

CCQ1-5

HONOR BOUND

A DUNGEONS & DRAGONS[®] ADVENTURE

BY GREG MARKS

REVIEWED BY CHRIS TULACH, RPGA CONTENT DESIGNER

Insurgents are troubling an otherwise pacified province and the local lord has been unable to stop them. As soldiers of the Empire of the Crimson Light, you are honor bound to enact the will of the Emperor, even in this barbaric land. The local lord directs you to the ruin where the rebels are supposedly hiding, but not all is as it seems. This is a Classic-style event with characters provided and is a qualifier for the D&D Championship. The D&D Championship Series uses 5 player tables.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

MILESTONES

Each PC begins with one action point. No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second trap or combat encounter they've had since the start of the adventure or their last extended rest. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

The coastal kingdom of Aeris has a long history, with a benevolent but uninvolved monarchy ruling from Aerithmas, the City of Waves. This peaceful and stagnant rule came to a crashing end two years ago when an unknown empire from across the sea undertook a rapid and successful conquest.

Now the Empire has installed its own government in the capital city and has spread from there to the far reaches of Aeris. Only now has it managed to reach the edges of the kingdom and nearly all corners of Aeris have been subjugated. Now that peace reigns, the foreign invaders have begun extensive construction projects and despite their sometimes harsh rule, they are beginning to bring about an age of prosperity not seen under the languid monarchy of ages past.

But some continue to resist. In the province of Allustria, a charismatic leader known by the alias of The Serpent has rallied a band harsh guerilla fighters and has thus far managed to elude capture by the provincial administrator, Lord Ander Rokosik. In order to prevent this disruption from growing into a full rebellion throughout the province, Karo Imugushi, one of the Emperor's ministers has dispatched the PCs, loyal soldiers of the empire, to deal with the insurgents. Unbeknownst to the Imperials, The Serpent and Lord Rokosik are one and the same.

DM'S INTRODUCTION

Unlike previous Qualifying rounds where the players took on the part of the people of conquered Aeris, in

CCQ1-5 *Honor Bound*, the PCs are loyal soldiers of the conquering Empire of the Crimson Light. It is important to note that regardless of their personal feelings about the conquerors of Aeris that any players may have developed by participating in previous adventures; these characters are loyal followers of the Emperor.

Introduction: The PCs are dispatched to the Court of Lord Ander Rokosik, a noble collaborator who administers the province of Allustria in the name of the Emperor in order to keep his ancestral lands. Tasked with eliminating the rebel insurgents in Allustria, the PCs have the opportunity to speak with him in order to gather information to aid in their task and learn the rebels are lead by someone known as The Serpent and where he might be hiding.

Encounter One: The PCs arrive at the ruins of the Silver Bastion, where the rebels are believed to sometimes hide. The party discovers an entrance to the tunnels beneath the ruins, but upon entering Lord Rokosik appears behind them, revealing himself to be the Serpent. He collapses the entrance behind the PCs trapping them in the trap and undead filled catacombs.

Encounter Two: The PCs must explore the catacombs, braving traps and undead in order to find a way out and warn the Emperor of Rokosik's treachery.

Encounter Three: Upon exiting the dungeons, the party is beset by the rebels, intent on silencing them.

Conclusion: The PCs bring back the Serpent, or his head, and warn the Emperor.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

In the province of Allustria, just outside the capital city of Aerithmas, rebellion fomented against his most Celestial Majesty, the Emperor. The local lord, a noble of the old kingdom who has bowed to the Empire and in return has been allowed to administer his lands in the name of the Emperor has asked for help in quelling the misguided rebels. Karo Imugushi, direct minister to the Emperor has ordered your unit to deal with the issue before it should become more than a simple nuisance.

You now stand in the great hall of Lord Ander Rokosik, having recently arrived in his lands. A handful of his guards and court are present as he receives you. "Greetings esteemed soldiers of the Empire. I am pleased the Emperor sent such able agents to help us in our hour of need. What can I tell you that will aid in your investigations?"

Lord Rokosik requested the PCs deployment to his province after his efforts to stop rebellious activity were

unsuccessful. He claims that unbiased outsiders are needed to finally deal with the problems, and he is only too happy to submit to the party's questioning. At this point there should be no reason for the PCs to suspect that his allegiances lie elsewhere. From all accounts, Ander Rokosik is a loyal follower of the Empire and was one of the first local lords to bend knee to the Emperor.

He can offer the following information to assist the PCs in their search for the rebels.

- Why have you asked for us? **"Allustria has always been a quiet, urbane province and as such we have never had significant military training for our small militia. The rebels in this province have proved more than my few soldiers can handle and so it became clear that the only solution would be for the Empire to dispatch a crack force to finally end the rebel scourge."**
- What do you know of the rebels? **"Since I originally sent for you, I have managed to uncover substantial details. The rebels in this province are lead by someone the peasants call The Serpent, not only for his ability to go to ground when trouble comes, but for his deadly cunning."**
- Have you questioned the local peasantry to make sure they aren't involved or helping the Serpent? **"I have interrogated the locals thoroughly and punished the guilty with death where appropriate. Unfortunately it seems that the rebels are likely from border provinces and have come here so close to the capital in order to embarrass the Emperor."**
- Do you know where the Serpent or his rebel fighters are? **"I can't say for certain, but I have been analyzing the attacks and I think there may be a pattern developing. Nearly all of the attacks have happened in the area near the old Silver Bastion; a now ruined keep that once protected the province when during a much wilder time."**
- What do you know about the Silver Bastion? **"Well, it lies entirely in ruins so I doubt there is even cover from the rain, much less an attack, but under the ruins there are rumors of catacombs that the rebels might be using to hide. No one goes there anymore and a good number of superstitious ghost stories have grown up around the Bastion. Some say that all of the men that died defending its walls were interred underneath, that they could come back from the dead to defend it, should the need arise."**
- What help can you send with us? **"What I can offer is minimal. According to wishes of Karo Imugushi, I will be using my few soldiers to seal all**

the roads that no rebel can escape during your investigations of the ruins. I can offer you whatever food or drink you might require, as well as the hospitality of my roof should your efforts take you several days."

- *Can you show us where the Silver Bastion is? "I have had a simple draw up in preparation for your arrival. By following these directions, you should be able to find it without difficulty."*

ENDING THE ENCOUNTER

Once the PCs have had a chance to question Lord Rokosik, he gives them the map and provisions and directs them to the ruins of the Silver Bastion.

ENCOUNTER 1: BETRAYAL

SETUP

This encounter begins as the PCs have followed the map given to them by Lord Rokosik and arrived at the ruins of the Silver Bastion.

The ruins of the Silver Bastion are little more than a pile of weathered tumbledown stones. Only the barest semblance of a walls and towers can be noted among the jumbled pile. Weeds, tall grass, and small trees sprout amongst the stones as nature slowly reclaims the land. There are no obvious signs of any men or camps.

Further examination makes it clear that there are obviously no signs of a campsite among ruins and there are no foes in hiding. However a complete search locates a set of worn stone stairs in the space under a wagon-sized stone that rests propped upon another stone leaving a narrow opening. A successful DC 25 Perception check does locate medium sized footprints in the dirt, coming and going from the stairs.

There is no light source or any sounds coming from down below. Once the PCs decide to proceed down below, give them all a chance to enter. If not all of the PCs go down the stairs immediately, the rebels wait to spring their trap until they do. If necessary, use the descriptions found in the next encounter to draw them further into the complex, being careful to omit any suggests of a trap. Do not force the players into the trap, eventually they will likely all willingly choose to descend. Once they do, proceed with the following read aloud text.

“Hello?” a voice calls out from the top of the stairs. “Hello again, I’m so glad the Emperor’s finest could come to help me.” Lord Rokosik’s face becomes visible, silhouetted in the opening and surrounded by several smiling, rough-looking men. “It’s a shame that since I’m really the Serpent, you won’t live to take advantage of the hospitality I offered you earlier. Instead, I think you will find your new hosts not nearly as inviting. Good bye.” With a gesture behind him he moves away and the entire complex begins to rumble as the roof collapses and debris pours down the opening.

It is clear that the entire room is collapsing, starting with the area near the stairs and proceeding toward the door on the north wall. There is no chance for a PC to make it up the stairs. It is simple too far and there is not enough

time. Make it clear that there is really no chance, and any PC who does not immediately flee deeper into the complex suffers a +7 attack vs. Reflex from the falling debris (Hit: 1d10+3 and prone and immobilized until dug free; Miss: half damage and prone).

ENDING THE ENCOUNTER

The rubble created by the collapse is massive and given the large stones the PCs previous saw around the stairs, it is unlikely the party could dig their way out before they starve to death. Reinforce for those who insist on trying that every time they dig, the unstable rubble shifts and it is likely to collapse upon them at any moment. Their only hope is to find another way out of the complex. Once they are ready to proceed, move to the dungeon complex and Encounter 2: Room 1. For a complete map of the catacombs in Encounter 2, see the Appendix.

ENCOUNTER 2: ROOM 1 (RUINED HALL)

SETUP

The descriptions provided here assume the PCs are exploring the room following the cave-in that traps them underground. If this is not the case, the DM should adjust accordingly. The text assumes the PCs are using a light source.

The hall was ruined, even before the cave-in. Broken pillars and shattered stone litter the floor and heaped dirt and loose bricks have added to the jumble, totally blocking southern half of the room and the stairs. A great set of stone double doors are set in the northern wall.

The party may choose to search this room or continue onward. For the moment this room is safe despite the cave-in, as the undead cannot breach the seal on the double doors, though that enchantment fades once the PCs open the doors.

FEATURES OF THE AREA

Double Doors: The stone doors are not locked and bare the seal of Raven Queen across their seam. A DC 15 Religion check identifies the Raven Queen as one of the false deities of Aeris, who rules dispassionately over the barbarians' dead. She is also the patron of fate and winter. Should any PC who is trained in the Arcana skill spend 1 minute focusing on the doors and succeed in a DC 20 skill check, they can determine that the doors radiate magic.

Illumination: There is no light in room except that which the PCs have brought with them.

Rubble: The rubble makes this entire room difficult terrain, should the PCs need to fall back to this room during a combat. In addition, if the PCs undertake a careful search of the room, a DC 25 Perception check locates a moldering discarded satchel from before the Bastion fell to ruin. The bag contains one sunrod, three quills, a glass bottle of dried ink, and a vial of holy oil blessed by followers of the Raven Queen. If poured upon a weapon as a move action, the next basic attack or power with the weapon key word gains a +2 item bonus to hit an undead creature. The blessing is good for only one swing and is wasted if the attack misses. There is enough oil for only one use. A DC 15 Religion check identifies the holy oil for what it is.

ENDING THE ENCOUNTER

Once the PCs open the door in the north wall, they find a hallway beyond with three more options. Consult the map of the complex in order to determine which room description to proceed to.

TREASURE

If the PCs search the room, they may locate the vial of holy oil (described above).

ENCOUNTER 2: ROOM 2 (BURIAL VAULT)

ENCOUNTER LEVEL 1

SETUP

This encounter includes the following creatures:

1 specter (S)

This room is a vault used to store the honored dead of those who defended the Bastion in bygone days. One of them has unhappily returned and waits to defend the Silver Bastion from intruders.

As the adventurers enter the area, read:

Behind a simple metal door, burial niches line the walls. Skeletal warriors still wearing their armor lie underneath rotting burial shrouds. This room seems unusually cold.

The armor here is so old as to be useless and the skeletons are no threat. The specter hides in the darkness of one of the niches using its *invisibility* power, hoping the PCs will pass him by so that he might attack them at a more opportune time.

FEATURES OF THE AREA

Armored Skeletons: The PCs can use a move action to pull one of the armored skeletons to the ground and scattering across one square. Doing so creates an area of difficult terrain. Note that the specter's phasing makes it immune to the effects of difficult terrain.

Illumination: There is no light in this room.

TACTICS

The specter hides at the sound of approaching intruders opening the metal door. It makes uses its *invisibility* power and then follows them until they get into a combat when it attempts to use its *spectral barrage* attack on the rear rank of the party. Then it uses hit and run tactics with its *spectral touch* until that power recharges.

If the party moves to room 4 before opening the door to room 2, the specter phases through the door of this room and attacks as soon as it hears the noise of combat.

ENDING THE ENCOUNTER

Once the PCs destroy or bypass the specter, they are free to move further into the catacombs. Proceed to the next room once the players are ready.

ENCOUNTER 2: ROOM 2 (BURIAL VAULT) STATISTICS

Specter		Level 4 Lurker	
Medium shadow humanoid (undead)		XP 175	
Initiative +8	Senses Perception +6; darkvision		
Spectral Chill (cold) aura 1; enemies in the aura take a -2 penalty to all defenses			
HP 30; Bloodied 15			
AC 16; Fortitude 16, Reflex 16, Will 17			
Immune disease, poison; Resist 10 necrotic, insubstantial;			
Vulnerability 5 radiant			
Speed 6 (hover); phasing			
m Spectral Touch (standard; at-will) ♦ Necrotic			
+7 vs. Reflex; 1d6 + 2 necrotic damage.			
C Spectral Barrage (standard; recharge 5 6) ♦ Illusion, Psychic			
Close burst 2; targets enemies; +7 vs. Will; 2d6 + 2 psychic damage, and the target is knocked prone.			
Invisibility (standard; at-will) ♦ Illusion			
The specter becomes invisible until it attacks or until it is hit by an attack.			
Alignment Chaotic evil	Languages Common		
Skills Stealth +9			
Str 10 (+2)	Dex 15 (+4)	Wis 8 (+1)	
Con 13 (+3)	Int 6 (+0)	Cha 15 (+4)	

ENCOUNTER 2: ROOM 2 (BURIAL VAULT) MAP



ENCOUNTER 2: ROOM 3 (COLLAPSED ROOM)

ENCOUNTER LEVEL 1

SETUP

This room has long since surrendered to time and its walls collapsed, allowing rubble to pour in from above.

The door to this room buckles inward toward the hall and loose dirt has seeped through the openings where the door has separated from the frame.

The straining door holds back centuries of dirt, rubble, and debris. A DC 10 Dungeoneering skill check determines that it is likely that if tampered with, a dangerous and forceful volume of rubble will pour through the doorway.

If the door is opened, a rockslide pours forth.

ENDING THE ENCOUNTER

Sadly, the debris fills the room and there is no obvious way to get to the surface, even after some of the dirt pours into the hallway. There is just too much dirt and stone to get out this way.

ENCOUNTER 2: ROOM 3 (COLLAPSED ROOM) STATISTICS

Rockslide	Level 1 Lurker
Hazard	XP 100
Hazard: Rocks and dirt tumble down to a target square and make a burst 3 attack.	
Perception	
Characters can't use Perception to detect this hazard.	
Additional Skills: Dungeoneering	
A DC 10 Dungeoneering check notices a rock formation and the door holding it back is unstable.	
Trigger	
Opening the door immediately triggers the rockslide.	
Attack	
Standard Reaction	Close burst 3
Targets: Creatures in burst	
Attack: +4 vs. Reflex	
Hit: 2d6 + 2 damage	
Miss: Half damage	
Sustain Standard: The rockslide continues for 1d4 rounds. The burst area is difficult terrain during and after the rockslide.	
Countermeasures	
♦A character can attempt a DC 20 Dungeoneering or Thievery check to jury rig a rope around the door and pull the door open from a safe distance. Failing the check causes the rockslide to occur prematurely.	

ENCOUNTER 2: ROOM 4 (CRYPT)

ENCOUNTER LEVEL 6

SETUP

This encounter includes the following creatures and traps:

- 1 Pit Trap (Hidden Pit)
- 1 Blazing Skeleton (B)
- 3 Skeletons (S)
- Vorgin, Ghoul Acolyte of Orcus (V)

This room is a crypt where several of great heroes were interred. Unfortunately, Vorgin was drawn to this place by the conflux of necromantic energy that swells the complex and he has used it to raise many of the dead and twist them to his power. Unfortunately, the seals placed through the complex by ancient priests of the Raven Queen have trapped him and his followers and driven him into an uncontrollable madness that he unleashes on those that intrude upon the complex.

As the adventurers enter the area, read:

As you open the door, torches on each wall alight with cold blue flame. Four ornate stone sarcophagi are set into the floor of this large room and from each arises a skeletal warrior, one of whom burns with the same blue fire. Standing before huge stone doors on the northern wall is a rotting corpse with a huge smiling mouth of fangs. Turning towards you, it lets forth a great chortling laugh.

Vorgin taunts the PCs in his great baritone, punctuated with his deep laughs and the clacking of dried bones from the skeletons. While he is willing to talk with the PCs for his own amusement, he does nothing to hold back the skeletons and combat starts immediately.

FEATURES OF THE AREA

Sarcophagi: The squares containing a sarcophagus or its broken lid cost an additional square to enter unless the PC succeeds in a DC 25 Athletics check to hop over the difficult terrain.

Stone Doors: Large stone doors are set in the northern wall. The doors are currently locked (DC 20 Thievery) and Vorgin does not have the key. With some extended effort and a great deal of noise, the PCs can break through them. This noise alerts the Terth and the zombies in Room 5 to the party's presence.

Pit Trap: A pit trap is hidden in the center of the room. The undead are aware of it and avoid it. Once triggered, it does not reset and you may place the pit tile on the map.

TACTICS

The skeletons immediately move forward along the sides of the room to block those directions and avoid the trap in the center of the room. The blazing skeleton lobs fire from the rear of the room. Vorgin tries to stay close enough to all of his minions so they can benefit from his aura while he taunts the rest of the party. If none of the PCs seem inclined to come to him to attack him (and thus potentially fall into the pit) after one round, he crosses the sarcophagi in order to engage the PCs, preferring to paralyze as many foes as possible so his skeletons can coup de grace them. The undead all fight to the death.

If the specter from Room 2 has been made aware of the PCs, he will use the party's distraction as an opportune time to attack, waiting one or two rounds until the PCs are spread out and then attacking the rear rank as described under Room 2.

ENDING THE ENCOUNTER

If the PCs somehow manage to capture Vorgin, he is an uncooperative captive to say the least; constantly howling and threatening to feast upon the souls of his captors. He does know the general layout of the rest of the complex. He knows there are more undead in the complex and has occasionally spoken with Terth in the next room. He also believes there is also an insubstantial undead creature roaming the halls, but it avoids him. If the PCs have defeated the specter, he believes that is the creature he has seen.

Once the PCs are ready to proceed through the large doors, move to the next encounter and Room 5.

TREASURE

If the PCs defeat Vorgin, they may claim his magical gloves for use later on in the adventure. After a short rest, the PCs automatically determine the power of the gloves.

ENCOUNTER 2: ROOM 4 (CRYPT) STATISTICS

Hidden Pit Trap		Level 1 Elite Warder
Hazard		XP 200
Trap: A 2-by-2 section of the floor hides a 20-foot-deep pit filled with poisoned spikes.		
Perception		
♦DC 22: The character notices the false stonework.		
Trigger		
The trap attacks when a creature enters one of the trap's four squares.		
Attack		
Immediate Reaction	Melee	
Targets: The creature that triggered the trap.		
Attack: +4 vs. Reflex		
Hit: Target falls into the pit, takes 3d10 damage + ongoing 5 poison damage (save ends), and falls prone.		
Miss: Target returns to the last square it occupied and its move action ends immediately.		
Effect: The false floor opens and the pit is no longer hidden.		
Countermeasures		
♦An adjacent character can trigger the trap with a DC 12 Thievery check (standard action). The floor falls into the pit.		
♦An adjacent character can disable the trap with a DC 27 Thievery check (standard action). The floor becomes safe.		
♦A character who makes an Athletics check (DC 11 or DC 21 Without a running start) can jump over the pit.		
♦A character can climb out with a DC 15 Athletics check.		

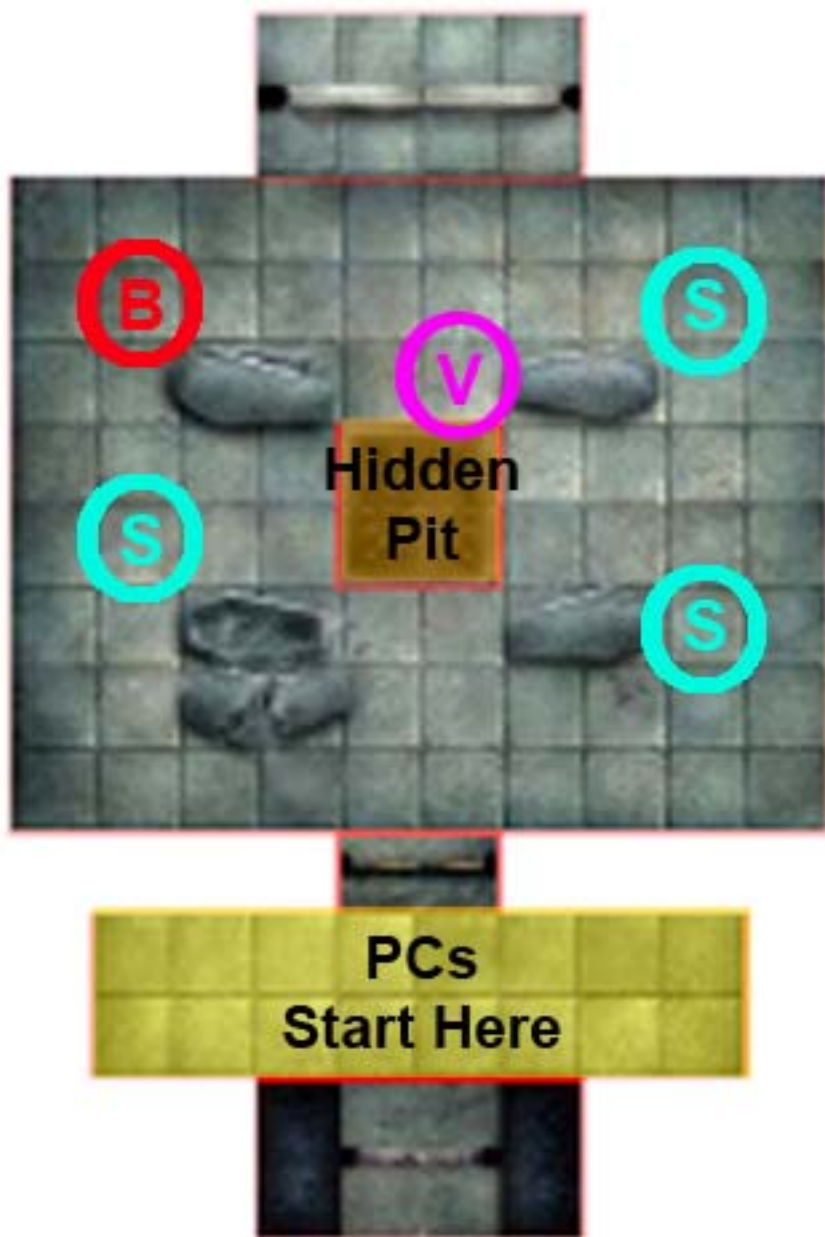
Blazing Skeleton		Level 5 Artillery
Medium natural animate (undead)		XP 200
Initiative +6	Senses Perception +4; darkvision	
HP 53; Bloodied 26		
AC 19; Fortitude 15, Reflex 18, Will 16		
Immune disease, poison; Resist 10 fire, 10 necrotic; Vulnerable 5 radiant		
Speed 6		
m Blazing Claw (standard; at-will) ♦ Fire		
+8 vs. AC; 1d4 + 1 damage, and ongoing 5 fire damage (save ends).		
r Flame Orb (standard; at-will) ♦ Fire		
Ranged 10; +8 vs. Reflex; 2d4 + 4 fire damage, and ongoing 5 fire damage (save ends).		
Alignment Unaligned	Languages -	
Str 13 (+3)	Dex 18 (+6)	Wis 15 (+4)
Con 17 (+5)	Int 4 (-1)	Cha 6 (+0)

Skeleton		Level 3 Soldier
Medium natural animate (undead)		XP 150
Initiative +6	Senses Perception +3; darkvision	
HP 45; Bloodied 22		
AC 18; Fortitude 15, Reflex 16, Will 15		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 5		
m 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; see also <i>speed of the dead</i> .		
Speed of the Dead		
When making an opportunity attack, the skeleton gains a +2 bonus to the attack roll and deals an extra 1d6 damage.		
Alignment Unaligned		Languages -
Str 15 (+3)	Dex 17 (+4)	Wis 14 (+3)
Con 13 (+2)	Int 3 (-3)	Cha 3 (-3)
Equipment chain mail, heavy shield, longsword		

Vorgin, Ghoul Acolyte of Orcus		Level 5 Elite Controller (leader)
Medium natural animate (undead)		XP 400
Initiative +8	Senses Perception +2; darkvision	
HP 118; Bloodied 59		
AC 22; Fortitude 20, Reflex 20, Will 19		
Immune disease, poison; Resist 10 fire, 10 necrotic, 5 radiant; Vulnerable 5 radiant		
Saving Throws +2		
Action Point 1		
Speed 8; climb 4		
m Claws (standard; at-will)		
+12 vs. AC; 1d6 + 6 damage, and the target is immobilized (save ends).		
M Ghoulish Bite (standard; at-will)		
Target must be immobilized, stunned, or unconscious; +10 vs.AC; 3d6 + 6 damage, and target is stunned (save ends).		
Shield of Abyssal Majesty aura 5		
Allies in the aura gain Vorgin's resistances.		
Consume Soul (immediate reaction; when ally within 5 squares of the Vorgin is reduce to 0 hit points)		
Vorgin regains 2 hit points.		
Alignment Chaotic Evil		Languages Common
Str 14 (+4)	Dex 19 (+6)	Wis 11 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)
Equipment <i>gloves of piercing</i> , holy symbol of Orcus		

Gloves of Piercing
<i>These enchanted gloves can be activated to ignore an opponent's resistances for a short time.</i>
Item Slot: Hands; 680 gp
Power (Daily): Minor Action. Until the end of the encounter, your attacks ignore any resistances of 10 or lower.

ENCOUNTER 2: ROOM 4 (CRYPT) MAP



ENCOUNTER 2: ROOM 5 (CREVASSES)

ENCOUNTER LEVEL 5

SETUP

This encounter includes the following creatures:

- 1 Terth, Corruption Corpse (C)
- 2 Gravehounds (G)
- 14 Zombie Rotters (Z)

When the PCs arrive, Terth the corruption corpse is methodically playing catch with the gravehounds, using his own rib as a stick. The zombie rotters are out of sight in the crevasses. It is likely that all of the undead are aware of the party's approach due to combat in room 4 and the likelihood that they broke down the door to enter this room.

As the adventurers enter the area, read:

This large room is in ruins. The floor has collapsed in several places leaving great crevasses that make crossing the room difficult. At the far end of the room a man reaches into his own chest and breaks off one of his ribs. Causally throwing it a few feet away, two dogs lope awkwardly after it and fetch it back to him. Seeing you, a horse whisper comes from the desiccated man. "Dinner time."

It should be clear to the players from the read aloud text, but if not, all of the creatures in the room appear to be undead. Before rolling Initiative, have each PC attempt a DC 12 Perception check. Those who are successful notice that movement from a nearby crevasse suggesting there are more dangers nearby.

FEATURES OF THE AREA

Column: A broken column crosses the western crevasse, but it is rounded and smooth making any attempt to cross it difficult. A DC 10 Athletics check is needed to cross it without incident. If the skill check is failed, the PC must attempt a saving throw. If they fail, they fall into the pit and are attacked by four zombie rotters. If they succeed in the saving throw, they fall prone upon the column.

Crevasses: Each of the crevasses represents a sheer 10-foot drop (causing 1d10 points of damage). A DC 15 Athletics check is needed to climb out of one of the crevasses; however that is not the true danger. Each

crevasse houses dozens of zombie rotters. As soon as combat begins, the zombies begin to crawl over each other to get at the PCs. Seven of them climb out in the first round and seven more make it out in the second round, swarming towards the nearest source of fresh meat. After the first two rounds, the zombies in the pits howl and wail, but there are no longer enough zombies in the crevasses for the remaining rotters to climb up. Anyone falling into a pit is attacked by four zombie rotters.

In the farthest crevasse, a large brass key rests on the bottom of the pit. The key unlocks the door to room 4.

Debris: This pile of debris is the remains of several cages, and dog training equipment left from a bygone era. Now fills these squares (marked with a Δ) with difficult terrain, and sharp metal. Anyone that moves through one of these squares suffers a +2 melee attack vs. Reflex. If hit, they suffer 1d4 points of damage.

Illumination: There is no light in this room.

TACTICS

Terth stands at the rear of the room hurling corrupt parts of his bodies at enemies who are also using ranged attacks, or failing that, to aid his hounds.

The gravehounds move up the center of the room, blocking access to the corruption corpse and taking on whichever PC is closest. They try to work together against one or two opponents and keep them prone.

The zombie rotters swarm up for the crevasses and swarm the nearest enemy, pummeling with their fists.

All of the undead fight to death.

ENDING THE ENCOUNTER

Once the PCs have defeated the zombies, they may move onto the next encounter. If the PCs flee, the zombies follow them at their fastest possible speed.

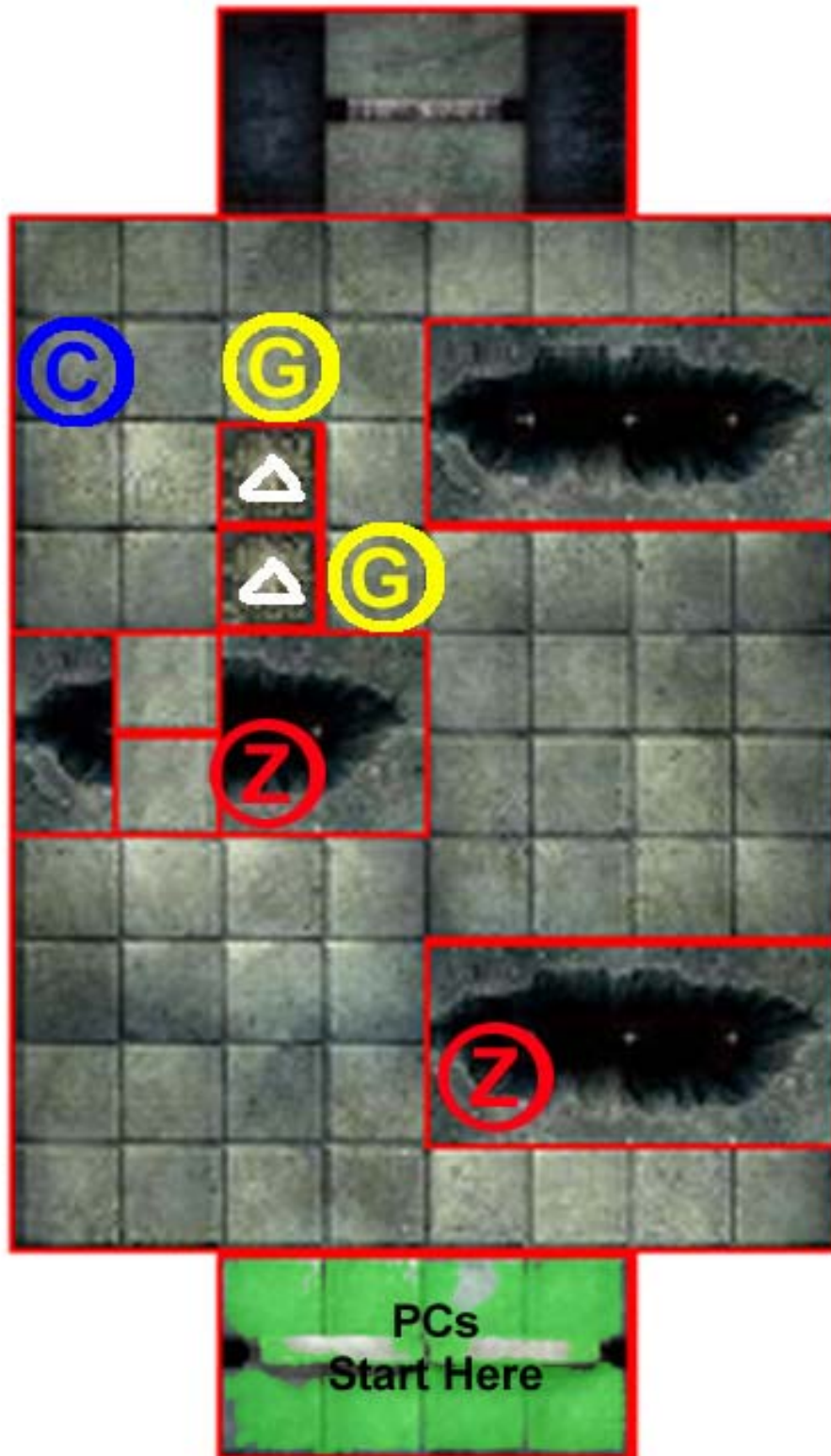
ENCOUNTER 2: ROOM 5 (CREVASSES) STATISTICS

Terth, Corruption Corpse		Level 4 Artillery
Medium natural animate (undead)		XP 175
Initiative +3	Senses Perception +3; darkvision	
Grave Stench aura 1; living enemies in the aura take a -5 penalty to attack rolls		
HP 46; Bloodied 23; see also <i>death burst</i>		
Regeneration 5 (if the Terth takes radiant damage, regeneration doesn't function on its next turn)		
AC 17; Fortitude 16, Reflex 14, Will 14		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
m Slam (standard; at-will)		
+8 vs. AC; 1d6 + 3 damage		
R Mote of Corruption (standard; at-will) ◆ Necrotic		
Terth hurls a black glob of necrotic filth. Ranged 10; +7 vs. Reflex; 2d6 + 3 necrotic damage, and the target is weakened (save ends).		
C Death Burst (when reduced to 0 hit points) ◆ Necrotic		
Terth explodes. Close burst 1; +7 vs. Fortitude; 2d6 + 3 necrotic damage.		
Alignment Unaligned	Languages Common	
Str 16 (+5)	Dex 13 (+3)	Wis 12 (+3)
Con 16 (+5)	Int 4 (-1)	Cha 3 (-2)

Zombie Rotter		Level 3 Minion
Medium natural animate (undead)		XP 38
Initiative -2	Senses Perception -1; darkvision	
HP 1; a missed attack never damages a minion.		
AC 13; Fortitude 13, Reflex 9, Will 10		
Immune disease, poison		
Speed 4		
m Slam (standard; at-will)		
+6 vs. AC; 5 damage		
Alignment Unaligned		Languages Common
Str 14 (+2)	Dex 6 (-2)	Wis 8 (-1)
Con 10 (+0)	Int 1 (-5)	Cha 3 (-4)

Gravehound		Level 3 Brute
Medium natural animate (undead)		XP 150
Initiative +2	Senses Perception +1; darkvision	
HP 54; Bloodied 27; see also <i>death jaws</i> and <i>zombie weakness</i>		
AC 14; Fortitude 14, Reflex 12, Will 11		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8		
m Bite (standard; at-will) ◆ Necrotic		
+7 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 necrotic damage (save ends) and is knocked prone if it is Medium size or smaller.		
M Death Jaws (when reduced to 0 hit points) ◆ Necrotic		
The gravehound makes a bite attack against a target within its reach.		
Zombie Weakness		
Any critical hit to the gravehound reduces it to 0 hit points instantly.		
Alignment Unaligned	Languages -	
Str 16 (+5)	Dex 13 (+2)	Wis 10 (+1)
Con 14 (+3)	Int 1 (-4)	Cha 3 (-3)

ENCOUNTER 2: ROOM 5 (CREVASSES) MAP



ENCOUNTER 2: ROOM 6 (BURIAL HALL)

ENCOUNTER LEVEL 1

SETUP

This encounter includes the following trap.

1 gloomfell floor trap (shaded squares)

This burial hall is confluence of necrotic energy that has solidified in some of the floor tiles creating a dangerous obstacle.

As the adventurers enter the area, read:

This dark hallway is lined with more burial niches, each housing another skeletal warrior under a rotted burial shroud. A spiral stair rises at the far end of the hallway.

There are no enemies here beyond the dangerous floor.

FEATURES OF THE AREA

Armored Skeletons: The PCs can use a move action to pull one of the armored skeletons to the ground and scattering across one square. Doing so creates an area of difficult terrain. If the PCs pile three skeletons, they can avoid directly touching one of the squares. Doing so provides a +2 bonus to the PC's Fortitude defense against this obstacle.

Illumination: There is no light in this room.

Niches: There are no protrusions or notches where the PCs might tie a rope in order to climb past the trap, but some concerted effort could allow a PC to carve one into the stone and create a place to tie off a rope. This might be used to string a rope over dangerous tiles and allow some PCs to climb along the rope (DC 15 Athletics) and thus avoid touching the tiles.

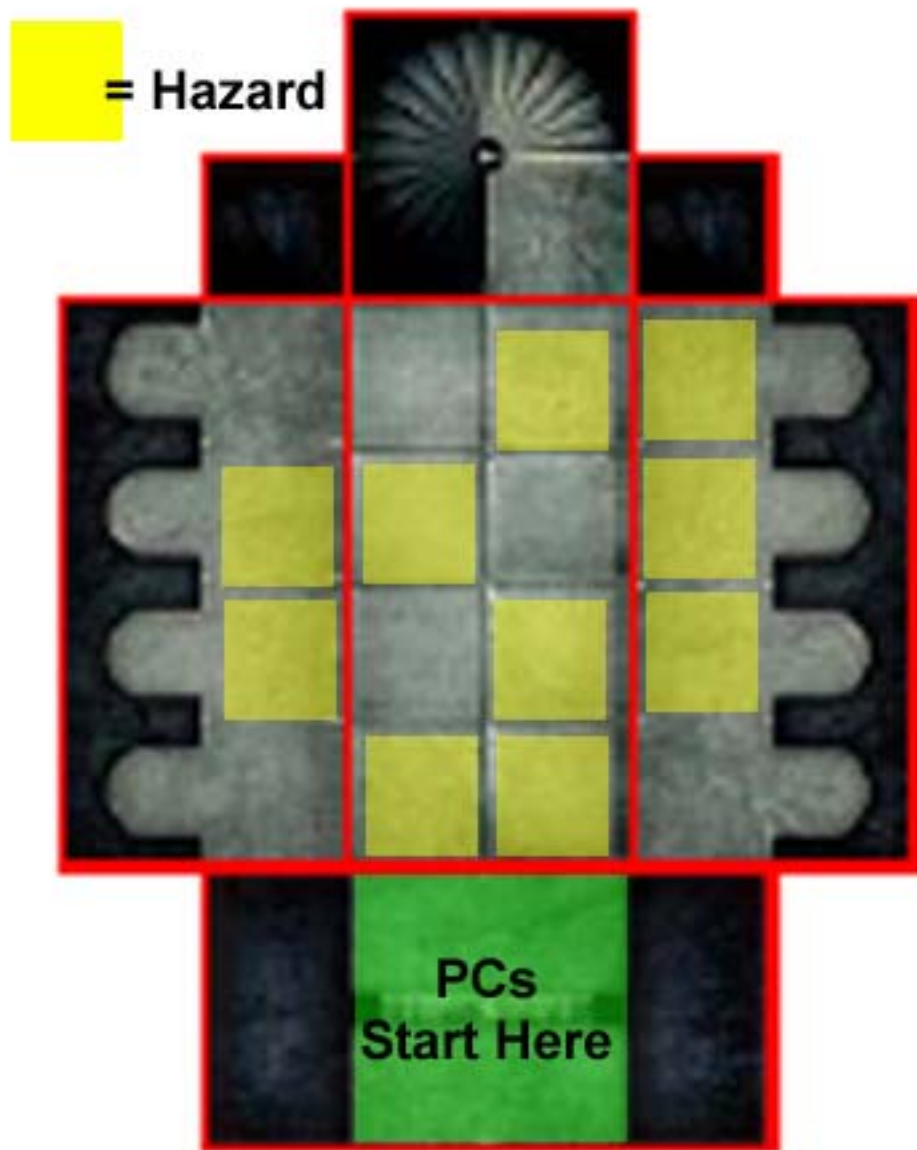
ENDING THE ENCOUNTER

Once the PCs reach the stair at the end of the hall, they can climb it into the ruins of what would have been tower long ago. Pushing off several inches of dirt and grass, they PCs find themselves in Encounter 3.

ENCOUNTER 2: ROOM 6 (BURIAL HALL) STATISTICS

Gloomfell Floor Hazard	Level 10 Obstacle XP 500
Hazard: This hazard consists of 10 randomly positioned squares that contain concentrated necrotic energy. When the hazard is triggered, it attacks every round someone is standing on a necrotic tile.	
Perception	
◆DC 26: The character can discern if any adjacent squares contain necrotic tiles.	
Additional Skills: Arcana	
◆DC 22: The character's knowledge provides a +2 bonus to Thievery checks to disable a tile.	
Trigger	
When a creature enters or begins its turn in a necrotic square, the hazard attacks that creature.	
Attack	
Opportunity Action	Melee 1
Target: Creature in hazard square	
Attack: +13 vs. Fortitude	
Hit: 2d10 +6 necrotic damage. On a critical hit, the target is stunned (save ends).	
Miss: Half damage	
Countermeasures	
◆A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single or hazardous square.	
◆An adjacent character can disable a tile with a DC 26 Thievery check.	

ENCOUNTER 2: ROOM 6 (BURIAL HALL) MAP



ENCOUNTER 3: FREEDOM!

ENCOUNTER LEVEL 6

SETUP

This encounter includes the following creatures:

- 1 Lord Ander Rokosik (A)
- 1 Rebel Black Knife (B)
- 1 Rebel Mage (M)
- 3 Rebel Highwaymen (H)
- 7 Rebel Rabble (R)

The rebels have camped out to make sure the party meets their fate at the hands undead and traps below. When the PCs do indeed break free, the rebels are rewarded for their patience and move to deal with the Imperials once and for all.

As the adventurers enter the area, read:

Fighting free of the trap door and the loose sod, you find yourself in the ruins of one of the Silver Bastion's towers. Unfortunately, you are not alone. Less than pleased faces glare at you over threatening weapons. Lord Rokosik shakes his head. "I should have known that it would take more than whatever dwells in the catacombs to stop the Emperor's best. Kill them all."

Shouts of "For Aeris!" on "Freedom!" ring throughout the air as the rebels swarm forward.

FEATURES OF THE AREA

Illumination: It is day when the PCs finally break free, so the entire area is bright illumination.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain.

Boulders: Squares with large boulders in them count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a character to jump on top of the boulders and occupy that square.

Pond: The pond is relatively shallow. All pond squares count as difficult terrain, costing 2 squares of movement (marked with a).

Rubble: Some of the areas around the tower are filled with loose rock and rubble. These areas count as difficult terrain (marked with a Δ).

TACTICS

The rabble and the highwaymen rush forward hoping overpower the PCs and bottle them up in the tower ruins. Whenever possible, the highwaymen knock the PCs prone. The rabble and highway men know that they will be hung for their actions and so fight to the death.

The rebel mage starts with area effect spells, targeting as many PCs as possible and resorting to *magic missile* only after he has used both of his encounter spells. He activates his defensive *fire shield* as quickly as possible. The rebel mage fights to the death.

The rebel black knife uses his mobility to slip behind the PCs lines and gain combat advantage, possibly against prone PCs. If both the Mage and Rokosik are dead and the PCs outnumber the surviving rebels, the black blade surrenders.

Lord Rokosik uses *cause fear* against a defender and then uses *lance of faith* giving the rebel black knife a bonus to his next attack. He uses his *healing word* power whenever any ally becomes bloodied. Note that as creatures of less than 11th-level, each of the rebels has one healing surge (though they may only spend them as part of Rokosik's *healing word*). A true patriot, Rokosik fights to the death.

CONCLUSION

Once the PCs have defeated the rebels, they have successfully dealt with the threat to the province and may take any captives back to the Emperor. If they did not take Rokosik alive, his head will suffice.

The rebels defeated, you made your way back to the capital where you are hailed as heroes by the Imperial Administrators who met with you. With your efforts in Allustria, surly the misguided rebellion will be crushed! All hail his Celestial Majesty!

ENCOUNTER 3: FREEDOM! STATISTICS

Lord Ander Rokosik		Level 5 Controller (Leader)	
Medium natural humanoid, human cleric		XP 200	
Initiative +3	Senses Perception +6		
HP 54 Bloodied 27			
AC 18; Fortitude 16, Reflex 15, Will 20			
Speed 5			
m Mace (standard; at-will) ♦ Weapon			
+7 vs. AC; 1d8 + 3 damage.			
R Lance of Faith (standard; at-will) ♦ Divine, Implement			
Ranged 5; +7 vs. Reflex; 1d8 + 5 damage, and one ally gains a +2 power bonus to his next attack against that target.			
R Cause Fear (standard; encounter) ♦ Divine, Implement			
Ranged 10; +7 vs. Will; the target moves its speed + 1 away from Ander. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.			
Divine Fortune (free; encounter) ♦ Divine			
Ander gains a +1 bonus to his next attack roll or saving throw before the end of his turn.			
Healing Word (minor; 2/encounter) ♦ Divine, Healing			
Close burst 5; you or one ally can spend a healing surge and regain an additional 1d6 hit points.			
Alignment Unaligned		Languages Common, Draconic	
Skills Diplomacy +8, Religion +7			
Str 14 (+4)	Dex 12 (+3)	Wis 18 (+6)	
Con 14 (+4)	Int 11 (+2)	Cha 12 (+3)	
Equipment chainmail, mace, holy symbol of Avandra			

Rebel Black Knife		Level 5 Skirmisher	
Medium natural humanoid, human rogue		XP 200	
Initiative +5	Senses Perception +6		
HP 52 Bloodied 26			
AC 20; Fortitude 16, Reflex 21, Will 16			
Speed 6			
m Dagger (standard; at-will) ♦ Weapon			
+10 vs. AC; 1d4 + 5 damage.			
M Deft Strike (standard; at-will) ♦ Martial, Weapon			
The rebel black knife can move 2 squares before the attack. +13 vs. AC; 1d4 + 8 damage			
M King's Castle (standard; encounter) ♦ Martial, Weapon			
+13 vs. Reflex; 2d4 + 8 damage; the rebel black knife can also switch places with a willing adjacent ally.			
First Strike			
At the start of an encounter, the rebel black knife has combat advantage against any creatures that have not yet acted.			
Nimble Reaction			
The rebel black knife gains a +2 racial bonus to AC against opportunity attacks.			
Second Chance (immediate interrupt; encounter)			
When an attack hits the rebel black knife, he forces the enemy to roll the attack again. The enemy must use the second roll.			
Sneak Attack			
Once per round, the rebel black knife gains +2d6 damage when he has combat advantage.			
Alignment Unaligned		Languages Common	
Skills Bluff +9, Diplomacy +9, Streetwise +7, Stealth +12			
Str 14 (+4)	Dex 20 (+7)	Wis 11 (+2)	
Con 12 (+3)	Int 10 (+2)	Cha 15 (+4)	
Equipment leather armor, +2 dagger			

Rebel Mage		Level 4 Artillery	
Medium natural humanoid, human		XP 175	
Initiative +4	Senses Perception +5		
HP 42 Bloodied 21			
AC 17; Fortitude 13, Reflex 14, Will 15			
Speed 6			
m Quarterstaff (standard; at-will) ♦ Weapon			
+4 vs. AC; 1d8 damage.			
r Magic Missile (standard; at-will) ♦ Force			
Ranged 20; +7 vs. Reflex; 2d4 + 4 force damage.			
R Dancing Lightning (standard; encounter) ♦ Lightning			
The rebel mage makes a spate attack against 3 targets: ranged 10; +7 vs. Reflex; 1d6 + 4 lightning damage.			
A Thunder Burst (standard; encounter) ♦ Thunder			
Area burst 1 within 10; +7 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).			
Fire Shield (move; encounter) ♦ Fire			
The rebel mage is wreathed in flames giving him Resist Cold & Fire 5.			
Alignment Unaligned		Languages Common	
Skills Arcana +11			
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)	
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)	
Equipment robes, quarterstaff, wand			

Rebel Highwaymen		Level 3 Soldier	
Medium natural humanoid, human		XP 150	
Initiative +5	Senses Perception +6		
HP 47 Bloodied 23			
AC 18; Fortitude 16, Reflex 15, Will 14			
Speed 5			
m Halberd (standard; at-will) ♦ Weapon			
Reach 2; +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the rebel highwayman's next turn.			
M Powerful Strike (standard; recharge 5 6) ♦ Weapon			
Requires halberd; reach 2; +10 vs. AC; 1d10 + 7 damage, and the target is knocked prone.			
R Crossbow (standard; at will) ♦ Weapon			
Ranged 15/30; +9 vs. AC; 1d8 + 2 damage.			
Alignment Unaligned		Languages Common	
Skills Streetwise +7			
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)	
Equipment chainmail, halberd, crossbow with 20 bolts			

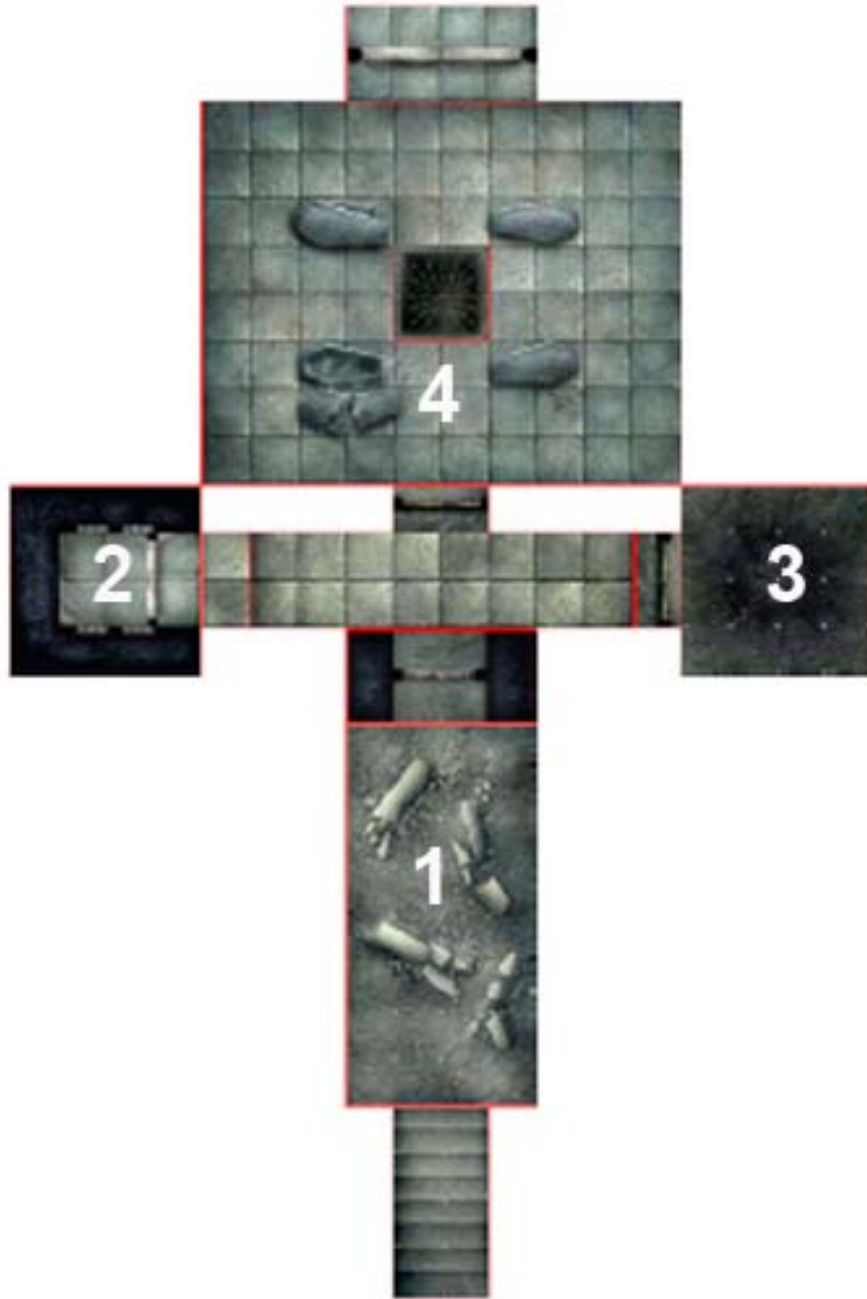
Rebel Rabble		Level 2 Minion	
Medium natural humanoid, human		XP 31	
Initiative +0	Senses Perception +0		
HP 1; a missed attack never damages a minion			
AC 15; Fortitude 13, Reflex 11, Will 11; see also <i>mob rule</i>			
Speed 6			
m Club (standard; at-will) ♦ Weapon			
+6 vs. AC; 4 damage.			
Mob Rule			
The rebel rabble gains a +2 power bonus to all defenses while at least two other rebel rabble are within 5 squares of it.			
Alignment Unaligned		Languages Common	
Str 14 (+2)	Dex 10 (+0)	Wis 10 (+0)	
Con 12 (+1)	Int 9 (-1)	Cha 11 (+0)	
Equipment club			

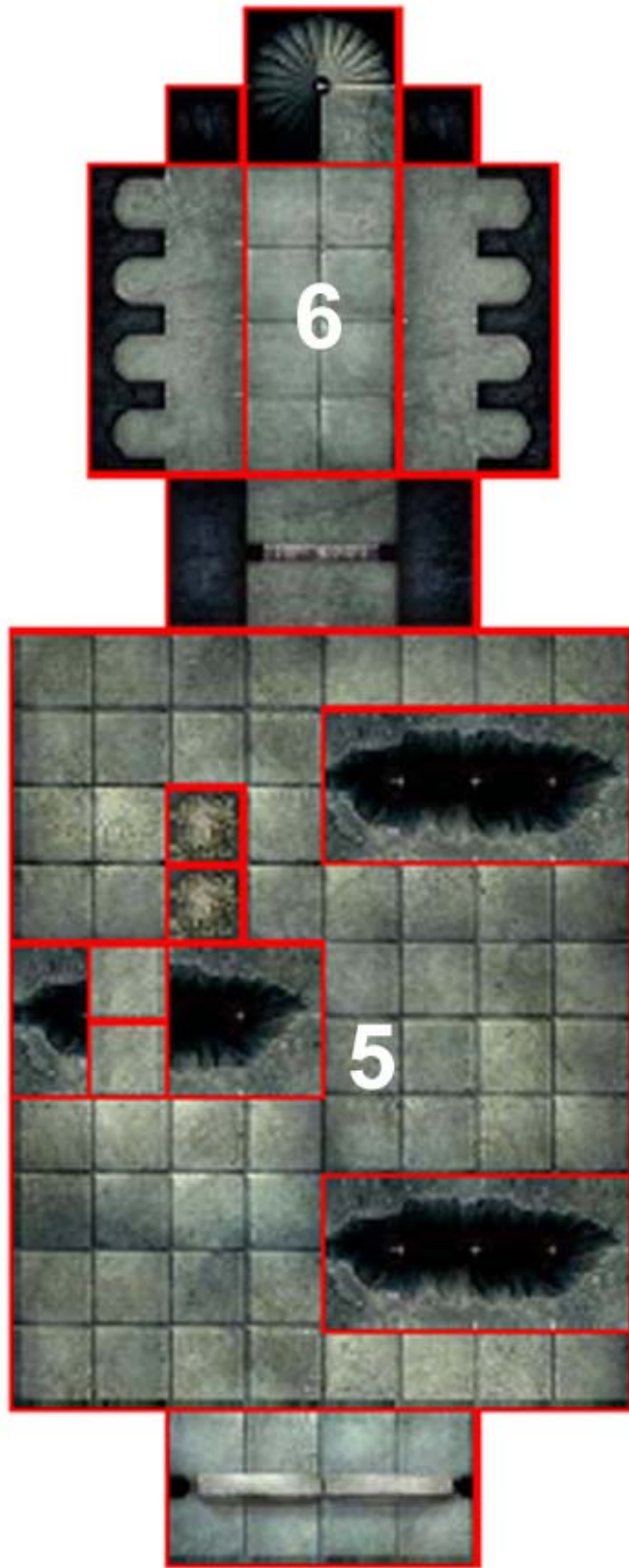
ENCOUNTER 3: FREEDOM! MAP



APPENDIX: MAP OF THE CATACOMBS

Room 4 connects to room 5.





Room 4 connects to room 5.