2 power bonus to its next attack roll against the target.

⚡ Necroblaze (standard; encounter) ♦ Divine, Item, Necro: Ranged 10; +8 vs. Reflex; 2d10+3 necro damage, and one ally Malek can see gains CA against the target.

✧ Shadow’s Embrace (minor; encounter) ♦ Divine, Healing: Close burst 5; Malek or any undead ally within the burst can spend a healing surge and regain an additional 1d6+3 hit points.

✧ Shield of Faith (standard; daily) ♦ Divine: Close burst 5; Malek and all undead allies in the burst gain a +2 bonus to AC until the end of the encounter.

Channel the Darkness (free; encounter) ♦ Divine: Malek gains a +1 bonus on his next attack roll or saving throw before the end of his next turn.

Align Evil

Lang Common

Skills Insight +10, Religion +7, Stealth +10

Str 18 (+6)

Dex 16 (+5)

Wis 16 (+5)

Con 14 (+4)

Int 10 (+2)

Cha 15 (+4)

Possessions plate armor, +1 mace, holy symbol of Crupticus

Malicia, Elite Deathlock Wight

Medium natural humanoid (undead)

Level 6 Elite Ctl	XP 500
Init +5	Senses Perception +2 darkvision
HP 140	Bloodied 70
AC 22	Fort 17, Ref 20, Will 21
Immune disease, poison	
Resist 10 necro	
Vulnerable 5 holy	
Saving Throws +2	
Spd 6	APs 1

↑ Claw (standard; at-will) ♦ Necrotic: +11 vs.AC; 1d6 necrotic damage, and the target loses 1 healing surge.

⚡ Grave Bolt (standard; at-will) ♦ Necrotic: Ranged 20; +9 vs. Reflex; 1d6+4 necrotic damage, and the target is immobilized (save ends).

⚡ Reanimate (minor; encounter) ♦ Healing, Necrotic: Ranged 10; affects a destroyed undead creature of a level no higher than 8th level; the target stands as a free action with a number of hit points equal to one-half its bruised value. This power does not affect mins.

☼ Horrific Visage (standard; recharge 4–6) ♦ Fear: Close blast 5; +9 vs. Will; 1d6 damage, and the target is pushed 3 squares.

Align Evil	Lang Common
Skills Arcana +11, Religion +11	
Str 10 (+3)	Dex 14 (+5) Wis 9 (+2)
Con 14 (+5)	Int 16 (+6) Cha 18 (+7)

Area 4–12

Haledon's Room (EL 5, XP 950)

The door to this chamber is locked (Thievery, DC 20). Keep track of how long it takes the PCs to bash it open or pick the lock. The occupant uses this time to prepare for battle, or if the PCs take more than five rounds, he flees out the secret door. When they open the door, read or paraphrase the following:

The door gives way to reveal yet another rough-hewn chamber, perhaps 30 feet in diameter. A soft glow fills the room from a fire pit and a lantern placed on a wooden desk pushed against the south wall. Along the north wall is a sturdy wooden bed complete with a plush mattress.

Before you stands a dashing human male brandishing a longsword. He wears fine clothes, but chainmail armor can be seen underneath these fine garments. He has wavy black hair, and a carefully trimmed goatee. A wry smile adorns his rugged features as he sizes up his opposition.

This is Haledon's personal chamber. Haledon is the leader of the Crimson Mark bandits, and although considered small-time by the Dragonne of Punjar, his recent association with the witch Cadavra has gained the band quite a bit of wealth. Haledon is considering absolving his agreement with Cadavra, after which he plans to enact a few more profitable schemes he has been planning for the last few months.

The room's furnishings are in good condition, as Haledon (actually the fifth son of one of the minor noble families in Punjar) prefers the finer things in life. The bed is normal, but the mattress is clean and quite comfortable. Hidden inside (discovered with a DC 15 Perception check) is a pouch containing 15 pp and two small moss agates (each worth 100 gp). Under the bed is a locked, trapped chest. The desk is fine quality, with a slate writing surface (worth 125 gp, but it weighs almost 150 pounds!). Inside the top locked desk drawer (Thievery, DC 17) is Haledon's Diary. It is a most boring read, although if the PCs spend an hour or so reading the entries, they can learn about a contract with Cadavra, a local witch, to exhume bodies. More importantly, there are numerous references to an old abandoned windmill on a hill to the north, overlooking Punjar. A DC 15 Streetwise check reveals the location of this windmill (see Encounter Area 5).

The fire pit has a few dying embers in it. Investigation in detail (requiring a DC 15 Perception check) reveals several pieces of parchment were recently burned, but incompletely. The PCs can recover several pieces of parchment that contain the following words: "Cadavra," "old," "witch," "wind mill," and "bodies." These are clues to the bandit's affiliation with Cadavra, and the windmill refers to her lair.

Treasure: The chest under the bed is locked (Thievery, DC 25) and trapped with a poison needle trap. Inside are three sacks of coins: two hold 250 sp, and the last holds 350 gp. Also in the chest is a small box of jewelry plundered from the tomb of the Dev'shir's. Inside is a gold ring set with a ruby (worth 550 gp), a gold necklace set with three black pearls (worth 850 gp), a pair of silver earrings (worth 75 gp), three silver bracelets (worth 55gp, 110 gp, and 125 gp), a platinum pin bearing a raven and set with blue topaz (worth 400 gp), and an emerald carving of a tree (worth 325 gp).

The chest has a secret compartment in the lid (Perception check DC 12 if the lid is specifically searched, or DC 25 if the chest is searched). Inside is a folded piece of parchment (Player's Handout # 3), a contract between Cadavra and the bandits.

⚠ Poison (Deathjump Spider Venom) Needle Trap

Level 6 Wrđ XP 250

Perception DC 20: The character notices the needle mechanism inside the lock.

Trigger: The trap attacks when a character opens the chest.

Immediate Reaction, Melee; Target: The creature that opens the chest; **Atk +9 vs.AC; Hit:** 1d4 damage, and the trap makes a secondary attack against the target. **Secondary Attack:** +8 vs. Fortitude; 5 ongoing poison damage, and the target is slowed (save ends both).

COUNTERMEASURES

- An adjacent character can disable the needle trap with a DC 20 Thievery check.

- A DC 20 Dungeoneering check grants the party a +2 bonus to Thievery checks to delay or disable the trap.

Tactics: Haledon's tactics depend on how quickly the PCs enter the room. See the table below for a list of his actions:

Round 1: Activate +2 *flaming longsword*.

Round 2: Unlocks the secret door.

Round 3: Opens the secret door, passes through and closes it behind him. He then flees down the passage.

If still in the room when the PCs arrive, Haledon stalls for a few rounds before he engages. He fight ferociously and without quarter, but if he deduces the PCs are really after Cadavra, or is reduced to less than 10 hit points, he surrenders. He is not willing to die for the witch. If the PCs present their case, he is willing to give information on where Cadavra's lair is, on one condition: his bandits can leave in peace, and the PCs give them at least a 12 hour head start so they can flee the region (as he fears the witch's wrath).

Haledon, Human Fighter

Medium natural humanoid (human)

Level 8 Elite Sld XP 700

Init +7	Senses Perception +4
HP 172	Bloodied 86
AC 27	Fort 23, Ref 22, Will 19
Saving Throws +2	
Spd 5	APs 1

↑ +2 *Flaming Longsword* (standard; at-will) ♦ Fire: +15 vs. AC; 1d8+9 (crit 2d6+17 fire damage) fire damage.

↑ *Cleave* (standard; at-will) ♦ Fire, Martial, Weapon: +15 vs. AC; 1d8+9 fire damage, and an enemy adjacent to Haledon takes 4 fire damage.

↑ *Flaming Strike* (free; daily) ♦ Fire: Close burst 1; Requires +2 *flaming longsword*; When Haledon hits an opponent in melee, he deals an additional 1d6 fire damage, and the target takes 5 ongoing fire damage (save ends).

↑ *Griffon's Wrath* (standard; encounter) ♦ Fire, Martial, Weapon: +15 vs. AC; 2d8+9 fire damage, and the target is slowed.

※ *Thicket of Blades* (standard; daily) ♦ Fire, Martial, Reliable, Weapon: Close burst 1; +15 vs. AC; 3d8+9 fire damage, and the target is slowed.

Combat Challenge: Every time Haledon attacks an enemy, whether that attack hits or misses, he can mark that target. The mark lasts until the end of Haledon's next turn. In addition, whenever an adjacent enemy shifts, Haledon makes a melee basic attack against that enemy (as an immediate interrupt).

Unbreakable (immediate reaction; when Haledon is hit by an attack; daily) ♦ Martial: Haledon reduces the damage from the attack by 7.

Align Evil Lang Common

Skills Athletics +11, Intimidate +9

Str 18 (+8) Dex 17 (+7) Wis 11 (+4)

Con 14 (+6) Int 12 (+5) Cha 10 (+4)

Possessions +2 *chainmail*, +2 *flaming longsword*

Where do we go from here? The PCs should now be armed with information on Cadavra, and her lair in a windmill outside of the city. The windmill lair is detailed in Encounter Area 6. However, depending on how the PCs dealt with Latimer, the GM might want to run Encounter Area 5, which reveals his ultimate fate.



ENCOUNTER AREA 5

LATIMER'S FATE (EL 4)

Note: This encounter only occurs if the PCs coerced information out of Latimer, and then let him go (or he escaped). The encounter is also optional as it has the potential to grant Cadavra a significant advantage in the final encounter.

This encounter can occur anytime after the PCs encounter Latimer, but before they arrive at the windmill. It likely occurs while they travel from the bandit lair to the windmill, or from the Dev'shir Tomb to the bandit lair or the windmill. The encounter is more plausible if it occurs outside the city walls (along a roadside), but can be adjusted to occur in a desolate alley. As the PCs travel, read or paraphrase the following:

Off the side of the road in a gully is a lifeless form wearing blood-soaked leather armor. A host of ravens caw nearby, with several of the ebony birds roosting on the body, plucking bits a flesh as they feast. They squawk in defiance at your approach, and ruffle their dirty plumage.

The body is Latimer, the half-orc bandit. In order to investigate the body closer, the PCs need to deal with the ravens. They can be temporally scared away with a loud, flashy spell, or a PC could make a DC 20 Nature check to convince them to leave the body. However, see the tactics, below.

Latimer has been dead for several hours, and has an expression of absolute terror on his face. A DC 15 Heal check reveals he was scared to death, and the ravens simply began to feed on the corpse. Cadavra suspected the bandits might betray her, so she had her raven familiar keep an eye on them. When she received news of the betrayal, she was quick to act by tracking Latimer down and killing him.

Tactics: If the PCs fail to convince the ravens to leave, they attack as a swarm for 2d4 rounds as soon as the PCs get within 5 feet of the body. Once the swarm disperses, 2d4 single ravens hang around the body and might harass the PCs. In the midst of the normal ravens is Cadavra's familiar, a large specimen with a few crimson wing feathers. He can be noticed with a DC 25 Perception check, but as soon as he is engaged in combat, he flees via flight. If he escapes, Cadavra is waiting for their arrival in Encounter Area 6. Otherwise, the PCs catch her unaware and unprepared.

Treasure: Latimer carries his typical magic items (unless the PCs relieved him of these items earlier). In addition, if they gave him a chance to return to the lair before he fled, he is also carrying the treasure listed in area 4–9.

Raven Swarm

Medium natural beast (swarm)

Level 10 Skr

XP 500

Init +12

Senses Perception +9
Swarm Attack aura 1; the raven swarm makes a basic attack as a free action against each enemy that begins its turn in the aura

HP 102

Bloodied 51

AC 24

Fort 20, Ref 23, Will 20

Resist half damage from melee and ranged attacks

Vulnerable 10 against close and area attacks

Spd 2, fly 6 (hover)

↑ Murder of Crows (standard; at-will): +15 vs.AC; 1d10+5 damage, and the target is blinded (save ends).

※ Croaking Cacophony (standard, encounter) w Fear, Thunder: Close burst 5; +11 vs. Fortitude; 3d8+2 thunder damage, and the raven swarm makes a secondary attack on the target. *Secondary Attack:* +11 vs. Will; the target takes a –2 penalty on attack rolls, damage rolls, and all defenses (save ends).

Align Evil

Lang —

Str 10 (+5)

Dex 21 (+10)

Wis 14 (+7)

Con 14 (+7)

Int 5 (+2)

Cha 10 (+5)

ENCOUNTER AREA 6

THE OLD WIND MILL

Just outside the city of Punjar, situated on a ridge overlooking the city are wide-open fields. Prominently displayed on this ridge is an old windmill, once used as a gristmill taking advantage of the strong sea breezes. The structure has been abandoned for years, and is falling apart. The locals shun the ruins, spinning fanciful tales about how the previous owner went insane and slaughtered his whole extended family, before throwing himself into the gristmill. The tales are false, but the imposing building, with its tattered wind blades that often creak in the breeze, does have a malevolent appeal.

The rotting wooden structure appears dilapidated, but is surprisingly sound. The upper structure consists of three levels, constructed of timber with stone supports. Ceiling heights vary per room description, and the upper levels lack any light sources. Two sets of doors (both *Arcane Locked* by Cadavra) are simple wooden portals and provide access to the first floor. Below is a cellar, constructed of masonry walls with 12-foot-high ceilings. The secret passage in area 6–6 leads to a series of natural limestone caverns, treated as unworked stone. Ceiling height in this area varies as per room description, and this area tends to be quite damp.

Simple Wooden Doors: Break (Strength, DC 16); hit points 20 (AC 5, Reflex 5, Fortitude 10).

Wooden Wall: Climb (Athletics, DC 30), Break (Strength, DC 26).

Masonry Walls: Climb (Athletics, DC 20), Break (Strength, DC 35).

Unworked Stone Walls: Climb (Athletics, DC 20); Break (Strength, DC 43).



Area 6–1

Outside the Windmill (EL 5, XP 1,050)

When the PCs approach the windmill, read or paraphrase the following:

Leaving the crumbling road behind, your band passes through a dilapidated fence and into a wheat field. The field has gone untended for years, and among the dying stalks of wheat are a myriad of weeds, and even the twisted forms of saplings can be seen dotting the hillside.

An overgrown path leads up the hill to a foreboding windmill. The wooden building is at least several stories high, set with cobblestones. The massive wind blades remain still in the gentle breeze, like some giant's outstretched arms. Picking your way through bundles of cornstalks and hay bales strewn about like forgotten pillars, you spy movement to the right. A trio of scarecrows shakes to life, while turning their misshapen gourd heads. Each gourd has been carved into the likeness of a glaring, wicked visage, eyes and maws aglow with a hellish fire. Each brandishes a rusted scythe, but holds its ground.

Cadavra stole many powerful magical objects from her previous master Agilis, and transported them here to her new lair. The animated scarecrows are three of those objects. Agilis used them to frighten away commoners, and Cadavra employs them in the same fashion.

There are two doors into the windmill. Both have been locked with an *Arcane Lock* ritual. There is a pair of sliding doors along the north outside wall, but these require a DC 15 Perception check to notice. These too are locked with *Arcane Lock*, and guarded by a *fire glyph* trap for extra measure. If opened, they reveal a metal slide that leads to area 6–5. This chute was used to get grain to the cellar level quickly.

⚠ Fire Glyph Trap

Level 6 BIs **XP 300**

Perception DC 26: The character notices the glyph.

Arcana DC 22: The character spots the glyph and provides a +2 bonus to Thievery checks made to disable it.

Trigger: When a creature attempts to open the sliding doors.

Immediate Reaction, Close burst 3; Targets: All creatures in burst; Atk +9 vs. Reflex; Hit: 2d6+3 fire damage, and 5 ongoing fire damage (save ends).

COUNTERMEASURES

- An adjacent character can disable the glyph with a DC 28 Thievery check

Tactics: The scarecrows are under orders to spend a round or two just standing, and being menacing. This usually works to scare off inquisitive common folks, but likely fails against seasoned adventurers. If the PCs move to either of the doors, the scarecrows attack random PCs with their scythes. If the PCs examine the sliding doors, the scarecrows have been instructed to hang back until after the fire glyph trap detonates. Note that if the Cadavra is

on alert, she is in area 6–4, and casts spells at the PCs while they engage the scarecrows. See that area for notes on her tactics.

Scarecrow Homunculus (3)

Large natural animate (construct, homunculus)

Level 6 Soldier **XP 250**

Init +7	Senses Perception +8 darkvision
HP 72	Bloodied 36
AC 22	Fort 19, Ref 17, Will 15
Immune disease, poison	
Vulnerable 10 fire	
Spd 6	

↑ Scythe (standard; at-will) ♦ Weapon: Reach 2; +13 vs. AC; 2d4+5 damage, and ongoing 5 damage (save ends).

※ Deadlight (standard, recharge 4–6) ♦ Psychic, Fear: Close burst 3; +9 vs. Will; 2d6+3 psychic damage, and the target takes a –2 penalty to attack rolls (save ends); see also *guard area*.

Guard Area: A scarecrow homunculus can use its *deadlight* power against any creature in its guarded area (the windmill and environs), even if the power hasn't recharged.

Align Unaligned	Lang —	
Str 19 (+7)	Dex 15 (+5)	Wis 11 (+3)
Con 16 (+6)	Int 5 (+0)	Cha 16 (+6)

Area 6–2

The Gear Room (EL 7, XP 1,500)

Note: The EL of this encounter has been increased by 1 to reflect the equipment, tactics and environment present.

When the PCs enter the windmill, read or paraphrase the following:

This 40-foot by 40-foot room is cluttered with an array of metal and wooden gears, including a 15-foot-wide circular flywheel horizontal with the floor. The gears extend all the way up to the 25-foot-high ceiling, terminating at a shaft that disappears into the upper level. Beyond the gears, a pair of staircases can be discerned, one leading up, and the other leading down. Along the south wall is a 10-foot by 10-foot opening in the floor, with a massive boom and tackle mounted overhead. An elevator platform attached to the boom and tackle appears to be currently at the lower level.

A stomach-churning creature stands before the gear assembly. A lanky 12-foot-tall humanoid creature with pale-green, rotting flesh, and sporting horrific burn scars hefts a massive greataxe. The creature wears hide armor set with metal plates and a battered helm partially covering its smashed skull. With an unnatural glow in its hate-filled eyes, the twisted mockery shambles forth.

The ground floor of the wind mill houses the gear assembly that is connected to the wind mill blades above, and leads to the grist stone below. A lever on the east wall is in the down position. By raising it, the windmill blades are released, and with a cacophony of grinding and protest,



the gear array churns to life, coming to full speed in two rounds. The stairs lead to the shaft level (area 6–3) and to the cellars (area 6–5), respectively. The opening in the floor is an elevator shaft. The platform is currently on the cellar level, but a wheel located on the west wall can be turned clockwise to raise it. This takes two rounds to achieve. PCs falling into the shaft (or being tossed in) suffer 2d10 points of falling damage.

Cadavra has another surprise for the PCs here. While passing through the Salt Marsh one night, she encountered a stupid salt troll. He was easily overcome with her spells, and carefully finished off with acid. Not wanting to waste such a resource, she animated the body as a guardian. She is actually fond of the abomination, and treats it as kind of a pet.

Tactics: The zombie troll's first action is to throw the lever on the east wall. In two rounds, the gears are at full speed, and any PC that enters the square with the gear array will be seriously injured (+11 vs. AC; 3d8+5 damage, and the target is pushed 2 squares). The zombie troll attacks mindlessly with its greataxe, and may inadvertently knock a PC down the elevator shaft or into the gear array. The zombie troll fights until destroyed.

Salt Troll Zombie

Large natural animate (undead)

Level 8 Solo Brt

XP 1,250

Init +2

Senses Perception +3
darkvision

HP 288

Bloodied 144
Regeneration 5 (if the salt troll zombie takes holy damage, regeneration does not function until the end of its next turn)

AC 20

Fort 23, Ref 15, Will 18

DESTROYING THE GEARS

Astute PCs might try to destroy the gears so the zombie troll can't use them as a tactical advantage. If the PCs cause 30 hit points of damage, or can jam several key locations with long metal items, the gears are effectively destroyed. Jamming metal objects requires a DC 15 Intelligence check to locate suitable locations. Then, two separate metal objects (about the size of the longsword) need to be inserted at the right locations. This requires two separate attacks against an AC of 15. Failure results in the object being flung in a random direction for 3d6 feet. Success results in the gears stopping, but the destruction of the items used.

Metal and Wooden Gear Array: Hit points 120 (AC 4, Reflex 4, Fortitude 12).

Immune disease, poison

Resist 10 necrotic

Vulnerable 10 holy

Saving Throws +5

Spd 4

APs 2

↑ Greataxe (standard; at-will) ♦ Weapon: Reach 2; +10 vs.AC; 2d6+5 damage, and the target is pushed 1 square.

↑ Smash (standard; recharge 4–6) ♦ Weapon: Reach 2; targets Medium size or smaller creature; +10 vs.AC; 4d6 + 5 damage, and the target is pushed 2 squares and knocked prone.

Rise Again: (the first time the salt troll zombie drops to 0 hit points) Make a new initiative check for the salt troll zombie. On its next turn, the salt troll zombie rises (as a move action) with 144 hit points.

Align Unaligned

Lang —

Str 21 (+9)

Dex 6 (+2)

Wis 8 (+3)

Con 18 (+8)

Int 2 (+0)

Cha 3 (+0)

Possessions greataxe

Area 6–3

The Shaft (EL 3, XP 750)

When the PCs enter this area, read or paraphrase the following:

This chamber is 30 feet by 30 feet, with a 40-foot-high ceiling. There is a hole in the floor, occupied by a metal shaft that leads to a smaller gear. This gear leads to a horizontal shaft that exits the east wall, likely to the wind blades outside. A wooden ladder leads to an obvious trapdoor in the ceiling.

This chamber houses the shaft that connects the windmill blades to the gear assembly below. Although dusty and full of cobwebs, the room is empty. A DC 12 Nature check reveals a delicate single set of humanoid footsteps leading from the stairs to the ladder. The trapdoor leads to area 6–4.

If Cadavra is waiting for the PCs, she has placed a *glyph of warding* on the trapdoor. If holding onto the ladder when the glyph is triggered, the PC needs to make a DC 20 Athletics check or fall off the ladder, suffering 4d10 points of falling damage from the impact with the floor.

Glyph of Warding Trap

Level 7 Elite Wrđ

XP 600

Perception DC 30: The character notices the glyph.

Arcana DC 26: The character spots the glyph and provides a +2 bonus to Thievery checks made to disable it.

Trigger: When a creature opens the trapdoor.

Immediate Reaction, Close burst 3; Targets: All creatures in burst; Atk +10 vs. Reflex; Hit: 4d6+4 cold damage, and the target is immobilized. *Aftereffect:* 4d6+4 cold damage.

COUNTERMEASURES:

- An adjacent character can disable the glyph with a DC 30 Thievery check.



**Area 6-4
The Peak**

When the PCs enter this area, read or paraphrase the following:

This hexagon-shaped room is about 20-foot square. The room is dusty, with a shoddy wooden chair positioned near a small window, overlooking the field below and the cityscape of Punjar in the distance.

There is very little of interest in this chamber. Cadavra occasionally comes here to contemplate matters while staring at the city below.

Tactics: If Cadavra has been alerted to the PCs arrival, she is in this room when the PCs are fighting the animated scarecrows below in area 6-1. She casts a few spells to support the scarecrows, making sure the PCs see the origin of the magic effects. She wants to lure them to this room, so that they waste time and set off the glyph trap on the trapdoor to this room. After casting her spells, she flees to area 6-6 to confront the PCs there.

Cadavra casts her at-will spells down at the PCs, saving her more potent magics for the final encounter. She uses both *magic missile* and *eldritch blast* interchangeably, hoping to wear down the PCs and exhaust their healing resources before they enter the windmill.

**Area 6-5
Grain Storage Room (EL 3, XP 750)**

Note: If the PCs slide down the chute from outside (area 6-1), a PC needs to make a DC 15 Acrobatics check, or suffer 1d6 points of damage and be deposited prone at the base of the chute. When the PCs enter this area, read or paraphrase the following.

The door opens to reveal a musty, dank room full of cobwebs. To the right, a trio of dusty wooden casks lines the wall. To the left is a pair of sliding wooden doors, about 10 feet wide. Opposite these doors is a metal chute that leads to the upper level. Beyond the chute, the room stretches on, and the shadowy outlines of hay piles can be discerned. At your approach, the floor appears to be alive as rats scuttle for shelter down holes, or behind the walls.

This chamber served as a grain storage unit for the mill. The stalks of wheat were fed down the chute from outside, and gathered for processing in the next chamber. This room has not been used in years, but the moldy remains of the last harvest are still present, although mostly eaten by vermin and such. The casks contain non-flammable oil used to lubricate the gear array upstairs. The chute leads to the locked doors (and outside). Due to its smooth surface, a DC 30 Athletics check is needed to scale the chute. The doors to area 6-6 are barred from the other side.

Although dozens of normal rats inhabit this location, they pose no danger to the PCs, fleeing at the first sign of disturbance. However, these rats are a boon to Cadavra, and play into her tactics in area 6–6. The real danger is the trio of deathjump spiders that lair under the steps. These vermin feed on the abundant rats attracted to the rotting grain, but relish the opportunity to feed on larger prey, such as the PCs. The spiders avoid Cadavra due to her magic circlet. Indeed, the mindless vermin now serve as excellent guardians, occasionally rewarded with a treat (see the Treasure section, below).

Tactics: The deathjump spiders attack the round after they confirm Cadavra is not present. One attacks near the chute, while the other two attacks near the casks. If any PCs fell down the chute and are prone by the doors, the spiders waste no time, and all three attack prone targets.

Treasure: The spider's nest is under the stairs (a 12-foot-long by 5-foot-wide area with a ceiling sloping from 2 feet high to almost 15 feet near the north wall). Strung up in the webs is the recently killed body of a half-elf rogue who attempted to pickpocket Cadavra. He was easily slain, and his body was deposited here to feed the spiders. She removed any valuables from the unfortunate rogue, but missed a dagger hidden in his left boot (which can be located with a DC 15 Perception check). The blade is a +2 *dagger*. Scattered about the floor under the stairs are the following coins from other victims of the spiders. They include 4 pp, 27 gp, and 52 sp.

Advanced Deathjump Spider (3)

Medium natural beast (spider)

Level 6 Skr

XP 250

Init +9

Senses Perception +10
tremorsense 5

HP 71

Bloodied 35

AC 22

Fort 18, Ref 19, Will 15

Resist 5 poison

Spd 6, climb 6 (spider climb); see also *prodigious leap*

↑ Bite (standard; at-will) ♦ Poison: +8 vs. AC; 2d6 + 3 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

↑ Death from Above (standard; at-will) ♦ Poison: The deathjump spider leaps at its prey, shifting 6 squares and making a bite attack. On a hit, it deals an extra 1d6 damage and also knocks the target prone.

Prodigious Leap (move; encounter): The deathjump spider shifts 10 squares.

Soft Fall: The deathjump spider ignores the first 30 feet when determining damage from a fall.

Align Unaligned

Lang —

Skills Athletics +11 (+21 when jumping), Stealth +11

Str 17 (+6)

Dex 18 (+7)

Wis 14 (+5)

Con 15 (+5)

Int 1 (–2)

Cha 8 (+2)

Area 6–6

The Grist Chamber

When the PCs enter this room, read or paraphrase the following:

This underground chamber is perhaps 60 feet wide and 40 feet long. The center of the room is dominated by a 20-foot diameter flat, round grist stone, attached to a shaft that extends to the upper level. On the opposite side of the grist stone is the elevator platform, situated under the hole in the ceiling 20 feet overhead. Beyond the grist stone, to the left, is simple door, perhaps leading to another closet-like room.

This is the grist room, where wheat was ground into grain. The sheaves of wheat were fed down the chute in area 6–5, collected and brought here. After grinding on the grist stone, the collected grain was placed in burlap bags and stacked on the elevator platform, before being hoisted to the upper level. It was then transferred outside through the sliding doors to waiting carts and sent off to market.

Along the east wall is a lever that can be located with a DC 10 Perception check. It is in the upper position. If moved to the lower position, it releases the grist stone, which can now spin in the clockwise direction. If the lever in area 6–2 is in the lower position, the grist stone begins to spin.

The door is locked with an Arcane Lock ritual, and leads to a 15-foot-wide by 10-foot-long storeroom. An empty old desk and broken chair are pushed up against the west wall. A series of three peek holes adorn the north wall, and a single hole can be found in the west wall, providing various views of the main grist chamber. These were fashioned by Cadavra and used to defend this chamber (see Tactics, below). They can be located with DC 20 Perception checks, and if blocked, can limit her tactics if she attacks from here. There is a secret door in the southern stone wall that can be located with a DC 25 Perception check.

Tactics: If Cadavra is waiting for the PCs, she attacks from the safety of the storeroom, casting spells through the peak holes. Again, her goal is to wear down the PCs and get them to use up resources. Just as in area 6–1, Cadavra uses *magic missile* and *eldritch blast* against the PCs. However, she also uses her encounter spells, especially *lightning bolt*, having little fear that the PCs could corner her here.



Area 6–7

The River Crossing (EL 4+, 875+)

Please note the tactics section of this encounter as the PCs move down the corridor toward this area. When they enter the cavern, read or paraphrase the following:

The dark, dank corridor slopes gradually down, before opening into a natural cavern. The cavern is perhaps 40 feet wide and 25 feet long. The ceiling stretches to a height of 15 feet or so. A sluggish murky stream about eight feet wide bisects the chamber. The lazy, silt-laden waters move right to left. On the opposite side, the corridor continues. Another smaller corridor is located a few feet to the left, and appears to slope up.

This is natural cavern. The stream is only about two to three feet deep, but only by investigating via probing with a long object can this be discovered. Passing through the stream is considered difficult terrain due to the silt-laden bottom. If the PCs walk down the streambed to the southeast, they arrive at area 6–9, before eventually arriving at area 6–10.

Six waterlogged human zombies are hidden in the water. They rise out of the water and attack if the PCs try to cross the stream. Otherwise, they await commands from their mistress. If Cadavra is waiting for the PCs, see the tactics section below.

Tactics: If Cadavra is here, she is hiding on the opposite side of the stream. When she detects the PCs, she harasses them with spells while they battle the zombies. She will continue to use at-will spells, but here, so close to her lair, she will cast one of her daily spells, likely *lightning serpent*, in an attempt to slay a PC outright.

Advanced Zombie (4)

Medium natural animate (undead)

Level 4 Brt

XP 175

Init +0

Senses Perception +1
darkvision

HP 60

Bloodied 30

AC 15

Fort 15, Ref 11, Will 12

Immune disease, poison

Resist necro 10

Vulnerable 5 holy

Spd 4

↑ Slam (standard; at-will): +7 vs. AC; 2d6+2 damage.

↑ Zombie Grab (standard; at-will): +5 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie's grab take a –5 penalty.

Zombie Weakness: Any critical hit reduces a zombie to 0 hit points instantly.

Align Unaligned

Lang —

Str 14 (+4)

Dex 6 (+0)

Wis 8 (+1)

Con 10 (+2)

Int 1 (–3)

Cha 3 (–2)



Corruption Corpse

Medium natural animate (undead)

Level 4 Art

XP 175

Init +3

Senses Perception +3
darkvision

HP 47

Grave Stench aura 1; living enemies in the aura take a –5 penalty to attack rolls
Bloodied 23;
see also *death burst*
Regeneration 5 (if the corruption corpse takes holy damage, regeneration doesn't function on its next turn)
Fort 16, Ref 14, Will 14

AC 17

Immune disease, poison

Resist necro 10

Vulnerable 5 holy

Spd 4

↑ Slam (standard; at-will): +8 vs. AC; 1d6 + 3 damage.

⚡ Mote of Corruption (standard; at-will) ♦ Necro: The corruption corpse hurls a black glob of necrotic filth. Ranged 10; +7 vs. Reflex; 2d6 + 3 necro damage, and the target is weakened (save ends).

✧ Death Burst (when reduced to 0 hit points) ♦

Necro: The corruption corpse explodes. Close burst 1; +7 vs. Fortitude; 2d6 + 3 necrotic damage.

Align Unaligned

Lang —

Str 16 (+5)

Dex 13 (+3)

Wis 12 (+3)

Con 16 (+5)

Int 4 (–1)

Cha 3 (–2)

Area 6–8

Cadavra's Living Quarters (EL 2, XP 650)

When the PCs enter this cavern, read or paraphrase the following:

The corridor winds about and has several natural steps that slope up. The air is dryer here, but still stale. The corridor ends at a chamber barely 15 feet in diameter, with a low seven-foot-high ceiling. The smell of pungent incense tickles your nose. The chamber can almost be described as cozy, with a plush crimson carpet on the floor, and a wrought-iron bed covered with many pillows and blankets pushed up against the south wall. Along the north wall is a stone table and a wooden chair. On the table is an elaborate silver incense burner shaped like a many-armed demon, with puffs of smoke emitting from its many held weapons. A few books rest on the table as well, one opened.

This chamber is where Cadavra sleeps, and conceives her twisted plans of revenge against her family. The carpet conceals a covered pit. If more than 40 pounds of weight is placed on the carpet, the pit opens, dumping the targets into a 20-foot-deep pit. However, the pit is actually 25 feet deep with smooth walls (Athletics, DC 25). The last five feet is a pile of skulls, skeletal arms, hands, and even talons from various creatures. These were failed experiments using the

Cauldron of Illserves, so Cadavra placed the uncontrollable animated pieces in this pit. They have formed an undead swarm of biting and clawing bones that victims in the pit need to deal with.

▲ Covered Pit Trap

Level 3 Elite Wrd XP 300

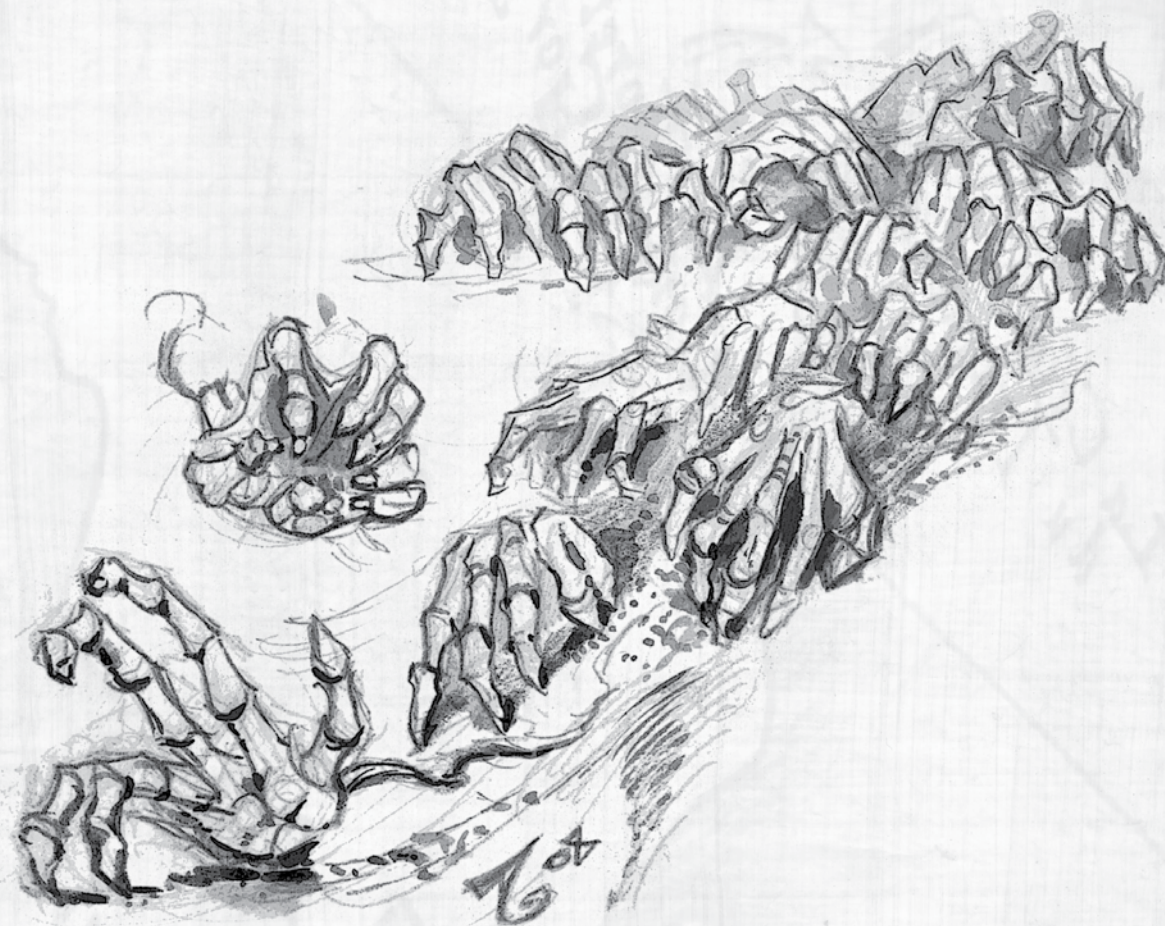
Perception DC 24: The character notices slight sag in the carpet covering the pit trap.

Trigger: The trap triggers when one or more creatures enter its squares.

Immediate Reaction; Melee; Target: The creature that triggered the trap; **Atk +7 vs. Reflex; Hit:** Target falls into pit, takes 1d10 damage, and falls prone. **Miss:** Target returns to the last square it occupied and its move action ends immediately. **Effect:** The pit is no longer hidden.

COUNTERMEASURES

- An adjacent character can trigger the trap with a DC 15 Thievery check.
- A character who makes an Athletics check (DC 11, or DC 21 without a running start) can jump over the pit.



Skeletal Claw Swarm

Medium natural animate (swarm, undead)

Level 8 Brt

XP 350

Init +7

Senses Perception +8
darkvision
Swarm Attack aura 1;
the skeletal claw swarm
makes a basic attack as a free
action against each enemy
that begins its turn in the
aura

HP 88

Bloodied 44

AC 20

Fort 21, Ref 19, Will 16

Immune disease, poison

Resist 10 necro, half damage from melee and ranged attacks

Vulnerable 10 holy, 10 against close and area attacks

Spd 4, climb 4

Grasping Swarm (standard; at-will): +12 vs. Reflex; 2d8+5 damage, and the target is knocked prone and slowed (save ends).

Align Unaligned

Lang —

Str 20 (+9)

Dex 16 (+7)

Wis 8 (+3)

Con 16 (+7)

Int 1 (–1)

Cha 3 (+0)

The incense burner depicts a marilith demon wielding wicked swords and scimitars (worth 275 gp). Two of the books on the desk are Cadavra's spell and ritual books. They contain all of her prepared spells plus the rituals *Arcane Lock*, *Enchant Magic Item*, *Magic Disk*, *Knock*, *Magic Circle*, *Secret Page*, and *Speak with Dead*.

The open book is her diary. If the PCs spend an hour reading it, they discover her real name is Lakaisha Dev'shir, learn about her desire to be the heir of the Dev'shir family, her successful plot to kill Dugesia, enslavement at the asylum, and subsequent rescue by Agilis. She goes into great detail about her training in the art of necromancy, and her desire for revenge against her family. Finally, she details her betrayal of her master, and obtaining the *Cauldron of Illserves* as the perfect tool to enact revenge. The next few pages are blank, but actually concealed with a Secret Page ritual. If dispelled, give the PCs Handout D, which describes the locations throughout Punjab that Cadavra has hidden undead ready to march on the Dev'shir Estate. After the blank pages are several more pages of insane rants and threats involving "an undead army," and "revenge shall be hers."

Treasure: The wrought iron bed is quite valuable (worth 425 gp), but needs to be unassembled for ease of transport (which takes about an hour). On the bed are numerous silk pillows (four, each worth 35 gp), and two silk sheets (each worth 75 gp). A blanket of silver fox fur (worth 775 gp) completes the bedding ensemble. Under the bed is a locked (Thievery, DC 30) iron box that contains the following items: a sack of 150 pp, a pouch of gems (six pieces of jet worth 125 gp each, two black pearls worth 500 gp each, and a black diamond worth 1,150 gp), three

blocks of black incense (worth 50 gp total), a platinum statuette of a raven with sapphire eyes (worth 2,275 gp), and four *potions of healing*. If the box is smashed open, the potions will be destroyed. The key to the box is hidden on a ledge over the bed, and can be located with a DC 25 Perception check.

Area 6–9

The Streambed (EL 3, XP 800)

The PCs can travel down the streambed to access area 6–10 from a different direction. Moving through waist-deep water is considered difficult terrain. If the PCs engage in combat while standing in the stream, they need to make a DC 10 Acrobatics check each round or fall prone. Ceiling height varies from 5 to 9 feet.

Four patches of green slime hang from the ceiling. The patch can be detected with a DC 15 Perception check, if the ceiling is specifically observed. The patch drops on any targets that pass below.

⚠ Four Patches of Green Slime

Level 5 Obs

XP 200

Perception DC 24: The character notices the green slime on the cavern ceiling.

Nature DC 22: The character notices the litter of small animal bones beneath the patch of green slime.

Init +0

Trigger: The green slime rolls initiative when a character enters the square directly beneath it.

Standard Action; Melee; Target: The creature beneath the patch of green slime; Atk +8 vs. Reflex; Hit: 1d10+4 acid damage, and the green slime makes a secondary attack against the same target. *Secondary Attack*: +7 vs.

Fortitude; ongoing 5 acid damage (save ends). *Special*:

The patch of green slime attacks every round a target is beneath it.

COUNTERMEASURES:

- A patch of green slime can simply be avoided if detected early enough.
- A character can attack a patch of green slime (AC 5, all others 10) with fire-based attacks. A patch is destroyed if 10 points of fire damage are inflicted upon it.



Area 6–10

The Necrotory (EL 9, XP 2,128)

When the PCs enter this cavern, read or paraphrase the following:

The scent of burning wood assaults your nostrils as you turn a corner and discover the next chamber. This chamber is perhaps 20 feet at its widest point, and at least 40 feet long. The chamber is lit by the dying embers from four squat braziers with ebony, charred surfaces. To the left and right are stone benches, each perhaps 10 feet long. In the center of the chamber rests a cauldron of immense proportions. This massive pot is wrought from dull black iron, and stands on three short legs at nearly four feet high, with a diameter over three feet. Its outside surface is dimpled, and covered with infernal runes and pictograms involving the animation of a myriad of creatures. Surrounding the massive pot are eight zombies with glowing red eyes. At the far end of the room, the murky stream lazily tumbles by.

Cadavra uses this chamber to study the *Cauldron of Illserves*, and invoke its necromantic abilities. The braziers are constructed of copper (each is worth 15 gp), and each holds the red-hot embers that provide warmth and dim illumination to this chamber. The stone benches are plain, and are covered with an unorganized mess of vellum sheets, inkpots, and broken quills. The north bench holds a wooden rack with six glass vials of acid. Next to the bench is a small crate holding 10 flasks of unholy water packed in straw. The south bench has a folded piece of black fabric, discovered with a DC 15 Perception check. See the Treasure for details of this item.

The massive pot is the *Cauldron of Illserves* (see the Appendix for details), the foul device used by Cadavra to raise her undead army. Although full of a nasty brine with a pudding-like skim on the surface, the device is not active.

Treasure: The folded piece of fabric is actually a *portable hole*. Inside are 13 pieces of wood (used for burning), a sack (holding 455 gp and a brick), and a book titled, “The Necromantic Devices of Illserves.” This tome describes the many necromantic devices created and studied by the necromancer Illserves. It includes a chapter devoted to the *cauldron*, including how to create another one, how to activate it, its abilities, and most importantly, how to destroy the minor relic. The book is worth 1,500 gp to an evil necromancer, but the PCs would benefit from its knowledge regarding the destruction of the cauldron. The brick is engraved with the name “Lakaisha Dev’shir,” and is similar to the ones located on the Dev’shir family tomb wall depicting the family tree (area 3–3).

Cadavra makes her final stand here. She is a frail, thin female human with pasty white skin and wild bleached hair held back by a silver circlet. She has sharp facial features and darting blue eyes. Cadavra favors blood red lipstick, and perfume to conceal the stench of death. She wears a billowing black hooded cloak with over-sized sleeves. If she has not been encountered yet, she is busy tending

to the cauldron. However, on the PCs arrival, she begins dumping her powerful offensive spells before fleeing via the *shadowform* ability of the cloak. She then engages the PCs in a series of hit and run tactics throughout her lair, as determined by the GM. If she has been encountered already and fled here, she uses the tactics below.

Tactics: Cadavra is hiding in the far end of the room, along the south wall. She commands the zombies to engage the PCs, forming a solid wall of dead flesh that prevents heroes from reaching her. Once combat begins, Cadavra uses *call of the grave* in the first round to summon four vampire spawn fleshrippers. She commands the vampire spawn to encircle her, providing a bulwark against the PCs’ attacks. After summoning the vampire spawn, she uses a minor action to cast *blur*, and then begins blasting away at the PCs with her offensive spells, using an action point right away to cast *lightning bolt* and *icy ray* simultaneously. As combat progresses, Cadavra supports the undead with her offensive spells, using her remaining encounter and daily spells first, and then switches to *eldritch blast* and *magic missile* once her more potent spells are exhausted. She uses *revivification* to heal her undead minions if the PCs begin to get the upper hand on them.

Cadavra does everything in her power to avoid melee with the PCs. If the heroes manage to defeat her zombies, she orders her vampire spawn to attack, and then uses *dimension door* to retrieve the *portable hole*. Then, if the PCs are seriously wounded, she attempts to finish them off with her remaining spells. If the PCs are relatively undamaged, Cadavra activates *shadowform* from her cloak, and flees. If she escapes, she hides in the sewers for a few days before plotting to recover the *cauldron* (if the PCs don’t have Illserves’ tome). Otherwise, she foolishly releases her undead horde ahead of schedule on the Dev’shir estate, and dies seeking her revenge.

Zombie (4)

Medium natural animate (undead)

Level 2 Brt

XP 125

Init –1

Senses Perception +0
darkvision

HP 40

Bloodied 20

AC 13

Fort 13, Ref 9, Will 10

Immune disease, poison

Resist necro 10

Vulnerable 5 holy

Spd 4

↑ Slam (standard; at-will): +6 vs. AC; 2d6+2 damage.

↑ Zombie Grab (standard; at-will): +4 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie’s grab take a –5 penalty.

Zombie Weakness: Any critical hit reduces a zombie to 0 hit points instantly.

Align Unaligned

Lang —

Str 14 (+3)

Dex 6 (–1)

Wis 8 (+0)

Con 10 (+1)

Int 1 (–4)

Cha 3 (–3)

Zombie Rotter (4)

Medium natural animate (undead)

Level 3 Min XP 48

Init -1	Senses Perception -1 darkvision	
HP 1 (a missed attack never damages a zombie rotter)		
AC 13	Fort 13, Ref 9, Will 10	
Immune disease, poison		
Spd 4		
↑ Slam (standard; at-will): +6 vs.AC; 5 damage.		
Align Unaligned	Lang —	
Str 14 (+2)	Dex 6 (-2)	Wis 8 (-1)
Con 10 (+0)	Int 1 (-5)	Cha 3 (-4)

Vampire Spawn Fleshripper (4)

Medium natural animate (undead)

Level 5 Min XP 50

Init +6	Senses Perception +4 darkvision	
HP 1 (a missed attack never damages a vampire spawn fleshripper)		
AC 20	Fort 17, Ref 18, Will 17	
Immune disease, poison		
Resist 5 necro		
Spd 7, climb 4 (spider climb) w Necro		
↑ Claws (standard; at-will): +11 vs.AC; 5 necro damage (7 necro damage against a bruised target).		
Sunlight Vulnerability: A vampire spawn that begins its turn in direct sunlight can take only a single move action on its turn. If it ends its turn in direct sunlight, it is destroyed.		
Align Evil	Lang Common	
Str 14 (+4)	Dex 16 (+5)	Wis 12 (+3)
Con 14 (+4)	Int 10 (+2)	Cha 14 (-4)

Cadavra, Human Death Master

Medium natural humanoid (human)

Level 11 Elite Ctl XP 1,200

Init +6	Senses Perception +7 Shroud of the Grave (Necro) aura 5; all undead within the aura lose any vulnerability to holy damage	
HP 192	Bloodied 96	
AC 23	Fort 23, Ref 25, Will 27	
Resist 5 disease, 5 poison, 10 necro		
Saving Throws +2		
Spd 6	APs 1	

↑ Cudgel of Command (standard; at-will) w Weapon: +10 vs.AC; 1d6+5 damage.

⚡ Magic Missile (standard; at-will) ♦ Arcane, Force, Item: Ranged 20; +16 vs. Reflex; 2d4+11 force damage.

⚡ Eldritch Blast (standard; at-will) ♦ Arcane, Item: Ranged 10; +14 vs. Reflex; 1d10+9 damage.

⚡ Icy Rays (standard; encounter) ♦ Arcane, Item, Cold: Ranged 10; targets one or two creatures; +16 vs. Reflex; 1d10+11 cold damage and the target is slowed until the end of Cadavra's next turn.

⚡ Lightning Bolts (standard; encounter) ♦ Arcane, Lightning, Item: Ranged 10; +16 vs. Reflex; 2d6+11 lightning damage. *Secondary Targets:* Two creatures within 10 squares of the primary target; +16 vs. Reflex; 1d6+11 lightning damage.

⚡ Fireball (standard; daily) ♦ Arcane, Fire, Item: Area burst 3 within 20; +16 vs. Fortitude; 3d6+11 fire damage. Miss: Half damage.

⚡ Lightning Serpent (standard; daily) ♦ Arcane, Item, Lightning: Ranged 10; +16 vs. Reflex; 2d12+11 lightning damage, and the target takes ongoing 5 poison damage, and is slowed (save ends both). Miss: Half damage, and the target is slowed (save ends).

⚡ Call of the Grave (standard, encounter): Ranged 10; four undead minions of level 11 or lower appear in any unoccupied space within range. These undead take their actions immediately after Cadavra.

Blur (minor, daily) ♦ Arcane, Illusion: Cadavra gains a +2 bonus to all defenses until the end of the encounter. In addition, enemies 5 or more squares away cannot see her.

Dimension Door (move; daily) w Arcane, Teleportation: Cadavra teleports 10 squares.

Revivification (minor; encounter) w Healing, Necro: All undead with 5 squares of Cadavra can spend a healing surge and regain an additional 1d8+2 hit points.

Shadowform (minor; daily) w Polymorph: Cadavra assumes a shadowy form until the end of the encounter, or for 5 minutes. In this form she is insubstantial, gains fly 6, and can't take standard actions. Reverting to her normal form is a minor action.

Align Evil Lang Common

Skills Arcana +15, Religion +12

Str 11 (+5) Dex 13 (+6) Wis 15 (+7)

Con 12 (+6) Int 21 (+10) Cha 16 (+8)

Possessions *cloak of shadowform, spiderward circlet, +3 magic wand, cudgel of command*

Area 6-11

Corridor to the Sewers

This area is located about 20 feet down the streambed from area 6-10. There is a ledge about five feet above the water's surface that can be located with a DC 16 Perception check. The 4-foot-wide passage continues for several hundred feet before it exits into the sewers under the Smoke section of Punjar. Although beyond the scope of this adventure, it is possible to enter the city via these passages, but it is unknown what dangers await those who try this route.

WRAPPING UP

SKELETONS IN THE CLOSET

If the PCs dispel the *secret page* spell in Cadavra's diary, they recover the map detailing the locations in the city Cadavra has hidden her undead army. The PCs might take it upon themselves (or be hired by the Dev'shirs) to destroy these waiting undead. If so, the following provides a few details about each location. If a successful DC 15 Streetwise check is made after examining each section of the map, the GM should give the PCs hints about the location in Punjar.

The Inn of the Frothing Tankard: This Inn is located in the Fate's Folly section of the Devil's Thumb. The successful Streetwise check identifies the tankard symbol with the establishment. Hidden in the wine cellar, behind a secret door are 10 skeletons. The owner of the inn and the patrons are unaware of the undead, as Cadavra seduced an employee to gain access to the cellar.

The Rubedaker Residence: This location is a single-family house located along the northern part of Guilders Row of the Souk. The Streetwise check reveals GR is abbreviated for Guilders Row. The unfortunate family of servants just happened to live in the wrong place. Cadavra slaughtered all but one of them, before charming Marie to tend to her undead. There are 10 skeletons and five zombies hidden in the attic, awaiting their mistress' call to cross the water and assault the estate from the west.

The Well in Low Court: This location is situated in the middle of the noble estates. The successful Streetwise check identifies the swan symbol on the well's canopy. Four waterlogged zombies await the call in the fetid water.

Abandoned Warehouse: This waterfront warehouse, located in the southern part of Wharf Town, once served as a salted fish storage facility and it still reeks of brine. The successful Streetwise check identifies the fish skeleton logo on a battered sign outside the locked doors. Six zombies and six skeletons are secluded in an office with instructions to enter the water to cross the river, and climb the stone wall to assault the estate from the south.

The Copse of Dead Jenys: Bodies in shallow graves are located often in this site, and Cadavra used this tidbit to her advantage. The successful Streetwise check reveals the association with Jenys and the copse. Buried in the southwest corner in the shadow of a tower are five zombies.

Abandoned Residence: This old residence is located along Fortune Street in the New City. It burned down nearly a year ago, and has remained abandoned ever since. The successful Streetwise check makes the connection with Fortune Street, and the fire symbol gives a hint to the buildings state. In a locked room are 12 skeletons.



APPENDIX A NEW MONSTERS

RAVEN SWARM

Raven swarms gather over battlefields and other areas of mass death. They normally feed on carrion, but are not adverse to a little fresh meat from time to time. When gathered in massive swarms, ravens gain a rudimentary intelligence and an evil disposition.

Raven Swarm

Medium natural beast (swarm)

Level 10 Skr

XP 500

Init +12

Senses Perception +9
Swarm Attack aura 1; the raven swarm makes a basic attack as a free action against each enemy that begins its turn in the aura

HP 102

Bloodied 51

AC 24

Fort 20, Ref 23, Will 20

Resist half damage from melee and ranged attacks

Vulnerable 10 against close and area attacks

Spd 2, fly 6 (hover)

↑ Murder of Crows (standard; at-will)

+15 vs.AC; 1d10+5 damage, and the target is blinded (save ends).

✧ Croaking Cacophony (standard, encounter) ✦ Fear, Thunder

Close burst 5; +11 vs. Fortitude; 3d8+2 thunder damage, and the raven swarm makes a secondary attack on the target. *Secondary Attack*: +11 vs. Will; the target takes a -2 penalty on attack rolls, damage rolls, and all defenses (save ends).

Align Evil

Lang —

Str 10 (+5)

Dex 21 (+10)

Wis 14 (+7)

Con 14 (+7)

Int 5 (+2)

Cha 10 (+5)

Raven Swarm Tactics

A raven swarm begins combat with *croaking cacophony*, and then swoops down to engulf its target in a cloud of black wings and needle-sharp beaks.

Raven Swarm Lore

A character can learn the following with a successful Nature check.

DC 15: Raven swarms are typically found near scenes of mass slaughter, such as battlefields, feeding on the many corpses found there. They have an evil disposition and will sometimes attack living targets for a bit of fresh meat.

Encounter Groups

Raven swarms are sometimes found alongside minor or mindless undead, poised to feed on the undead brutes' victims.

Level 9 Encounter (XP 2,050)

- 3 zombie hulks (level 8 brute)
- 2 raven swarms (level 10 skirmisher)

SCARECROW HOMUNCULUS

Scarecrow homunculi are constructs that resemble the innocuous strawmen used to scare off agricultural pests; they are created to guard specific areas. Scarecrow homunculi are tireless guardians, requiring neither food, shelter, nor rest, and have enough intellect to perform fairly complex tasks in the course of their day to day activity.

Scarecrow Homunculus

Large natural animate (construct, homunculus)

Level 6 Soldier

XP 250

Init +7

Senses Perception +8
darkvision

HP 72

Bloodied 36

AC 22

Fort 19, Ref 17, Will 15

Immune disease, poison



Vulnerable 10 fire

Spd 6

↑ Scythe (standard; at-will) ♦ Weapon Reach 2; +13 vs. AC; 2d4+5 damage, and ongoing 5 damage (save ends).

※ Deadlight (standard, recharge 4, 5, 6) ♦ Psychic, Fear Close burst 3; +9 vs. Will; 2d6+3 psychic damage, and the target takes a -2 penalty to attack rolls (save ends); see also *guard area*.

Guard Area A scarecrow homunculus can use its *deadlight* power against any creature in its guarded area, even if the power hasn't recharged.

Align Unaligned

Lang —

Str 19 (+7)

Dex 15 (+5)

Wis 11 (+3)

Con 16 (+6)

Int 5 (+0)

Cha 16 (+6)

Scarecrow Homunculus Tactics

A scarecrow homunculus attacks any creature entering its guarded area unless specifically told to do otherwise by its creator. It attacks begins combat with *deadlight*, and then wades in with its fearsome scythe, cutting its weakened foes to ribbons.

Scarecrow Homunculus Lore

A character can learn the following with a successful Arcana check.

DC 15: Scarecrow homunculi are typically created in pairs or trios, and then tasked to guard a relatively large area, such as a large building. Due to the materials used in the construction of these constructs, they are quite vulnerable to fire-based attacks.

Encounter Groups

Scarecrow homunculi are often encountered in small groups, or occasionally with other types of minor constructs.

Level 6 Encounter (XP 1,250)

- 2 iron cobras (level 6 skirmisher)
- 3 scarecrow homunculi (level 6 soldier)

SKELETAL CLAW SWARM

Created from failed necromantic experiments or arising spontaneously from ossuaries and bone yards, skeletal claw swarms are writhing masses of bony debris. For the most part, a skeletal claw swarms is composed of claws, fingers, toes, and other grasping digits, and it uses these to grab, pull down, and then pull apart any living creature that it encounters.

Skeletal Claw Swarm

Medium natural animate (swarm, undead)

Level 8 Brt

XP 350

Init +7

Senses Perception +8
darkvision

Swarm Attack aura 1; the skeletal claw swarm makes a basic attack as a free action against each enemy that begins its turn in the aura

HP 88

Bloodied 44

AC 20

Fort 21, Ref 19, Will 16

Immune disease, poison

Resist 10 necro, half damage from melee and ranged attacks

Vulnerable 10 holy, 10 against close and area attacks
Spd 4, climb 4

Grasping Swarm (standard; at-will) +12 vs. Reflex; 2d8+5 damage, and the target is knocked prone and slowed (save ends).

Align Evil

Lang —

Str 20 (+9)

Dex 16 (+7)

Wis 8 (+3)

Con 16 (+7)

Int 1 (-1)

Cha 3 (+0)

Skeletal Claw Swarm Tactics

A skeletal claw swarm attacks any living creature it can reach. It attacks by enveloping a target, dragging it to the ground, and then tearing it apart. Although essentially mindless, skeletal claw swarms are filled with intense hatred for the living, and will pursue living foes tirelessly until destroyed.

Skeletal Claw Swarm Lore

A character can learn the following with a successful Religion check.

DC 15: Skeletal claw swarms often arise spontaneously from bone yards, especially if strong necromantic energy is present. Like all undead, they are vulnerable to holy damage, and such attacks are the only thing that will cause the relentless swarms to retreat.

Encounter Groups

Skeletal claw swarms are often found along side other skeletal undead.

Level 7 Encounter (XP 1,500)

- 5 skeletons (level 3 soldier)
- 2 blazing skeletons (level 5 artillery)
- 1 skeletal claw swarm (level 8 brute)



APPENDIX B: NEW MAGIC ITEMS

Spiderward Circlet Level 8

This silver circlet bears stylized engravings along its circumference shaped like dead spiders; their legs curled up in the classic death pose. It protects the wearer against spiders both great and small.

Lvl 10	5,000 gp
Lvl 20	125,000 gp
Lvl 30	3,125,000 gp

Item Slot: Head

Property: The wearer gains resist 5 poison.

Level 20: The wearer gains resist 10 poison.

Level 30: The wearer gains resist 15 poison.

Property: The wearer gains an aura that is deadly to creatures with the spider keyword. The aura extends 2 squares from the wearer, and spiders that start or end their turn within the aura take 5 force damage.

Level 20: The aura inflicts 10 damage.

Level 30: The aura inflicts 15 damage.

Cloak of Shadowform Level 10

This jet-black cloak increases your defenses and can be activated to allow you to become ghost-like and insubstantial.

Lvl 10	+2	5,000 gp
Lvl 15	+3	25,000 gp
Lvl 20	+4	125,000 gp
Lvl 25	+5	625,000 gp
Lvl 30	+6	3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, Will

Power (Daily ♦ Polymorph) Minor Action. You assume a shadowy form until the end of the encounter or for 5 minutes. In this form you are insubstantial, gain fly 6, and can't take standard actions. Reverting to your normal form is a minor action.

Cauldron of Illserves

Named after the powerful necromancer that created this minor artifact, the cauldron of Illserves can be used to create an undead army. This cauldron is wrought of dull black iron, and stands four feet high on three short legs. Its outside surface is dimpled and covered with infernal runes and pictograms involving the animation of a myriad of creatures. A thin gnarled cudgel, often used to stir the malevolent contents of the giant pot, accompanies the cauldron.

The *Cauldron of Illserves* is a unique wondrous item.

Property: You gain resist 5 disease, 5 poison, and 5 necro.

Property: A gnarled club called the *cudgel of command* always accompanies the cauldron. This cudgel acts as a +2 club, but has additional properties when used with the cauldron (see *The Dead Arise* ritual below).

Property: You learn *The Dead Arise* ritual (see below), and can use it once per day.

Power (At-Will ♦ Arcane): Standard Action: You can use *eldritch blast* (warlock 1).

Power (Encounter ♦ Healing, Necro): Minor Action: All undead with 5 squares of you can spend a healing surge and regain an additional 1d8 hit points plus your Wisdom modifier.

The Dead Arise You conjure forth an army of undead from the seething depths of the *Cauldron of Illserves*.

Level: 10

Component Cost: Special

Category: Creation

Market Price: N/A

Time: 4 hours

Key Skill: Arcana or Religion

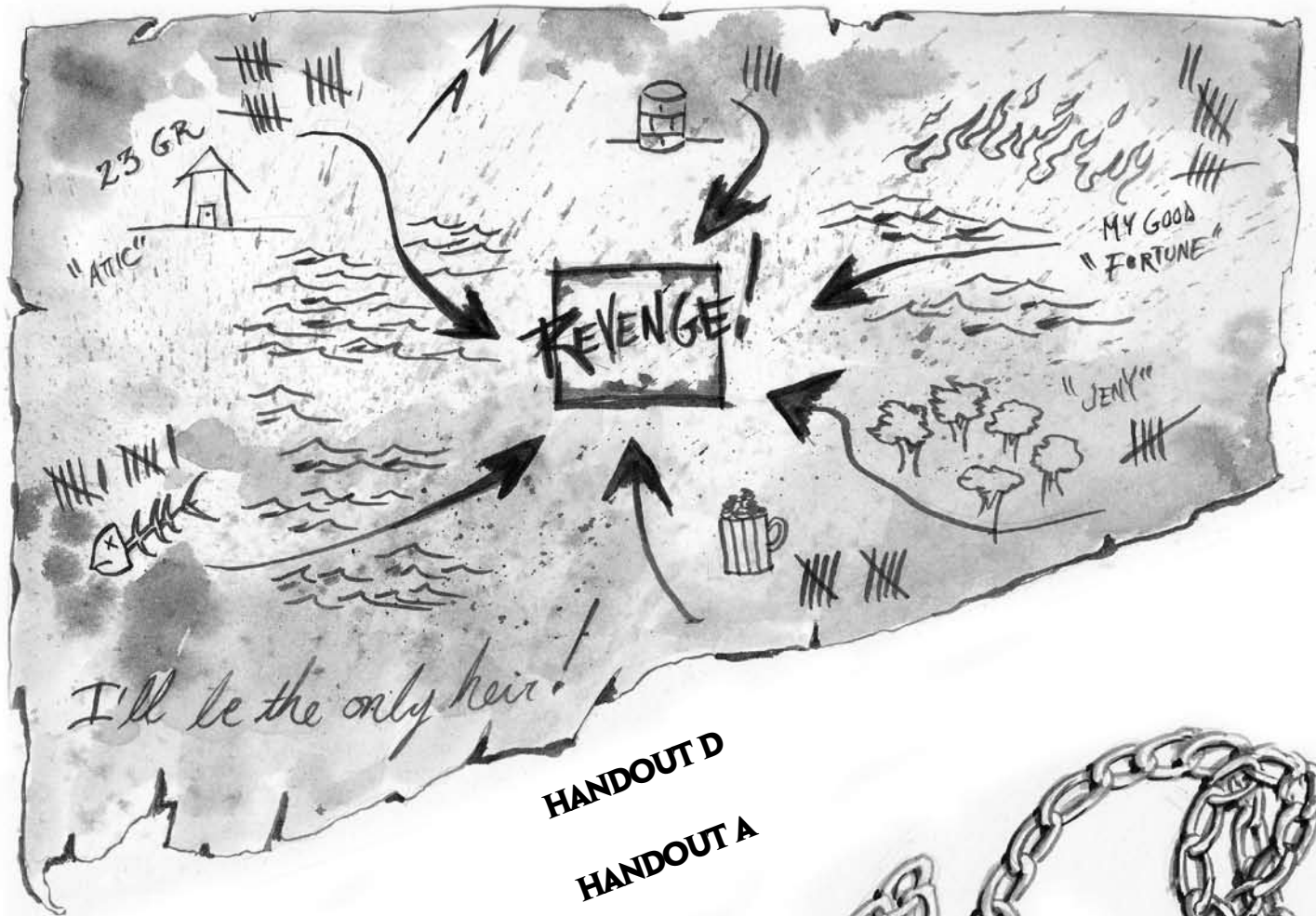
Duration: Permanent

This ritual can only be used in conjunction with the *Cauldron of Illserves*. It takes four hours to activate the evil magic of the cauldron. The device must be filled with fresh grave dirt collected with a silver shovel at night. It is then mixed with unholy water in a 2 to 1 ratio. After boiling for four hours, powdered gems equaling at least 100 gp per level of undead created needs to be added. When complete, any dead body added to the cauldron is animated (as *animate dead*) in one turn. Skeletal remains are animated as skeletons, while decomposing bodies are animated as zombies. Only Large or smaller-sized creatures can be animated with this device, and thus, only Large or smaller undead can be created.

Although the device is powerful in its own right, Illserves added a powerful additional ability. If the user adds its own blood, freshly spilled, and mixes the concoction with the cudgel of command, all undead created are at the command of the user. There is no limit to the amount of undead the caster can control, and he merely needs to issue verbal commands while brandishing the cudgel of command to control the undead.

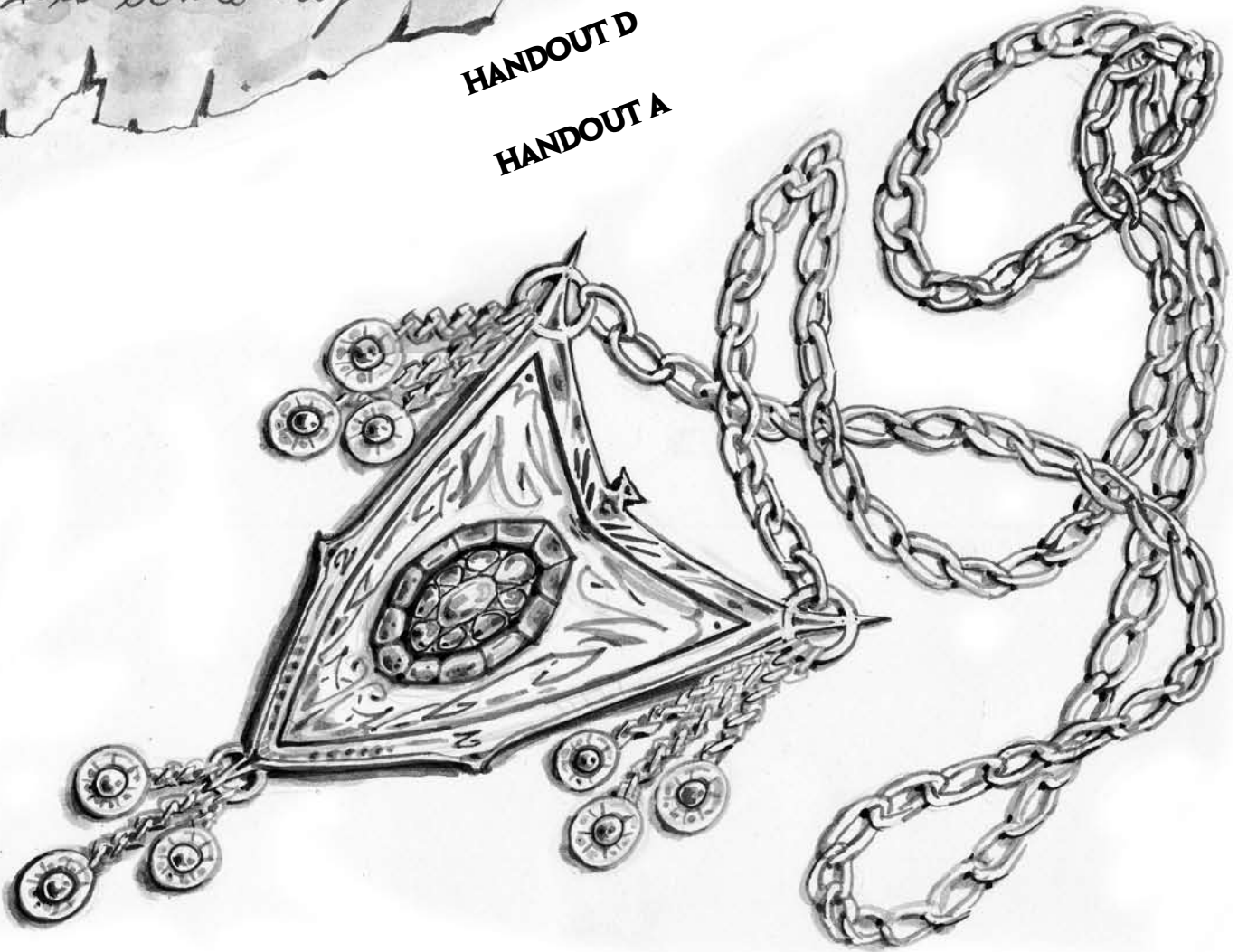
Special: *This ritual cannot be copied down onto a scroll or into a ritual book. Knowledge of the ritual is gained by owning the Cauldron of Illserves for 24 hours. If the cauldron is no longer possessed, then knowledge of The Dead Arise fades from the caster's mind in 24 hours.*

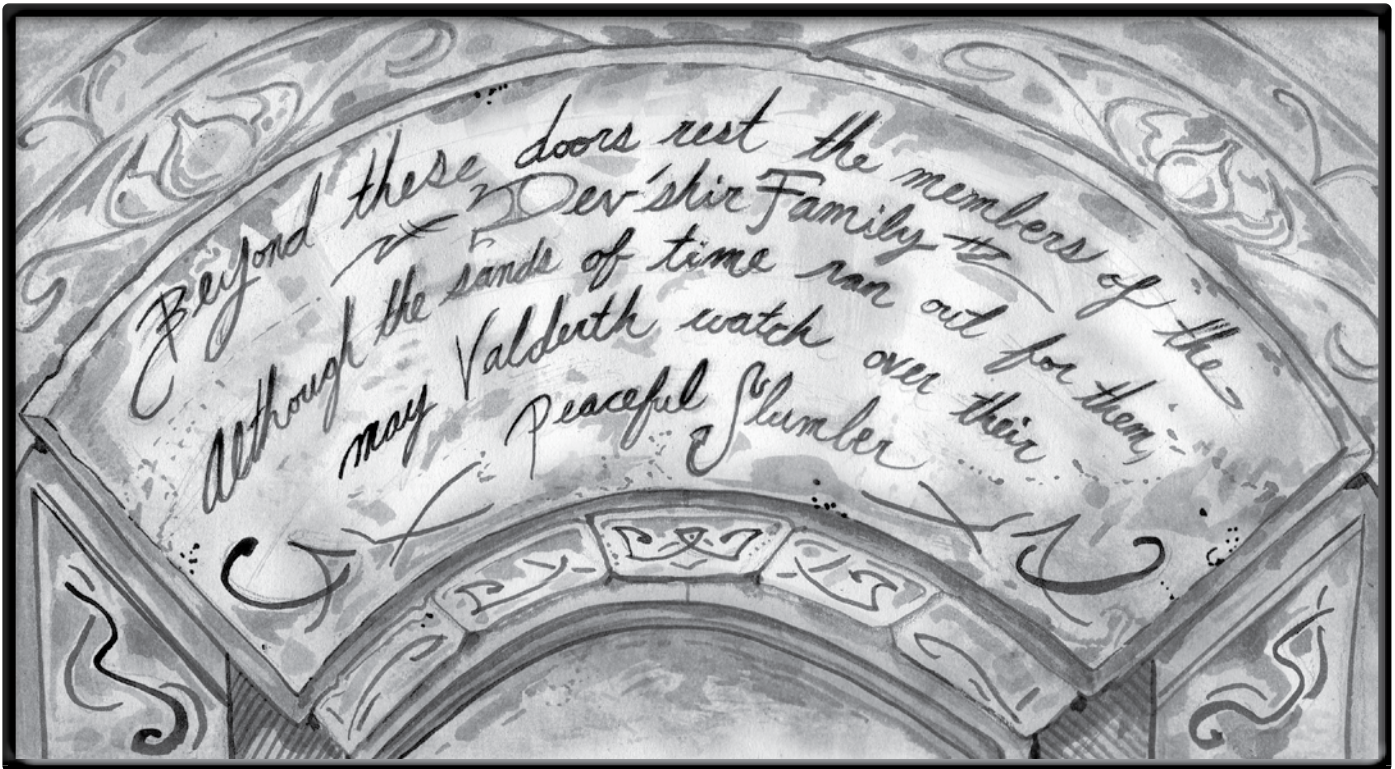




HANDOUT D

HANDOUT A





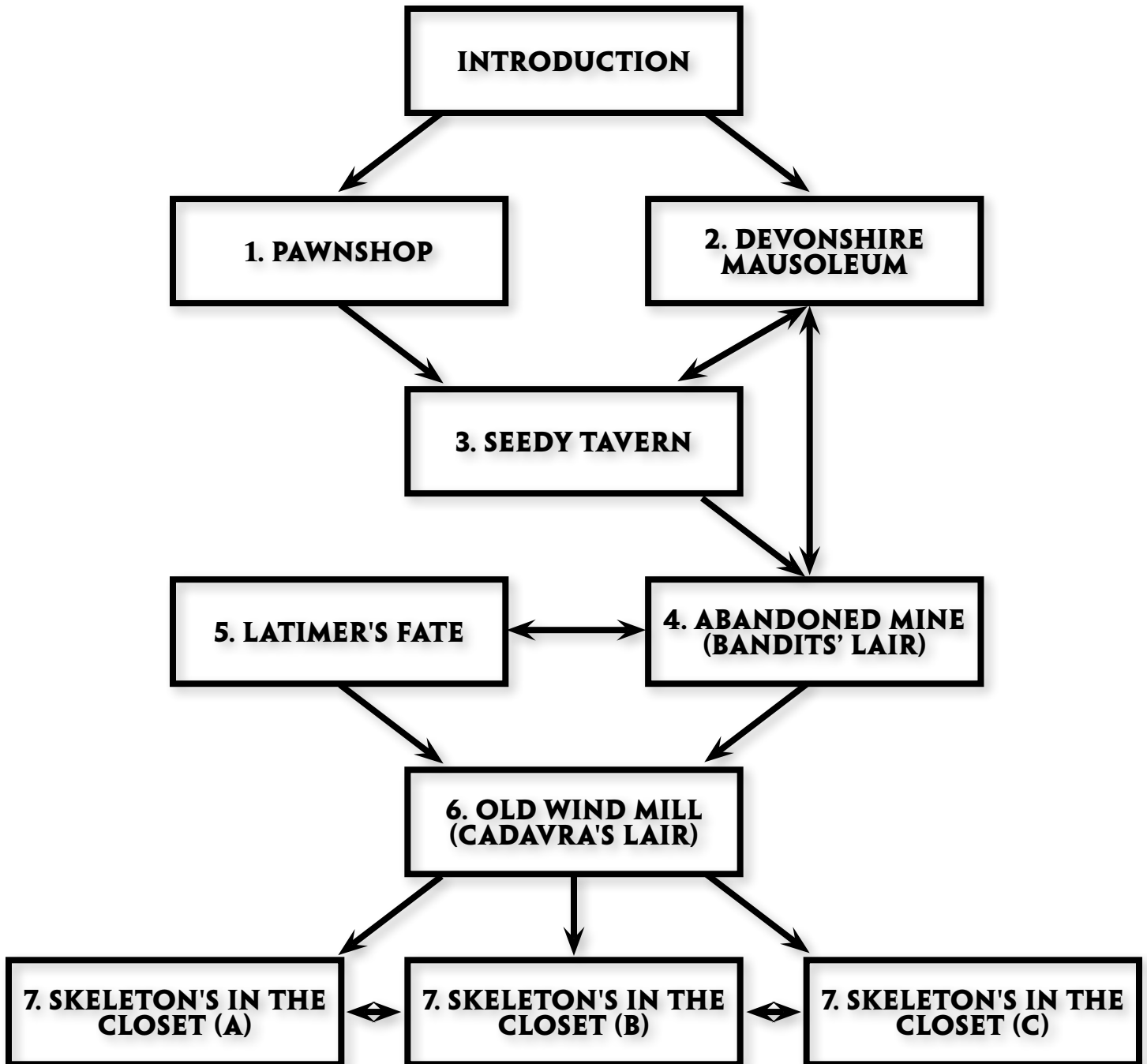
HANDOUT B
HANDOUT C

ON THIS THE TENTH DAY OF MAY, I CADAURA ("THE EMPLOYER") ENTER AN AGREEMENT WITH THE CRIMSON MARK ("THE BAND") TO EXHUME BODIES FOR NECROMATIC PURPOSES. THE BAND AGREES TO PROVIDE BRUTE LABOR FOR THE EXHUMING OF BODIES FROM THE PUNJAR (THE "CITY") AREA, AND TRANSPORT THEM TO SPECIFIED LOCATIONS INSIDE AND IN THE IMMEDIATE AREA OF THE CITY. IN ADDITION, THE BAND AGREES TO PROVIDE OTHER LABOR SERVICES REGARDING THESE TASKS, AS NEEDED. THE EMPLOYER SHALL PAY THE BAND THE SUM OF 10 GP PER BODY EXHUMED IN SERVICABLE CONDITION. THE BAND WILL ALSO RECEIVE 15% OF NET GOODS LOCATED DURING THE EXHUMING PROCESS, PROVIDED THESE VALUABLES ARE SOLD IN MARKETS OUTSIDE OF THE CITY (AT LEAST 100 MILES DISTANCE). ALL PAYMENTS SHALL BE MADE AT MONTH END.

Cadavra

X HALEW/FAROD

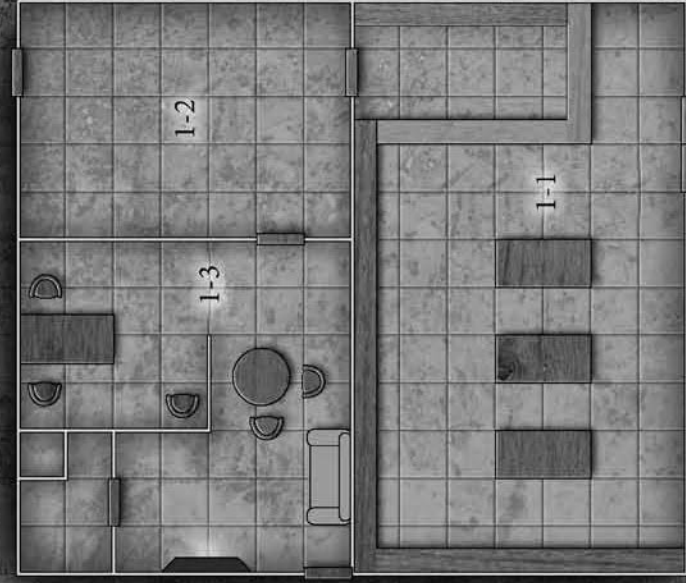
**GAMEMASTER HANDOUT
SCIONS OF PUNJAR ADVENTURE FLOWCHART**



OSKAR'S PAWNSHOP

AREA 1

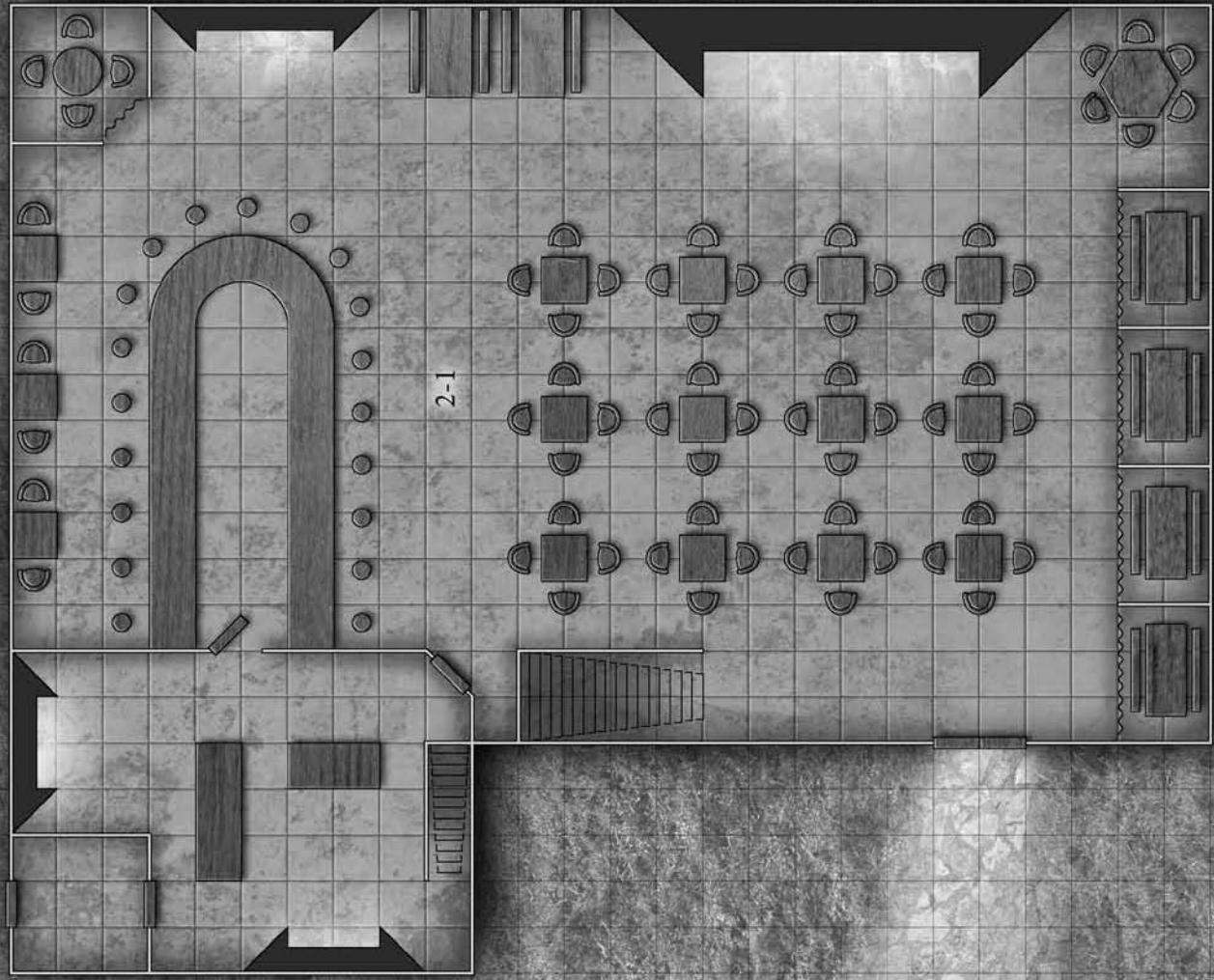
□ = 5 feet



THE FAMISHED FROGHEMOTH

AREA 2

□ = 5 feet





 = 5 feet

THE DEV'SHIR FAMILY TOMB

AREA 3





THE ABANDONED IRON MINE

AREA 4

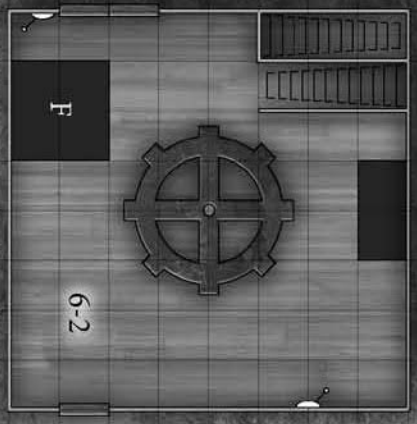
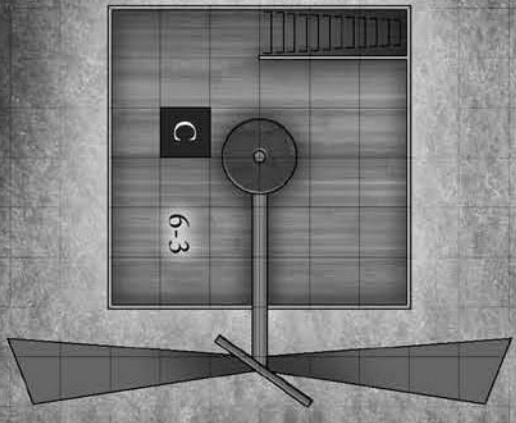
□ = 10 feet



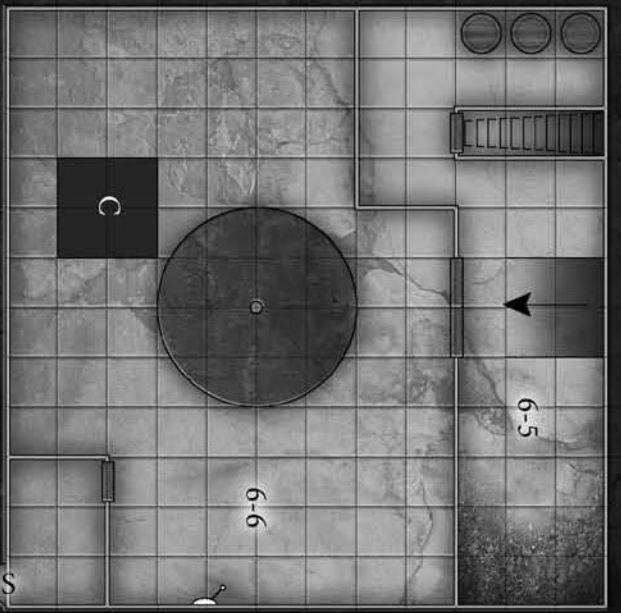
THE OLD WINDMILL

AREA 6

 = 5 feet



6-1



6-7

6-10

6-9

6-8

6-11

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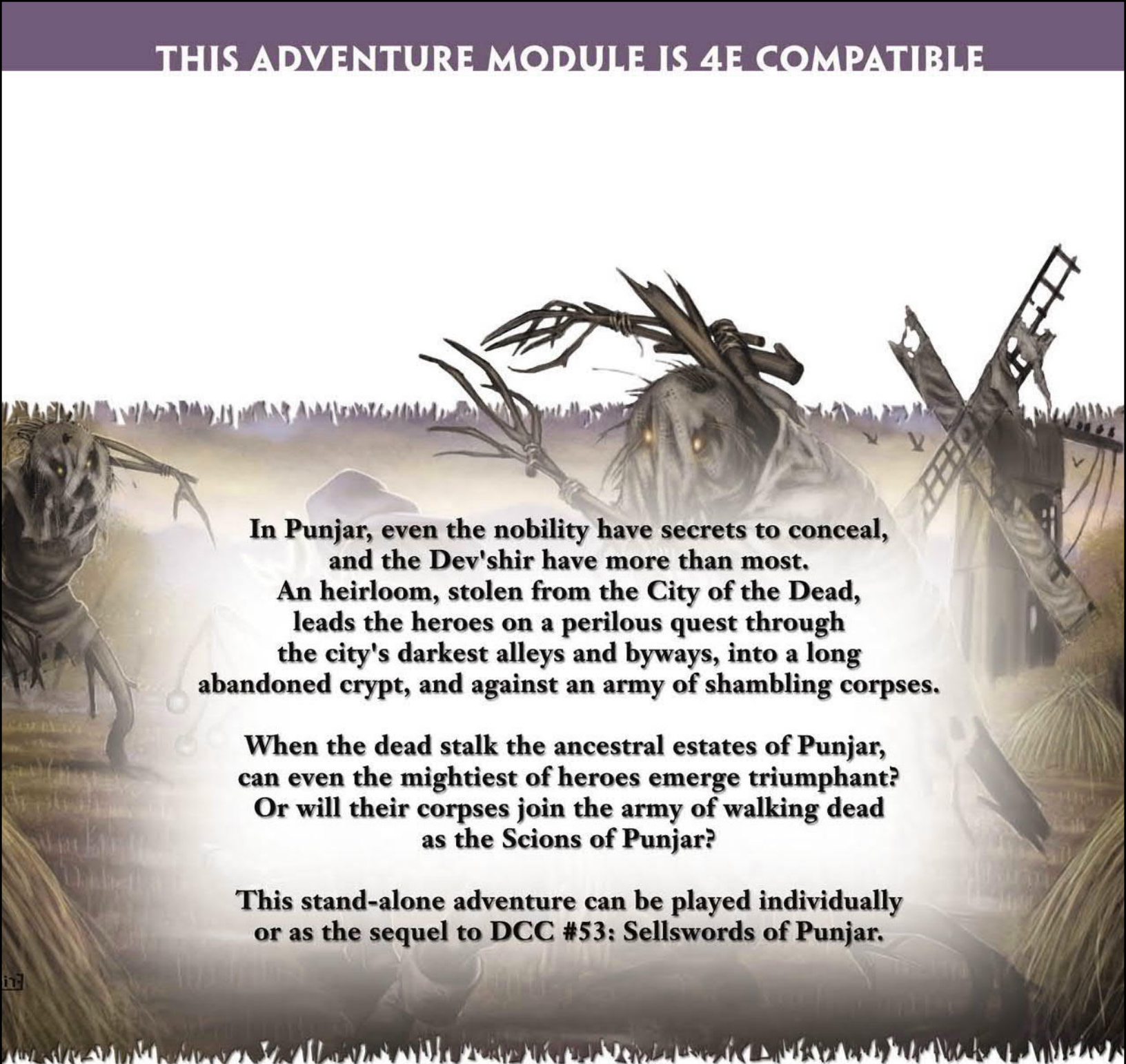
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