

KET5-03

The Missing

A One-Round D&D® LIVING GREYHAWK™

Ket Regional Adventure

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The Village of Balikaz seemed like a nice place to stop and rest. But sometimes, even in Ket, trouble lurks in the nearby woods. A Ket regional adventure for character levels 1 to 14. (APLs 2-12)

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-

numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

Time Units and Upkeep

This is a standard one round Regional adventure, set in Ket. Characters native to Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Background

Deep within the woods to the south of the Village of Balikaz lie the ruins of an ancient keep. Nothing remains of it above ground save the crumbling remnants of one of its walls.

Underground, however, there are still passageways and tunnels. Using divination magic, a member of the Archons named Sihara has discovered that a particular arcane spell component that she needs, deepmoss, grows in these tunnels. Needing the moss for necromantic rituals (the goal of which is outside the scope of this module) Sihara has travelled to the area. Being something of a recluse, she had no desire to deal with the people of the village so she has brought a

small group of elven mercenaries with her to keep the villagers and adventurers away. When she realized how much work would be involved in gathering her moss, due to its magical sensitivity, Sihara decided that an obedient workforce was needed.

Being involved in Necromantic magic, Sihara realized that the most obedient workers are mindless ones. But how to get fresh bodies to raise without breaking the laws of Ket? She thus devised a plan to bring in some wild beasts, which were then let loose in the woods near the small Village of Balikaz. These beasts 'accidentally' killed some of the hunters, and as fortune would have she was there to animate them and led them to gather the moss.

Thus, occupying the mine are some zombies (some animated villagers, plus at higher APLs also a nearby monstrous tribe she's also slain and animated), and an employee of hers, who oversees the mine. In the ruins above are the elven mercenaries, fresh from the Bramblewoods, and in the forest around are the wild beasts she's let loose.

Note that no NPCs in this module are technically guilty of any high crime. Sihara has animated the dead to work for her, but this falls under theft rather than murder, as she didn't do the killing herself, or indeed intervene. Proving that she placed the beasts should prove very difficult, and she has enough pull in the Archons to stymie any official investigation.

Note, too, that the Threshers hate vigilante justice in Ket.

The elves are serving as wardens of the ruin (which does indeed legally belong to Sihara), as is Nallian. The elves are monsters therefore fair targets of any heroes, but Nallian is a citizen of Ket, and therefore has some protection. Killing him is therefore considered murder, and doing lethal damage to him is assault.

Note that it is possible to avoid combats in this module, but the heroes are likely to lose out on some item access if they do so and also some treasure. Please take extra care to make sure that you calculate the actual treasure value gained, as well as item access. The full treasure possible at several APLs is significantly over the cap to partially offset this.

Adventure Summary

This adventure details the efforts of the heroes to retrieve the bodies of the six villagers who have gone missing.

Encounter One: Introduction to the Village of Balikaz and a few of the inhabitants, who want the heroes to search for some missing men folk. Presuming that they take the quest, or wander randomly into the forest anyway, the play proceeds to **Encounter Two**.

Encounter Two: Details about the scene of a massacre, where the men were slain by wild beasts not native to the area. It appears to skilled trackers as if they then got up and walked away. The same beasts attempt to ambush the heroes. Following the further tracks of the men (now zombies) will lead to **Encounter Three**.

Encounter Three: The ruined keep and the elven guardians are here. The tracks lead to them, so to continue the guardians must be dealt with likely either violently or through diplomacy, although other methods could work at the DMs discretion. The elves guard a trapdoor into an excavation, a mine under the ruin, protected by a *Mordenkainen's Private Sanctum* spell. Entering the tunnels leads to encounter four.

Encounter Four: is either a fight or negotiation with Nallian, flunky to Sihara the Archon. The party can lay the zombie workers to rest (violently), or can negotiate an exchange where they do the work and the zombies are then destroyed without a fight. Nallian offers a monetary inducement, as well as the favor of his master. The heroes have various options as to how to proceed here, but are likely to end up either defeating or joining Nallian.

The conclusions detail the most likely results.

Conclusion A: The heroes have curried favor with Sihara, who makes available to them certain favors through the Archons.

Conclusion B: The heroes put down the vile undead, and are rewarded by the local Cleric of Istus, a member of the Guardians of the Eternal Slumber, a group dedicated to fighting undead.

Either way, they are unlikely to fall afoul of the laws of Ket, as neither the elves nor Nallian are citizens.

Introduction

After several days on the road, you have come across the Village of Balikaz in western Ket. While a small village, Balikaz is inviting, with a comfortable inn, a shrine to Istus, and friendly people. It is an excellent place to wash the road dust from your mouths, get a home cooked meal, and a good night's sleep in a bed.

Allow any heroes that don't know each other already to make introductions before continuing to **Encounter One**.

Encounter One: The Village People

The following morning, while enjoying a leisurely breakfast, a small group of villagers enters the inn. They nervously approach your table. This group is lead by a matronly woman who introduces herself as Ghava, and three young women and a teenage boy. Ghava speaks in a slightly nasal voice: "May the Colorless and All-Colored watch your footsteps, travellers. Are you adventurers, and if so could you see about helping a village in our hour of need?"

Any hero from a Baklunish region or with any ranks in Knowledge (local: any) or Knowledge (religion) will know that she is referring to Istus, Lady of Our Fate.

Ghava explains that she has lost her husband and eldest son, the women have all lost husbands, and the boy has lost his father. Ghava does most of the speaking, but is frequently echoed by one of more of the other women. She will explain that six of the village's men have not returned from a simple foraging trip into the woods. Last night several people heard strange noises from the woods. After learning of these noises, this group began to fear that some strange beast has killed their loved ones. Two of the women begin to cry at this point. Ghava asks if the heroes would be up to the task of venturing into the woods to try to find out what has become of their men. They have little in the way of money to offer, but if the heroes seem reluctant, they will offer to provide a bed to sleep in and a warm meal any time they are in the area. If the heroes should chose not to investigate, the mod ends.

Most of the village is not detailed, as it isn't germane to the module. The local shrine is dedicated to Istus, and it apparently is serviced by a cleric who spends alternate weeks here, splitting his time with a neighbouring village. He is not present at this point in the module, although the players can find out that he is a crusader against the taint of unlife named Asil. As a Thorp, the gold piece limit for buying items is 40.

Note: Ghava gives directions to a logging trail that the missing men took into the woods, to hunt. She says that it should be easy to follow.

Encounter Two: Lions and Tigers and Bears, Oh My!

Finding the game trail used by the villagers is a simple task. The trail is clear and easy to follow. There is, however, something about the way the sun peaks through the canopy and the way the wind moans between the trees that is somewhat unsettling.

Any heroes with ranks in Survival will recognize that the usual animal sounds for woods of this type are absent. Following the trail is relatively easy, requiring a successful Search check [DC 10] with the tracking ability. One can retry every hour.

A successful Search (track ability) [DC 20] gives the heroes warning that the beasts are in the area.

A successful Knowledge (nature) [DC 10] reveals that these beasts are not native to the area.

A successful Intelligence check [DC 15] will reveal the same as the Knowledge (nature).

Ahead of you on the trail you see signs of a struggle. Broken branches, torn pieces of clothing and discarded simple weapons lie strewn across the trail and into the underbrush. This is obviously where the village men were attacked by something.

It is also where that same something will attack the heroes, requiring spot check opposed by the Hide of the creatures (varies by APL) to avoid surprise.

Note to DMs: Rangers and Druids may try to use wild empathy to calm the animals and avoid a fight. Do not prompt them to do this, but allow them to try if they suggest it. Use the rules given in *The Players Handbook* to resolve it, the animals are considered Hostile.

APL 2 (EL 3)

🐾 **Wolves (3):** hp 13 each; see *Monster Manual* page 283.

APL 4 (EL 5)

🐾 **Apes (3):** hp 29 each; see *Monster Manual* page 268.

APL 6 (EL 7)

🐾 **Dire Apes (4):** hp 35 each; see *Monster Manual* page 62.

APL 8 (EL 9)

🐾 **Dire Lions (4):** hp 60 each; see *Monster Manual* page 63.

APL 10 (EL 11)

🐾 **Dire Tigers (3):** hp 120 each; see *Monster Manual* page 65.

APL 12 (EL 13)

🐾 **Dire Tigers (5):** hp 120 each; see *Monster Manual* page 65.

Tactics: The animals are hunting in their territory, and will attempt to ambush the heroes. Heavy woodlands encounter distance is 2d6x10 ft., here pre-rolled at 40 ft.

As for a map, simply consider the area to be a 10' wide trail, with hindering terrain (half move, no run or charge) off the trail. Druids and others with the woodland stride ability may move normally. The path runs straight here.

If the animals are defeated, a search of the area (DC 10+APL) will turn up their lair, with a trinket lost by some long gone adventurer (search DC 15+APL, or a *detect magic* spell).

Note: Once the fighting is over a successful Search check [DC 10] with the Tracking ability reveals that human forms leave the area by foot.

A successful Heal check [DC 20] reveals that the amount of blood here is too much for the men to have been attacked and survived. There is a full complement of 6 sets of footprints leaving the scene. In actuality, Sihara came across the remains of the combat, scared off the animals and animated the villagers. Their tracks lead directly to Encounter Three.

Treasure:

APL 2: L – 0 gp, C – 0 gp, M – *pearl of power*, 1st (83 gp per character).

APL 4: L – 0 gp, C – 0 gp, M – *pearl of power*, 2nd (333 gp per character).

APL 6: L – 0 gp, C – 0 gp, M – *clear spindle ioun stone* (333 gp per character).

APL 8: L – 0 gp, C – 0 gp, M – *dusty rose ioun stone* (416 gp per character).

APL 10: L – 0 gp, C – 0 gp, M – *pearl of power*, 3rd (750 gp per character).

APL 12: L - 0 gp, C - 10 gp, M - *pink rhomboid ioun stone* (666 gp per character).

Encounter Three: Why does it always have to be Elves?

Heading deeper into the woods, you eventually see a clearing up ahead. From where you are there appears to be some ruins in the clearing. The area is wide open, with only some piles of logs and a low stone wall to block your view. From behind one of the log piles steps an Elven woman holding a bow. She calls out in a lyrical voice "Come no nearer, strangers. This is private property of a Citizen of Ket." Behind her there is the movement of at least one more Elven archer, with an arrow nocked and aimed in your direction.

In this clearing are the elven mercenaries. They have erected makeshift barriers within the clearing and are covering all approaches into the clearing. Anyone approaching will be warned off first. This will allow the heroes the chance to use diplomacy to get past the elves.

A successful Diplomacy check [DC 35] can shift their attitudes from hostile to friendly. The elves are simply hired help and have no sense of loyalty to their employer.

A successful Diplomacy check [DC 15] is required if one of the heroes spends an influence point acquired with the Bramblewood elves.

If the heroes successfully use diplomacy, the elves will allow them to enter the tunnels and show them the entrance. They will also warn that their employer is a powerful wizard who is not fond of interruptions.

A successful Search check [DC 10 + APL] is required to find the trapdoor entrance if none of the elves are able or willing to show the heroes. The trap door is locked but not trapped.

A successful Open Locks [DC 20] unlocks the trap door.

🔓 **Wooden Trap Door:** 1 in thick; hardness 5; hp 10; Break DC 15.

A successful Search check [DC 25] on the body of the lead Elf reveals a small key, which opens the trap door. This is of course if they kill the elves.

The Elves

The elves were hired with the promise of good coin by a mysterious woman who also promised them a good word with the Kettite authorities if they would guard this place from all trespassers. She must have been a powerful wizard, as she transported all of them here by magic (*teleport*). They are divided evenly in gender, half are female and half are male.

Note that legally, as monsters, the elves have no protection. The heroes can kill them with impunity.

APL 2 (EL 5)

🔓 **Mine Guards (2):** Wood Elf Rgr3; hp 21 each; see Appendix 1.

APL 4 (EL 7)

🔓 **Mine Guards (4):** Wood Elf Rgr3; hp 21 each; see Appendix 1.

APL 6 (EL 9)

🔓 **Mine Guards (2):** Wood Elf Rgr7; hp 45 each; see Appendix 1.

APL 8 (EL 11)

🔓 **Mine Guards (4):** Wood Elf Rgr7; hp 45 each; see Appendix 1.

APL 10 (EL 13)

🔓 **Mine Guards (2):** Wood Elf Rgr11; hp 69 each; see Appendix 1.

APL 12 (EL 15)

🔓 **Mine Guards (4):** Wood Elf Rgr11; hp 69 each; see Appendix 1.

Tactics: The guards have ensconced themselves behind low wooden walls (cover), with a full field of fire at anyone approaching from any direction. Anyone unauthorized is fired upon if they approach closer than 60 feet. The area is essentially a single 10 ft. wall with some makeshift barriers around it to provide cover, and a 70 ft. space to the tree line in all directions.

If available, the elves will use spells (*entangle*, *spike growth*) and animal companions to slow down attackers, and use *alarm* spells to ward the camp for as long as they can (starting with night coverage).

Treasure:

APL 2: L - 211 gp, C - 0 gp, M - *potions of cure light wounds*(6) (4 gp per character)

APL 4: L - 422 gp, C - 0 gp, M - *potions of cure light wounds*(12) (4 gp per character)

APL 6: L - 869 gp, C - 0 gp, M - 0 gp

APL 8: L - 1739 gp, C - 0 gp, M - 0 gp

APL 10: L - 53 gp, C - 0 gp, M - +1 *mithral breastplates* (2) (433 gp per character), +1 (+3 *str*) *composite longbows* (2) (233 gp per character), *bracers of archery, lesser* (2) (416 gp per character)

APL 12: L - 106 gp, C - 0 gp, M - +1 *mithral breastplates* (4) (433 gp per character), +1 (+3 *str*) *composite longbows* (4) (233 gp per character), *bracers of archery, lesser* (4) (416 gp per character)

Encounter Four: Braaiins!

Opening the trapdoor, you can see the top of a wooden ladder leading down a shaft into darkness.

This sturdy ladder leads down thirty feet to a tunnel.

After climbing down from the clearing, the first thing you notice about the tunnels leading off into the darkness is that the air is stale and dry, as if they have been sealed for a long time. The tunnels appear to be natural with reinforcements added. The walls are worked down to a relatively smooth surface. They also approximately make a uniform 10 feet throughout all the tunnels. In both directions they turn out of sight after a short distance.

The tunnel quickly ends in one direction, but in the other it opens up into a sizeable room, where Nallian can usually be found. There are several tunnels branching off from this room, each with one or several zombies working in it, pounding on the walls so as to break them down. Periodically Nallian goes into the worksites and collects any bits of deepmoss they have managed to work loose.

Heroes without darkvision will need a light source of some sort within the tunnels. If the heroes fought with the elves, Nallian is likely to be waiting for them to find out why they are here and what they want. He has been instructed to gather the deepmoss at all costs. He has an over inflated opinion of himself and will come across as somewhat smarmy when talking to the heroes. If the heroes confront him about the use of undead, he will offer to release the zombies if they will gather the moss for him. Should any of the heroes comment on animating undead being illegal in Ket, Nallian will point out that so is trespassing, such as they are doing by being in these tunnels. He also points out that he hasn't animated anyone, and is merely working for a powerful Archon, of which Raste he isn't sure.

All he knows of his master is that she is powerful and highly placed in the Archons (he doesn't know which Raste) and that she trusts him to keep the workers in line with his wand. Every once in a while she arrives and takes whatever deepmoss the workers have managed to jar loose from its cracks deep in the rock, and leaves again. He suspects that she uses magic to keep tabs on the operation. The name he has been given (Sihara) he suspects to be an alias.

Nallian isn't a pleasant man, but he is honest. He's not a combatant, and will not fight under any circumstances. If threatened or attacked, he'll order the workers to attack (command "Fight", as they are all under the effect of Command Undead) and then curl into a small ball and try not to get hurt. He'll take no further actions in combat under any circumstances, unless magically forced.

His motivation is to please his employer by getting the mining done, and to make it out of the situation alive. If the heroes are willing to negotiate, he offers a compromise that is they will do the work instead, the work will only take three days and the zombies will be unneeded. He points out that the work isn't unreasonable for physically fit types, mostly breaking rocks with picks and sorting out the moss, and that his current mine crew is likely to take much longer on their own. He also points out that this work cannot be done by magic, as detailed in the section on deepmoss below. If they wish to destroy the zombies on the spot, however, he'll be forced to have them attack.

If they accept his compromise, once the work is done he turns the zombies over to the heroes to do as they wish with.

If his life is threatened, he'll offer to buy his life with what coin he has. Note that as a citizen of Ket, doing lethal damage to him is assault (time in the stocks) and killing him is murder (sentencing to the mines), under the law.

NOTE: Deepmoss is an arcane spell component, useful in certain primarily necromantic rituals. It grows only in certain places, always underground, deep in narrow fissures in the rock. Magic strong enough to extract it (anything directed at it or the surrounding rock of level 2 and up) renders it useless. Knowledge (arcana) DC 25 reveals this information, as does asking Nallian. It has little value currently to anyone other than Sihara.

All APLs

👉 **Nallian:** Human Wiz3: hp 7; see Appendix 1.

APL 2 (EL 4)

☛ **Human Commoner Zombies (6):** hp 16 each; see *Monster Manual* page 266.

APL 4 (EL 6)

☛ **Human Commoner Zombies (10):** hp 16, each; see the *Monster Manual* page 266.

APL 6 (EL 8)

☛ **Human Commoner Zombies (6):** hp 16 each; see *Monster Manual* page 266.

☛ **Ogre Zombies (5):** hp 55 each; see *Monster Manual* page 267.

APL 8 (EL 10)

☛ **Human Commoner Zombies (6):** hp 16 each; see *Monster Manual* page 266.

☛ **Umber Hulk Zombies (6):** hp 107 each; see *Monster Manual* page 266.

APL 10 (EL 12)

☛ **Human Commoner Zombies (6):** hp 16 each; see *Monster Manual* page 266.

☛ **Umber Hulk Zombies (4):** hp 107 each; see *Monster Manual* page 266.

☛ **Hulking Corpses (2):** hp 150 each; see Appendix 1.

APL 12 (EL 14)

☛ **Human Commoner Zombies (6):** hp 16 each; see *Monster Manual* page 266.

☛ **Hulking Corpses (6):** hp 150 each; see Appendix 1.

Treasure:

APL 2: L - 0 gp, C - 100 gp, M –wand of command undead, (10 charges) (75 gp per character)

APL 4: L - 0 gp, C - 200 gp, M –wand of command undead, (10 charges) (75 gp per character)

APL 6: L - 0 gp, C - 300 gp, M –wand of command undead, (10 charges) (75 gp per character)

APL 8: L - 0 gp, C - 400 gp, M –wand of command undead, (10 charges) (75 gp per character)

APL 10: L - 0 gp, C - 500 gp, M –wand of command undead, (10 charges) (75 gp per character)

APL 12: L - 0 gp, C - 600 gp, M –wand of command undead, (10 charges) (75 gp per character)

Note: Should the heroes negotiate with Nallian and agree to gather the moss for him, go to **Conclusion A**.

If they chose to fight him and defeated him and the undead workers, go to **Conclusion B**. If they take some other route, determine the results as necessary, but the heroes cannot under any circumstances earn both results A and B, and may in fact earn neither. Use the conclusions given as a guide to possible results.

Note that the proper actions to take under Kettite law would be to take conclusion B, returning Nallian to the Threshers for punishment (likely some time in the stocks for aiding theft of bodies).

Conclusion A

This conclusion is granted if (and only if) the heroes came to an agreement with Nallian and helped him to mine the deepmoss he needs. He will allow the undead to be destroyed only after the deepmoss collecting is done.

Nallian is good to his word and the villagers can have proper funeral rites performed. It takes three days, but you are able to gather the amount of moss that Nallian needs. He is happy to have worked this deal out with you and gladly offers you your recompense.

The heroes have earned the Favor of Sihara, and likely the Gratitude of Balikaz Village.

Conclusion B

This conclusion is awarded if (and only if) the heroes refused to aid necromancy of any kind, and purged the mine of its undead taint.

With the undead laid to rest, you are able to return the bodies or news of the missing villagers to their families for proper death rites. There is a mixture of sadness for the loss of life, but joy at your success in the woods.

After you have had a chance to rest for a short time you are approached by the local cleric of Istus. He introduces himself as Asil and reveals that he is a member of the Guardians of Eternal Slumber, devout followers of the Lady of Our Fate who battle Undeath tirelessly. Asil explains to you that your actions this day have not gone unnoticed by his order and he does not intend for them to go unrewarded either.

The heroes have earned the Favor of the Guardians of Eternal Slumber, and likely the Gratitude of Balikaz Village.

Experience Point Summary

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

Encounter Two

Defeating or otherwise bypassing the animals

| | |
|--------|--------|
| APL 2 | 90 xp |
| APL 4 | 150 xp |
| APL 6 | 210 xp |
| APL 8 | 270 xp |
| APL 10 | 330 xp |
| APL 12 | 390 xp |

Encounter Three

Managing to enter the mine.

| | |
|--------|--------|
| APL 2 | 150 xp |
| APL 4 | 210 xp |
| APL 6 | 270 xp |
| APL 8 | 330 xp |
| APL 10 | 390 xp |
| APL 12 | 450 xp |

Encounter Four

Successfully defeating or negotiating with the mine occupants. (Overseer and Zombies).

| | |
|--------|--------|
| APL 2 | 120 xp |
| APL 4 | 180 xp |
| APL 6 | 240 xp |
| APL 8 | 300 xp |
| APL 10 | 360 xp |
| APL 12 | 420 xp |

Story Award

Bodies of townsfolk returned:

| | |
|-------|-------|
| APL 2 | 45 xp |
|-------|-------|

| | |
|--------|--------|
| APL 4 | 70 xp |
| APL 6 | 90 xp |
| APL 8 | 115 xp |
| APL 10 | 135 xp |
| APL 12 | 160 xp |

Discretionary roleplaying award

| | |
|--------|--------|
| APL 2 | 45 xp |
| APL 4 | 65 xp |
| APL 6 | 90 xp |
| APL 8 | 110 xp |
| APL 10 | 135 xp |
| APL 12 | 155 xp |

Total possible experience:

| | |
|---------------|-----------------|
| APL 2 | 450 xp |
| APL 4 | 675 xp |
| APL 6 | 900 xp |
| APL 8 | 1,125 xp |
| APL 10 | 1,350 xp |
| APL 12 | 1,575 xp |

Treasure Summary

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal

adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewellery, and other valuables; M = Magic Items.

Encounter Two:

APL 2: L - 0 gp, C - 0 gp, M - *pearl of power, 1st* (83 gp per character).

APL 4: L - 0 gp, C - 0 gp, M - *pearl of power, 2nd* (333 gp per character).

APL 6: L - 0 gp, C - 0 gp, M - *clear spindle ioun stone* (333 gp per character).

APL 8: L - 0 gp, C - 0 gp, M - *dusty rose ioun stone* (416 gp per character).

APL 10: L - 0 gp, C - 0 gp, M - *pearl of power, 3rd* (750 gp per character).

APL 12: L - 0 gp, C - 10 gp, M - *pink rhomboid ioun stone* (666 gp per character).

Encounter Three:

APL 2: L - 211 gp, C - 0 gp, M - *potions of cure light wounds*(6) (4 gp per character)

APL 4: L - 422 gp, C - 0 gp, M - *potions of cure light wounds*(12) (4 gp per character)

APL 6: L - 869 gp, C - 0 gp, M - 0 gp

APL 8: L - 1739 gp, C - 0 gp, M - 0 gp

APL 10: L - 53 gp, C - 0 gp, M - *+1 mithral breastplates* (2) (433 gp per character), *+1 (+3 str) composite longbows* (2) (233 gp per character), *bracers of archery, lesser*(2) (416 gp per character)

APL 12: L - 106 gp, C - 0 gp, M - *+1 mithral breastplates* (4) (433 gp per character), *+1 (+3 str) composite longbows* (4) (233 gp per character), *bracers of archery, lesser*(4) (416 gp per character)

Encounter Four:

APL 2: L - 0 gp, C - 100 gp, M - *wand of command undead*, (10 charges) (75 gp per character)

APL 4: L - 0 gp, C - 200 gp, M - *wand of command undead*, (10 charges) (75 gp per character)

APL 6: L - 0 gp, C - 300 gp, M - *wand of command undead*, (10 charges) (75 gp per character)

APL 8: L - 0 gp, C - 400 gp, M - *wand of command undead*, (10 charges) (75 gp per character)

APL 10: L - 0 gp, C - 500 gp, M - *wand of command undead*, (10 charges) (75 gp per character)

APL 12: L - 0 gp, C - 600 gp, M - *wand of command undead*, (10 charges) (75 gp per character)

Total Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

Appendix I: NPCs

ALL APLs

Encounter Four

Nallian: **Human Wiz3;** CR 3; Medium humanoid (human); HD 3d4+3; hp 7; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 dexterity); Base Atk +1; Grp +1; Atk +0 melee (1d3-1, unarmed strike); Full Atk +0 melee (1d3-1, unarmed strike); SQ spells; AL LE; SV Fort +0, Ref +3, Will +4; Str 10, Dex 14, Con 8, Int 15, Wis 13, Cha 12.

Skills and Feats: Knowledge (arcana) +8, Knowledge (architecture and engineering) +11, Knowledge (dungeoneering) +8, Knowledge (religion) +11, Spellcraft +10; Improved Initiative, Scribe Scroll, Skill Focus (Knowledge [architecture, religion]).

Spells Prepared (4/3/2; base DC = 12 + spell level): 0th— [*detect magic* (2), *disrupt undead* (2)]; 1st— [*comprehend languages*, *detect undead* (2)]; 2nd— [*command undead* (2)].

Possessions: *Wand of command undead* (10 charges), *Spellbook* (0th - *detect magic*, *disrupt undead*, *light*, *message*. 1st - *comprehend languages*, *detect secret doors*, *detect undead*, *protection from chaos*. 2nd - *command undead*, *darkvision*), *Robe*.

APL 2 and 4

Encounter Three

Mine Guards: **Wood Elf Rgr3;** CR 3; Medium humanoid (elf); HD 3d8+3; hp 21; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 dexterity); Base Atk +3; Grp +6; Atk +7 ranged (1d8+3, masterwork +3 str composite longbow) or +7 melee (1d8+3, masterwork longsword); Full Atk +7 or +5/+5 ranged (1d8+3, masterwork +3 str composite longbow) or +7 melee (1d8+3, masterwork longsword); SA favored enemy Humanoid (human) +2; SQ wild empathy, low-light vision, immune to sleep, +2 vs enchantments, automatic searching; AL CN; SV Fort +4, Ref +6, Will +3; Str 16, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Hide +8, Knowledge (Nature) +8, Listen +10, Move Silently +8, Search +2, Spot +10, Survival +8; Endurance, Point-blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: Masterwork chain shirt, masterwork +3 str composite longbow, masterwork longsword, 20 normal arrows, 3 potions *cure light wounds*, 2 daggers.

APL 6 and 8

Encounter Three

Mine Guards: Wood Elf Rgr7; CR 7; Medium humanoid (elf); HD 7d8+7; hp 45; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+5 armor, +3 dexterity); Base Atk +7; Grp +10; Atk +11 ranged (1d8+4, +1 (+3 str) composite longbow) or +11 melee (1d8+3, masterwork longsword); Full Atk +11/+6 or +9/+9/+4 ranged (1d8+4, +1 (+3 str) composite longbow) or +11/+6 melee (1d8+3, masterwork longsword); SA favored enemy Humanoid (human) +4, favored enemy Magical Beast +2; SQ wild empathy, low-light vision, immune to sleep, +2 saves vs enchantments, automatic searching, woodland stride, animal companion (wolf), spellcasting; AL CN; SV Fort +6, Ref +8, Will +4; Str 16, Dex 17, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Hide +12, Knowledge (Nature) +12, Listen +16, Move Silently +12, Search +2, Spot +16, Survival +12; Alertness, Endurance, Manyshot, Point-blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (2; base DC = 14): 1st—[*alarm*, *entangle*]. Caster level 3.

Possessions: Mithral breastplate, +1 (+3 str) composite longbow, masterwork longsword, 20 normal arrows, 2 daggers.

Wolf Animal Companion: Medium animal; HD 4d8+12; hp 30; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 dexterity, +4 natural); Base Atk +3; Grp +5; Atk +6 melee (1d8+3, bite); Full Atk +6 melee (1d8+3, bite); SA trip; SQ low-light vision, scent, link, share spells, evasion; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16; Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +5, Survival +1 (+5 track by scent); Improved Natural Attack (bite), Track, Weapon Focus (bite).

APL 10 and 12

Encounter Three

Mine Guards: Wood Elf Rgr11; CR 11; Medium humanoid (elf); HD 11d8+11; hp 69; Init +5; Spd 30 ft.; AC 20, touch 14, flat-footed 16(+6 armor, +4 dexterity); Base Atk +11; Grp +14; Atk +17 ranged (1d8+4, +1 (+3 str) composite longbow/19-20) or +15 melee (1d8+3, +1 longsword); Full Atk +17/+12/+7 or +15/+15/+10/+5 ranged (1d8+4, +1 (+3 str) composite longbow/19-20) or +15/+10/+5 melee (1d8+3, +1 longsword); SA favored enemy Humanoid (human) +6, favored enemy Magical Beast and Animal +2; SQ wild empathy, low-light vision, immune to sleep, +2 saves vs enchantments, automatic searching, woodland stride, animal companion (wolf), spellcasting, evasion, swift tracker; AL CN; SV Fort +8, Ref +11, Will +5; Str 16, Dex 18, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Hide +17, Knowledge (Nature) +16, Listen +20, Move Silently +17, Search +2, Spot +10, Survival +8; Alertness, Endurance, Improved Critical (longbow), Improved Precise Shot, Manyshot, Point-blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (2/2; base DC = 13 plus spell level): 1st - [alarm, entangle]; 2nd - [protection from energy, spike growth]. Caster level 5.

Possessions: +1 Mithral breastplate, +1 (+3 str) composite longbow, masterwork longsword, 20 normal arrows, lesser bracers of archery, 2 daggers.

Wolf Animal Companion: Medium animal; HD 4d8+12; hp 30; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 dexterity, +4 natural); Base Atk +3; Grp +5; Atk +6 melee (1d8+3, bite); Full Atk +6 melee (1d8+3, bite); SA trip; SQ low-light vision, scent, link, share spells, evasion; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16; Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +5, Survival +1 (+5 track by scent); Improved Natural Attack (bite), Track, Weapon Focus (bite).

Encounter Four

Hulking Corpse*: Large Undead; CR 9; HD 20d12+20; hp 150; Init +0; Spd 30 ft.; AC 21, touch 9, flat-footed 21 (-1 size, +12 natural); Base Atk +10; Grp +22; Atk +12 melee (2d6+13*, bite); Full Atk +12 melee (2d6+13*, bite) and 2 +7 melee (1d6+9*, claws); Space/Reach 10ft./10ft.; SA improved grab, rend; SQ DR

5/bludgeoning and magic, darkvision 60 ft., mindless, undead traits; AL CE; SV Fort +6, Ref +6, Will +13; Str 26, Dex 10, Con -; Int -, Wis 12, Cha 8.

*includes adjustments for Power Attack feat, taking -5 to hit and +5 to damage.

Skills and Feats: Improved Toughness*, Power Attack.

*See Appendix 2 – New Rules.

Appendix 2 – New Rules Items

Hulking Corpse as presented in *Libris Mortis*

Large Undead

Hit Dice: 20d12+20

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 21 (-1 size, +12 natural), touch 9, flat footed 21

Base Attack/Grapple: +10/+22

Attack: Bite +12 melee (2d6+13)*

Full Attack: Bite +12 melee (2d6+13) and claws +7 melee (1d6+7)*

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved Grab, rend

Special Qualities: Damage reduction 5/bludgeoning and magic, darkvision 60 ft., mindless, undead traits

Saves: Fort +6, Ref +6, Will +13

Abilities: Str 26, Dex 10, Con -; Int -, Wis 12, Cha 8

Skills: -

Feats: Improved Toughness**^B, Power Attack^B

Environment: Any

Organization: Solitary or pair

Challenge Rating: 9

Treasure: None

Alignment: Always chaotic evil

Advancement: 21-30 HD (Large); 31-60 HD (Huge)

Level Adjustment: -

*Includes adjustment for Power Attack feat.

**New feat detailed below.

Tramping out of the night is a dreadful giant corpse. For all that its eyes are lifeless and devoid of mind, the creature's gaze still promises swift death to any that it can catch and crush in its mighty grip.

Any undead army would be happy to recruit a hulking corpse. Its raw power combined with its mindless devotion to whatever master is powerful enough to

command it ensures a swift victory over lesser foes. Of course, few can command a hulking corpse. Thus, these creatures are often found wandering the night, seeking only to crush, destroy, and rend.

Combat

A hulking corpse never employs subtlety or strategy. It bulls in, attempting to grab and rend its foes until they cease moving.

A hulking corpse normally attacks using its Power Attack feat, taking a -5 penalty on its attack rolls and gaining a +5 bonus on damage rolls.

Improved Grab (Ex): To use this ability, a hulking corpse must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Mindless (Ex): Hulking Corpses are mindless, having no intelligence score, so they do not have any skills. A hulking corpse is immune to all mind-affecting spells and abilities.

Rend (Ex): A hulking corpse that wins a grapple check after a successful attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack deals an extra 3d6+12 points of damage.

Improved Toughness [General] as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain one additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.