



Death

A D&D Living Kingdoms of Kalamar[®] Adventure
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"We are The Willed. Though we are few in numbers, we grow as our battles continue. Each foe fallen is another of The True. Emperor Kabori has approved our movements, unaware of our true intentions. He thinks us to be but thralls in his army, that we serve him, and in some respects we do. We serve him only so long as it is convenient. When the time comes and the Rod of Damagon sits upon the Emerald Throne of Kalamar, he too will join with The True. It is time to begin the final stages of The Way." --*Intercepted message found five days ago in a destroyed refugee camp.*

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Calculating Average Table Level (ATL)

LKoK uses ATL rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later for setting the DC of certain skill checks.

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 13th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

It is the very beginning of Mid-season Harvest, and the weather varies between far-too-hot and sweltering. The Deji Soothsayers at Independence Square have begun to sweat so profusely that even their normal clients avoid them.

MODULE NOTES

Over the long history of gaming, players of all shapes and sizes have hated undead antagonists. Very few PC necromancers are out there that really get into the "undead groove" of things.

This is the module for those people that hate the undead, and for those that love them. The haters will have the willies creeped out of them every time they roll a Spot Check. The undead lovers? They are going to have a ball rubbing elbows with their chummies.

BACKGROUND

Plans, within plans, within plans. As any tactician will tell you that is the way of things when you are working with multiple armies on multiple fronts. The plans are even deeper when you are working with mercenaries.

In the case of the undead that are currently helping the Kalamaran Empire in its thrust to military victory in Pekal, they have plans of their own.

Approximately a year ago, N'Valdan, priest of the Harvester of the Dead, uncovered the Rod of Damagon, an artifact of unimaginable evil and power, in an ancient ruin in the jungles along Reanaaria Bay. With it, he began to raise undead in an effort to bolster the Tokite troops that he was stationed with.

This tactic worked brilliantly both from a sheer numbers standpoint as well as morale. Troops that fought against the Tokite legion bolstered with undead wings were taken aback by the creatures that attacked them. Many battles were turned to victories simply from the sheer psychological effect that having the undead in the army created.

N'Valdan began to study the Rod, even as he used its power again and again to raise the dead from battlefields. While he did this the Rod, a sentient thing in its own right, started to slowly bring N'Valdan to understand the benefits of joining in its cause. One day in a stroke of brilliance, N'Valdan finally gave in to the Rod, allowing it to take him.

N'Valdan was the first of The Willed. The Rod instructed the newly created Ghost to create more of his kind, for it had a plan. As it moved from battlefield to battlefield, raising the lowly soldiers into "The True" and the generals and skilled into "The Willed," it slowly swelled the ranks of the undead on the continent. In time the Army of the Dead would outnumber both sides, and would sweep the continent of Tellene under its bony feet.

ADVENTURE SYNOPSIS

Introduction:

Free Form – The PCs are out and about in Bet Rogala, hearing stories from war veterans about their battles. They hear horrible tales about the undead menace, along with graphic examples of what this threat can do. They also discover that it is spreading. Once thought to be a front line issue, it is quickly becoming an every day thing to encounter undead, sometimes working alone, during the war. Obviously something must be done.

When the PCs have heard their stories they are approached by a courier with disturbing news. They are requested to appear at the College of Magic as soon as they are able.

Encounter One – Disturbing News

Through the Free Form in the Introduction, the Heroes have heard of the undead threat. Vague references to a guiding force led the College of Magic to begin an investigation. What they discovered about the influence of the Rod of Damagon was horrifying, and pushed it them to action. They want the PCs to infiltrate the undead camp and steal or destroy the Rod of

Damagon. They offer to provide the heroes with magical disguises that camouflage their living bodies and spells that mask their alignment. They have 48 hours until the spells wear off, leaving them in the middle of an undead army at least twenty miles from the closest living person.

Encounter Two – Discovery

Although the PCs look like undead, they are still quite alive. Yet they must traverse a series of obstacles that are specifically designed to be easy for undead, yet deadly for the living.

Encounter Three – Entering the Camp

As the PCs enter the Undead Host, they are quickly assimilated into the society. Careful and cautious PCs discover the unique culture that has developed in this army of the dead and be able to exploit it.

Encounter Four – Damagon

Encountering the Rod for the first time, the PCs are able to scope out the defenses. It should be obvious that a frontal assault is suicide, as it is well protected. Sticking around for the meeting of The Willed reveals that a march and attack on a fortified abbey is planned for late the next day. During the time that they prepare may be the perfect time to strike. There are problems however.

Encounter Five – Decision

The PCs learn that the movement of the Rod and the attack on the abbey happen one hour AFTER the deadline. Spells may begin to wear off, and the chance of discovery is high. Three major options: the PCs stay try to get the rod, in spite of discovery; they attempt a frontal assault and take their chances; or they may run to the safety of Bet Rogala with their tails between their legs.

Stay = Encounter Six

Assault = Encounter Seven

Flee = Conclusion One

Encounter Six - Subtlety 101

The PCs try and use stealth and guile to get the rod. Although it is not impossible to bluff a zombie, it certainly IS possible to sneak past one!

Success = Conclusion Two

Failure = Conclusion Three

Catastrophic Failure = Conclusion Four

Encounter Seven – Braving the Front

The PCs decide to make their stand in the center of the undead army. An attack on the main room that holds the Rod of Damagon is suicide unless it is very well planned out. Can the PCs succeed? A multi-part encounter.

Success = Conclusion Two

Failure = Conclusion Three

Catastrophic Failure = Conclusion Four

Conclusion One – Flight

The information you bring back to the College of Magic is valuable, and the so called heroes are actually rewarded in some small way. Another group of more competent adventurers are going to have to go after the Rod though. Word has it that the Abbey was completely overrun. One hundred and fourteen people lost their lives to the Rod of Damagon. Hopefully the heroes can live with that.

Conclusion Two – Success

The Rod firmly in hand, the PCs are yanked back to the College of Magic. where they are rewarded. The Abbey, it is said, saw a peaceful night last night, thanks to the heroes.

Conclusion Three – Failure

The PCs made it out with their lives, and some intelligence for the College of Magic. The defenders of the Abbey fought bravely, but they were no match for the horde that attacked them. Now the defenders have swollen the undead horde by one hundred and fourteen souls. Perhaps the heroes will see them on the battlefields of the future.

Conclusion Four – Catastrophic Failure

Skeleton, Zombie, Ghoul or Ghast. The PCs get to choose what role they will play in Undead Horde. Allow them to have at least some maudlin fun with it before handing them the certificate stating that a daring rescue was pulled off that yanked them and the Rod of Damagon from the field of battle. Returned to life by grateful clerics from past adventures they never quite feel “right” again. The PCs can be have *resurrection* cast for free, can have *true resurrection* cast for 15,550 gp (the difference between the cost of a *resurrection* and *true resurrection*), or can use the “irrevocable death” rules (included).

INTRODUCTION:

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undead menace, along with graphic examples of what this threat can do. They also discover that it is spreading. Once thought to be a front line issue, it is quickly becoming an every day thing to encounter undead, sometimes working alone, during the war. Obviously something must be done.

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Lines.

Lines of the soldiers coming in from the battlefields.

Lines of the dead, wrapped around churches awaiting interment.

Lines of the sick and the homeless slipping through the streets as they await a meal from a kitchen or a handout from another family.

It seems that this war between Pekal and neighboring Tokis is beginning to take a heavy toll on the people. Fights have broken out in the streets recently as people begin crying out for an end to the war. A food riot in the southern part of the city last week sent women and children stumbling away bloodied, bruised and unfed.

And the lines continue.

Strange stories from the front lines have been whispered through the streets of Bet Rogala. Stories about atrocities committed, battles won, and strange creatures on the battlefield.

Undead creatures.

You and your friends decided at your afternoon meal to seek out some answers to questions that are being asked all over the city. What IS going on out there?

More importantly, however, is the question.: Can you do anything about it?

The innkeeper has asked a favor of you in return for the price of your meal. He has heard rumors of the “undead threat” and wants some real answers. He has asked you

to go into the city and see what you can find out. Eyewitness reports, witnesses from the battles, anything would be more helpful than the current rumor mongering.

There are several ways that the PCs can go about getting information. The main point of this encounter is to get them to interact with various people around town and come back to the group with the three stories in Player Handout 1 – Stories from the Battlefield.

Allow your heroes to wander through the town. Note that there is a MAP listing many of the places below in the back of the scenario. If you know Bet Rogala well, then there are all manner of places that you can send them to. Inns. Bars. Guildhalls. If you don't know Bet Rogala, wing it. Options include:

- Barabas Whiteshadow at the Crying Angel is said to be the most knowledgeable man in Bet Rogala.
- “Borgo” a Grey Legion contact, is busy and cannot respond to the sending if the Jade Earring cert is used.
- However, the bartender at the Journeyman’s Inn is willing to talk. This counts as one of the three uses on the Grey Legion Contact cert from “Into Mist and Shadow,” if the PCs have the cert. The contact may be used (without the +5 bonus on Gather Information) if none of the PCs have the cert.
- Captain Banilor, a representative of the Crown (in truth, the head of the Gray Legion), is also patrolling around town, looking into the food riots.
- Galis Belis of the Constabulary has noticed that there are fewer adventurers and has done some searching.
- Sorva D’Lortal, the Midnight Sage, from “Making a Name,” has been picking up some disturbing rumors.

Dice Rolls? Certainly they can roll dice. Gather Information is a DC 12+ATL to find any of the stories that are in the Appendix. These stories can also be gained without using dice rolls through role play the judge deems sufficient.

Allow the PCs to role play for a bit. Enjoy the time that they have to get to know one another and explore a very depressed city. Things are about to get much worse.

Once the PCs have gotten all three stories, met up, and related the stories to everyone, read the following.

A gaunt looking young man moves toward you. wearing dark clothing and an even darker expression.

“Your presence is requested,” is all he says as he passes someone in your group a small black leather scroll case. He moves back two steps and, in a swirl of cloth and fog, vanishes into the night.

Paranoid PCs may wish to check the scroll tube for traps, wards, glyphs, dragons, etc. There are no traps (or dragons) on the scroll tube. However...

- A DC 15+ATL Knowledge Local reveals that the marking on the top of the scroll tube belongs to the School of Necromancy at the College of Magic.
- Membership in the College of Magic and a DC 12 INT check reveals the same as above. It also reveals that the mark on the top of the scroll tube belongs to Ven, Professor of Necromancy. The marking at the bottom of the tube belongs to Zenith, Dean of the College.

When they have sated their paranoia, they discover that the note reads as follows:

It is time. There is a threat to our nation and our armies that must be stopped. An army cannot do it. However perhaps a small group might.

If you are patriots, wish to help, and wish a safe and prosperous Pecal, come to the College of Magic with this scroll tube tomorrow morning to break fast with me.

Do not tell anyone else of this missive. The spies of the enemy are everywhere. Even in our dreams.

**Ven P’Naska,
Professor of Necromancy
College of Magic**

Allow the PCs a good night's sleep.

If the PCs decide to go breakfast, proceed to Encounter One.

If the PCs do not go to breakfast in the morning, the adventure is over.

ENCOUNTER ONE – DISTURBING NEWS

Through the Free Form in the Introduction, the Heroes have heard of the undead threat. Vague references to a guiding force led the College of Magic to begin an investigation. What they discovered about the influence of the Rod of Damagon was horrifying, and pushed it them to action. They want the PCs to infiltrate the undead camp and steal or destroy the Rod of Damagon. They offer to provide the heroes with magical disguises that camouflage their living bodies and spells that mask their alignment. They have 48 hours until the spells wear off, leaving them in the middle of an undead army at least twenty miles from the closest living person.

The morning sun finds you standing on the doorstep of the College of Magic.

You are quickly ushered inside and then led down a barely lit flight of stairs in what appears to be one of the farthest corners of the College. Long minutes pass as you traverse the dark corridor, the only companions on your journey are the torches that burn with a continual flame every sixty feet and the silent guide that brought you into the College in the first place.

Finally you arrive at a large and ornate black door. Symbols and etchings line the frame of the door and there does not appear to be a lock.

DC 15 Spellcraft reveals that the symbols are warding spells. Specifically they are designed to keep out the living.

DC 15 Decipher Script reveals that the words etched upon the surface of the door are “Death is only the beginning.”

PCs have one of three options at this point. Knock, Open, or Run.

Knock on the door – PCs that knock on the door are greeted by Boriz, Ven’s “manservant”.

Your knock loudly reverberates off the corridor walls, echoing into what feels like eternity. With a gasp of what sounds like air

escaping, the door slowly opens about a foot. A head pokes itself out.

You hope that the face of the creature before you has seen better days. A hunk of flesh falls off and lands at the base of the door, and you can see the brilliant white of a skull underneath. Although one eye wanders aimlessly in its loose socket, the other fixes on you and your companions. With a slight nod, the zombie opens the door the rest of the way and motions you inside. Its formal robes at odds with its otherwise haphazard appearance, the zombie bows and motions for you to continue into the room.

Boriz cannot be turned and he is completely harmless. He makes absolutely no moves to attack anyone and if threatened himself he cowers like a puppy who has gotten smacked by its master. He is a zombie with 8 hit points and if destroyed returns in 24 hours. Move the PCs onto Encounter One – Greetings and Salutations.

Open the Door – PCs that just open the door are greeted by Boriz, Ven’s manservant.

The door opens and before you stands a rather odd creature. Dressed in what appear to be formal robes of some ancient magical order, the zombie grins at you and brings a gnarled finger up to its slightly rotting lips.

“Shhhh” it tries to say, however its upper lip falls to the floor with a somewhat meaty smack. One if its eyes wanders aimlessly in its socket while the other one follows the progress of its missing lip.

Shrugging its sagging shoulders, it motions you inside.

Boriz cannot be turned and he is completely harmless. He makes absolutely no moves to attack anyone and if threatened himself he cowers like a puppy who has gotten smacked by it’s master. He is a zombie with 8 hit points and if destroyed returns in 24 hours. Move the PCs onto Encounter One – Greetings and Salutations.

RUN! – PCs look at the door, and run like heck.

It happens. Some PCs actually know when it is time to run like heck. This is not one of those

times, however. If they do decide to run, then the adventure is over. Allow them to role play getting out of the College of Magic and onto the street and then finish off the rest of the slot with paperwork and tedium.

Encounter One – Greetings and Salutations

You enter into what appears to be a combination living space/laboratory.

The laboratory is absolutely hideous: a skull here, a corpse there. On one table you spy what appears to be a human arm drumming its fingers on the surface. Another glass tank holds a human head that appears to be alive... almost. Its eyes wander around the room, and when it spots you, it looks you up and down before the current in the tank floats it to where it cannot see you. Along one of the walls is a book case that stretches from floor to ceiling.

The living area appears to be quite comfy, however. A long table has been set for what appears to be a fine breakfast. Two men sit at the table and appear to be in an argument. "Why must you keep it so cold down here Professor Ven? I cannot be casting enduring spells on myself each time I enter your teaching area!" grumbles the older man as he pulls a platter of bacon towards himself.

A young man, looking barely twenty winters old, sits at the head of the table. Sun dappled blond hair and a heavily tanned face seem out of place in the black robes and heavy cowl that is hanging loosely around his neck.

"Good Dean," he begins as he motions for one of the three cowed servants to begin seating you and then helps himself to a large platter of eggs. "Could you imagine the smell if I kept it warm in here?" He smiles. Both men share a laugh and then turn to your group.

"Don't just stand there!" says Zenith, Dean of the College of Magic. "Sit yourselves down so that we can eat, and talk!"

Rolling his eyes in mock surprise, the young man nods his head. "You should do what he says friends. The last people that dawdled around this old coot found themselves as part of an ant collection in the Charms Laboratory. I am Professor Ven P'naska,

head of the College of Necromancy. Please be seated."

Several things to note:

1 – The three cowed servants are skeletons. As Ven is happy to tell the PCs, "Skeletons make the best meal servants. There is absolutely no way that a random piece of flesh can fall into the soup you see..."

2 – Chicken eggs, bacon, sausage, cheeses, gruel, kidneys (lamb), and other assorted breakfast sundries are available at this table. If someone wants something special, see below.

Questions abound. These are divided up into two categories: Mission and Personal.

MISSION –

So why did you call us here?

Ven clears his throat. He glances at Zenith, who nods his head. Then he begins.

"The Undead have been a threat for some time in the war against Tokis. At first we thought that it was an isolated threat created by several clerics, most probably Kalamaran in origin. We have since found that not to be the case.

An artifact of great power, the Rod of Damagon was recovered earlier this year by a priest from Kalamar. He has been using it to create the undead army that we are currently facing.

We would like you to steal the Rod of Damagon and return it to us, eliminating the undead threat."

Where is the Rod?

"The Rod is currently about 100 miles away near the Abbey of Eternal Light. The Abbey is just north of Nehosihido near the Kalokopeli Forest and Banader River. There is large cemetery and a shrine to the Old Man there dating from the war of independence from Kalamar. We believe over two hundred were laid to rest there from both sides of the conflict, but it's unclear after all this time how many would still be able to be animated.

The cemetery itself is ringed by a great swamp, which will provide additional hazards to your group, but hopefully will also

have sped the decay on many of the fallen past the point of being able to be animated.”
”

What is the Rod?

In the beginning of time when men first walked the surface of Tellene, the Harvester of Souls desired a vessel that could hold the sum of his teachings. Into a rod of ebony he placed the soul of one of his greatest priests, Damagon. This rod has traveled around our world for ages, and now it apparently rests in the hands of a Kalamaran general who is using its powers to slowly erode our armies.

Can you describe the Rod?

No one has actually seen the rod, however there are several written reports of its sightings. The rod stands four feet tall and is made of polished ebony. It is a gnarled merger of wood and metal with a diamond skull resting upon its top. There are several studs upon the sides of the rod that apparently activate its powers.

What does the Rod do?

Again, without actually studying the rod all we can tell you is what we have learned from the history books. We can say with certainty that it raises dead bodies automatically when they are within a certain proximity of the Rod. The Rod is sentient, and can detect life and unlife and speaks to its followers. We have researched and cannot find that it has any offensive powers to speak of. Oh, there is one other thing. Touching it drains life from the living. That is an important consideration considering that you have to steal the rod.

What is it doing there?

“We’re presuming it is gathering additional troops in preparation for an assault on the Abbey. Our best tacticians have placed them as having enough strength to likely take the Abbey, and with it being a bastion of the Eternal Lantern, it is an obvious threat to them that must be eliminated. We have warned the Abbey and they have prepared their defenses as best as they are able, and we have sent all the reinforcements available to them. Unfortunately the Abbey was not designed as a fortress and is very difficult to defend on best of conditions. We fear it will not be enough of a defense considering every fallen soldier rises up to attack his

former allies almost immediately upon death. We heard stories that some were animated so quickly in previous fights that they never even fell to the ground.”

The Rod Travels?

“Yes it does. With a rather modest army presently. Our information tells us that there are at least 400 undead of various types surrounding the item at all times presently. That is what makes getting to it difficult. If not stopped soon, the undead will be so thick as to make any covert strike hopeless and the loss of life to take this army out by force could well be crippling to our war efforts as a whole.

How are we supposed to get to it?

“We plan on casting several persistent spells upon you and your creatures (if there are any) that will make you appear as undead. You should pass inspection by any of the creatures that you may encounter. Once you have infiltrated the camp you simply need to destroy or steal the rod.”

Is there a way to destroy the Rod?

“Good question. If you find out, do it if you can. If not, let us know. The Rod is an Artifact and that usually requires a special ritual to disenchant them with any degree of safety. I assure you though the Diviners are devoting all their efforts into that research as we speak, but it will be for naught if you cannot recover the Rod.”

Can you teach us any spells that could help with the undead?

“Sadly no, as there simply isn’t enough time to teach you any new spells and get you adequately prepared before you have to go.”

How do we get there and get back?

“We will teleport you to within a few miles of the actual encampment. We will also provide you with rings that when twisted and the name ‘Zenith’ is uttered, will return you to just outside the College of Magic.”

Will you help us with any equipment?

“You will be given several items that will be of assistance to you.

“First are the rings of teleportation. These only work once so use them only when you have the rod or if you are sorely pressed and

cannot complete your mission. Simply twist them once counterclockwise and you will be deposited on our doorstep.

“Second, you will be given an amulet of necrotic protection. It will provide some resistance to the chilling touch of certain undead creatures should you come in contact with them. Be warned that it is of limited use and will only work a certain number of times.”

“We’ve picked out some other equipment that we’ll be sending along with you that we thought might prove useful. Anything not used will need to be returned of course.”

“Also you may wish to look into the Alchemists Guild and other local shops for some gear, and we have many potions and scrolls available for purchase that we normally reserve for our members, but for your group we’ll make it open purchase at base cost to make them plus a minor compensation to their creators for the time. We have scrolls available only up to the fifth tier of spells however, as the rest are sealed for the war effort by the Prince’s decree.”

(DM Note – This amulet absorbs 3 energy drain attacks, and up to six points of ability damage, and it is okay for you to tell the PCs that. Also let them know that this item is NOT TREASURE and they cannot keep it. Period)

“The spells that are going to be cast upon you will disguise you as undead, as well as disguise your moral auras, showing you as neutrally aligned. The only thing that would give you away as being alive would be to act in a manner that would tip them off, so you must be careful in this respect.”

When do we leave?

“Tonight after the sun sets. We will cast the spells upon you, give you your equipment and then teleport you to the area.”

DM Note – This gives the PCs time to re-memorize spells based upon the mission, as well as allow them to rest. It also allows other PCs time to gather equipment and such. If asked, Ven might suggest that they purchase insect repellent from the alchemy department.

What about our animals/animal companions/familiars?

We can cast the spells of masking over them as well as you, however there are other issues. Most living animals react poorly around undead due to their low intelligence and instinct for survival. It is our suggestion that you only take animals that you have complete and utter control over. A war dog or riding pony may not have the discipline required to avoid flinching when an undead comes near them. They would give you away as being living and then you would be set upon by the undead host.

PERSONAL –

You have undead serving you! That makes you evil, right?

“Absolutely not! These undead are former students of the College who have agreed to come back to help instruct future necromancers in the arts. They were raised from the dead willingly and serve in whatever capacity I require of them. This morning I require them to serve breakfast. Tomorrow they could be defending the College from Tokites.”

They are completely under your control?

“Again, absolutely. Rather than have any complications they were raised as mindless undead, or True undead as they are sometimes referred to.”

But it is wrong to raise the dead!

“Hardly. It is a tool, like anything else. It is how you use that tool that makes it right or wrong. If I sent Boriz into a burning building filled with smoke that would kill a living man trying to reach a little girl from the fire, to save a little girl from the fire, would you hack him to bits after he came out and deposited her safe and unharmed on the street?” Boriz turns to look upon hearing Ven speak of him, shrugs his shoulders again, and continues dusting the bookshelves.

Is it not illegal to raise and use undead in this manner?

“Technically you are correct. However since I am the Professor of Necromancy I have some latitude as to how I use my art. Boriz is a continuing experiment in imbuing intelligence to mindless undead, and the skeletons are volunteers. The Dean does not mind as long as I do not flaunt them in the

streets.”. Dean Zenith nods in assent and says, “And if you ever did abuse them I assure you all, it would be dealt with great prejudice.”

Uhm, are we getting paid for this?

“This is a mission for the future of Pekal and so it is hoped that patriots step forward to help. We do however understand that patriots have expenses as well. Trust me when I say that you will be suitably rewarded for your efforts should you survive. (he will talk no more of monetary compensation at this time.)

Special order eggs please?

If someone asks for something not normally on a “breakfast type menu” then Boriz, with all of the flair and panache of a classical chef, whips it up for them. He is very careful NOT to drop anything into it. Scary, but he is a darn good cook!

Encounter One – The Mission Begins

Let the PCs spend the day preparing for the mission, memorizing spells, purchasing equipment, borrowing equipment from their meta-orgs, and any other loose ends. Some guidelines are in DM’s Aid One - When the PCs are ready to depart, read the following.

You return at the scheduled time to the College of Magic. With grim faces the wizards and clerics before you begin casting spells. Cold chills race down your body as the magic takes effect. It is as though the color and warmth is drained from your limbs as the magic takes effect. As you look at your companions, you see the illusions take shape.

Patches begin to appear in skin, holes begin appearing in bodies and soon you stand amidst a group of undead. Each of you has taken upon the appearance of ghouls, foul undead who have a taste for flesh and lead packs of ghouls and lesser undead.

“We have chosen the form of the ghouls, as these are not mindless undead. This will allow you some autonomy on the camp site, we believe. You are less likely to be given orders that may be difficult to carry out or that may compromise your mission.”

Rings and amulets are handed to each person. Then with a look of concern, Ven addresses you again.

“Forty eight hours my friends. That is all that you have. We have stretched these spells for as long as we are able to. If you cannot complete your mission within that time frame then you must decide what to do from there. Return home or find another way to complete the mission. The choice is yours.”

He steps back and Zenith steps forward.

“Don’t let Ven scare you. You are going to be practically behind enemy lines, surrounded by hordes of undead creatures that would rather eat you than look at you if they knew that you were living. All you need to do is fight insurmountable foes, steal an artifact, and return to save Pekal.”

He winks. “All in a days work, right heroes?” With a grin he waves his hands and the world suddenly goes bright.

Then, you are elsewhere...

ENCOUNTER TWO – DISCOVERY

Although the PCs look like undead, they are still quite alive. Yet they must traverse a series of obstacles that are specifically designed to be easy for undead, yet deadly for the living.

The light dims in your eyes, and you and your “undead” companions are standing in a copse of trees. To the north you see a road heading northwest, following what looks like the Banader River. Across the river is a mucky swamp covered in wispy fog. At your feet is a small bag.

The Bag contains the following items –

- Map A – See Player Handout 2 – The Map
- 3 Sunrods
- 3 Thunderstones
- 3 Tanglefoot bags
- 3 Potions of Cure Serious Wounds
- 10 wax lined water proof canvas bags.

Using the contents of the bag (particularly the MAP) the PCs should get the idea that they need to cross the river, and then head through

the Fens to reach the encampment of the Undead Host.

There are some issues here however. The first is crossing the river. Then they have to cross through the mosquito infested swamp. Finally they have to cross an area permeated with swamp gas. All the while they are watched by Willed Undead Sentries. Should they fumble, and show human frailties, they are attacked as intruders.

Notes for this encounter –

Each encounter is designed so that if the PCs actions are viewed by undead as “living” then it gives them away. It is up to the PCs to come up with solutions to each of the problems that they face without giving themselves away. If you as the DM see that they are not “getting it” then you should gently nudge them in the right direction with a “Would a zombie be slapping away mosquitoes?” or something of that nature.

The object of these challenges is to solve the puzzle, not blunder into combat after combat.

CHALLENGE ONE – THE RIVER

The river draws your attention. Spanning three hundred feet across at your current location, the water has a moderate current. It should be an easy swim across.

Spot Check DC 12+ATL shows that there is a creature lurking behind some bushes on the other side of the river. Another successful Spot Check (same DC) reveals that the creature is an undead creature. (Type based on ATL).

The undead creature has been instructed that if living creatures cross the river then it is supposed to sound the alarm and attack. Other creatures of its ilk are in the area and come to the sound of the alarm. It waits until the living creatures are on its side, then sounds the alarm, then attacks.

Make it clear that there are obvious sentries here as they reach the shore and that to behave as anything other than undead now would be a dead giveaway. They should have planned out crossing the river –before- this point.

So, what are some of the things that would sound the alarm?

- Just swimming across. Undead don't need to breathe. Why swim when you can just walk across the bottom?
- Swimming across and taking breaths between strokes. Some undead might swim in order to get across faster (ghouls and ghouls come to mind). However if the PCs are caught taking gasping breaths between each stroke then it might give them away.
- Shooting a line across via bow and arrow and swinging across. Why would an undead creature waste his time with this when the water really would not affect them (unless they were a vampire of course!).

What are some ways the PCs could get across without arousing suspicion?

- At 10 feet per round, it would take about thirty rounds to get across the bottom of the river. Characters can hold their breath for a number of rounds equal to twice their Constitution score (not modifier). The current is not an issue unless the PC weighs less than 25 pounds. If this is the case then a DC 10 STR check is required each round in order to maintain their footing.
- Walk along the bottom! Inside the bag that they received are ten waterproof bags. Each bag would hold enough air for them to breathe for five rounds. Animals might have a problem with this, but an intelligent humanoid would not. A Handle Animal check DC 22 is required to get any animals with an intelligence of 1 or 2 across. Animals with an intelligence of 3 or higher pick up the idea of using the bag without problem.
- *Water breathing, teleport* (what self respecting lich would be caught dead walking on the bottom of a river), and other spells could get them across. They would just have to act like undead during the crossing or after they got on the other side.
- About a mile in either direction there is a convenient ferry. If the undead PCs were to wander up and scare the willies out of the ferryman, and then take the boat across that would not bring about the alarm. They would have to scare or kill him, though. If they were to walk up, have a nice chat with him, and then he

take them across then the alarm would sound.

- Any other action that in the DM's mind would not sound the alarm.

IF THE PCS AROUSE SUSPICION – See COMBAT at the end of this encounter.

CHALLENGE TWO – BUGS IN THE MIST

Trudging through the swamp is dreary, dull, and annoying. The water in most places is at least one foot deep, and in some it is much deeper. You manage to keep your footing though by walking on the small patches of land that seem to form a trail through this place. The most annoying aspect of this journey is the bugs. Flying, crawling, creeping they swarm through the fen searching for easy, and living, prey.

The normal sounds that you would expect to hear in an area supposedly teeming with life are absent though. Perhaps there is something here that is keeping them quiet...

Indeed there is. Undead lurk in the swamp and they observe the PCs as they walk through. A Spot Check DC 12+ATL shows that there is a creature lurking behind a tree about 40 foot away. Another successful Spot Check (same DC) reveals that the creature is an undead creature. (Type based on ATL).

What would sound the alarm here?

- If the PCs are swatting at bugs. Unless the PCs take precautions, such as insect repellent, spells that ward insects and other vermin, or other means then they have to make DC 12 Fort saves for every hour that they are walking through the swamp. That is three hours total, meaning three separate DC 12 Fort saves. Failure indicates that they instinctively react to a bug bite and swat at it.
- Fire. Although smoke is a very effective means of driving off insects, undead would have no need to use such tactics. If the PCs use torches, sun rods, or other means to ward off the insects, then they have alerted the undead to their living condition and the alarm sounds.

What can the PCs do?

- Grin and Bear it. If they declare that they are simply going to ignore any and all bug bites, then so be it. They rely on their Fort saves to avoid swatting the bugs. Make a note of this however, because those bug bites are going to start itching, once they get to the Enclave.
- Insect Repellents – Druids and rangers can quickly and quietly forage for herbal means to repel vermin. Alternatively the heroes could have thought ahead and purchased insect repellent while in the city.
- Spells and magical items that repel vermin would not arouse suspicion if they were cast or used quietly. *Barkskin*, *Amulets of Natural Armor*, or anything that gives a natural armor bonus gives a +2 circumstance bonus on the Fort save.

DM Note: Be aware of the duration of the spells, however. The PCs are moving for 3 hours.

IF THE PCS AROUSE SUSPICION – See COMBAT at the end of this encounter.

CHALLENGE THREE – THROUGH FOG AND FILTHY AIR

Very near to your goal, you see a greenish mist ahead, floating about three feet off the ground. It does not look healthy at all, yet there does not appear to be any apparent way around it. The dry trail passes right through it. You note with slight alarm that the plants in the area of the mist look somewhat stunted, as though the swamp gas is slowly poisoning them.

This is possibly the most dangerous of the challenges. The cloud of swamp gas has the effect of a *stinking cloud*, caster level based upon ATL.

Per the SRD - *Stinking cloud* creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Save is based on ATL and is Fortitude Based:

| | |
|--------|-------|
| ATL 1 | DC 14 |
| ATL 3 | DC 15 |
| ATL 5 | DC 16 |
| ATL 7 | DC 17 |
| ATL 9 | DC 18 |
| ATL 11 | DC 19 |
| ATL 11 | DC 20 |
| ATL 13 | DC 21 |

Undead lurk in the swamp gas area and they observe the PCs as they walk through. A Spot Check DC 12+ATL shows that there is a creature skulking within the fog bank some 40 foot away. Another successful Spot Check (same DC) reveals that the creature is an undead creature. (Type based on ATL).

What sets off the alarm?

- Coughing, gagging, throwing up, anything that would let on that the hero actually breathed the vapors.
- Anything overt that would show that the party is trying to avoid the vapors.

What can the party do?

- The cloud is 1800 feet across, which is 30 rounds of double move actions at speed 30.
- Hold their breath. Remember that a PC can hold their breath a number of rounds equal to twice their CON score. Holding their breath adds a +10 Circumstance bonus to their Fort Saves which must be made each round they are within the cloud.
- Discreetly tie cloths around their nose and mouth. This adds a +2 circumstance bonus to the Fort Save should they have to make it. However, to do this discreetly requires each character to make either a DC 15+ATL Disguise or Sleight of Hand check.
- Magical effects if cast quietly that would allow safe passage through poisonous gas would also work.
- Characters immune to poison do not have to make saving throws.

IF THE PCS AROUSE SUSPICION – See COMBAT at the end of this encounter.

COMBAT –

Each combat for this encounter is the same and the undead in each combat have the same tactics. All but one of the undead in the combat move forward to attack from 50 feet away. ONE of the undead heads west, into the forest and toward the enclave. It moves at its maximum move and continues until it is 5 times its max move away from the PCs. At this point it is considered LOST to the PCs. It warns the enclave that humanoids approach, which makes Encounter Three more difficult.

ATL 1 – Skeletons x2, 12 hp, Zombies x2, 15 hp

ATL 3 – Skeletons x3, 12 hp, Zombies x3, 15 hp

ATL 5 – Ghoul x1, 17 hp, Skeleton x2, 12hp, Zombie x2, 15 hp

ATL 7 – Advanced Ghoul x1, 25 hp, Ghoul x2, 17 hp, Skeleton x4, hp 12, Zombie x4, 15 hp.

ATL 9 – Greater Ghoul x1, 43 hp, Advanced Ghoul x2, 25 hp, Ghoul x3, 17 hp, Skeleton x10, 12 hp, Zombie x10, 15 hp

ATL 11 – Greater Ghoul x2, 43 hp, Advanced Ghoul x5, 25 hp, Ghoul x10, 17.hp

ATL 13 – Greater Ghoul x4, 43 hp, Advanced Ghoul x10, 25 hp,

ENCOUNTER THREE – ENTERING THE CAMP

As the PCs enter the Undead Host, they are quickly assimilated into the society. Careful and cautious PCs discover the unique culture that has developed in this army of the dead and be able to exploit it.

As dawn just begins to stain the sky to the east, ahead you can see what appear to be camp fires. Fires? In an undead encampment? What would they need fires for? You glance around and see that for the first time in quite a while, it does not appear as though you are being watched.

For a brief moment, the PCs CAN relax their guard here, and only here, between the Challenges and the Encampment. The Undead Host believes that if anything gets this far they must be undead, and therefore would fall under the control of the Rod of Damagon. Give them a chance to talk amongst themselves, take care of a few odds and ends and such.

HEAL CHECKS – If the PCs think about it, and roughed their way through the mosquitoes then they are going to have to worry about itching. A DC 14 Heal Check would allow the PC to do something about the itching so that it would not be a problem. *Cure* spells don't work, but *delay poison*, *neutralize poison*, and any of the *restoration* spells do. If the PC fails then make a note of it and let it slide. It will come up later.

SPELLS – Any spells that the PCs want to cast before they walk into the encampment can be done here without fear of being seen.

When they are ready, continue.....

You shamble forth onto a hill overlooking the enclave. Cresting the rise you look down upon the doom of many a town.

Fires are lit in distinct locations throughout the encampment with undead creatures of all sorts milling about. Skeletons and zombies stand still, apparently waiting for someone to tell them what to do.

Ghouls and their twisted ghastr cousins wander through the mindless undead apparently at random, picking out various specimens and then moving them off to the side where they form bizarre lines of troops.

The wispy forms of ghosts stop to converse with the ghastrs for a moment. Apparently satisfied, they move north to communicate with the energy draining wraiths that appear to be guarding a small crypt in the northern part of the encampment.

Fluttering in from the north, a bat touches down in front of the crypt and assumes the form of a tall and imposing female. With a grace that is as beautiful as it is unnatural she speaks for a moment to the wraith guardians and, stepping down, enters the darkened portal with unseemly haste, followed immediately by the wraiths. With not a moment to spare, either, as the sun crests the horizon. A pack of ghouls lead by a mummy takes up guard on the crypt doors.

In the very center of the encampment a small barrier has been built. Inside of the fence are very nervous sheep and pigs, the only loud sounds amidst some four hundred creatures.

Welcome to the Undead Horde.

About now is when most people are going to have second thoughts about this mission.

The PCs enter on the eastern side of the map, anywhere from the middle of the map, down to the end. See Player Handout Four for details about where the various undead have been assigned. There are skeletal animals around as well. If the PCs have creatures of their own that they were silly enough to bring along, they might just survive because of this.

Reconnoiter – Some PCs may wish to use a stealthy approach to get to the camp. That is fine and dandy. Since they are disguised as ghouls, possibly the sneakiest of the lot next to vampires, this would not be considered unusual behavior if they are discovered. Have the PCs make Hide checks vs. the ghouls' Spot checks and, if they are discovered, proceed to Encounter Three A – Zool. What the PCs can discover is:

Spot Checks –

- DC 15 – There are approximately 345 undead in this area.
- DC 17 – There are 35 skeletal horses and 47 skeletal cavalry riders.
- DC18 – Only those undead that appear to be unaffected by sunlight are still out during the day time.
- DC 19 – It appears as though the sheep are livestock. Literally. But not for long.
- DC 21 – It appears that only intelligent undead are being let into the crypt.
- DC 25 – A group of skeletons and zombies are clearing an area to the south and bringing the wood to a certain section of the camp. It appears as though ladders are being built.
- DC 23 – There seems to be a distinct hierarchy to how things are working down there. The intelligent undead seem to be taking orders from the more powerful ones, and the unintelligent undead respond to any orders, but otherwise stand immobile.
- DC 30 – There almost seems to be a uniform and military precision with which how things are being run in the encampment, unusual for undead.

When the PCs are ready to enter the camp, move on to Encounter Three A – Zool.

Encounter Three A – Zool.

As the PCs enter the encampment, an enterprising ghoul moves over to speak to them. An opportunist who is always looking for an ally, he tries to “befriend” the PCs and answers their questions about the community and what is going on.

As you approach the encampment, an undead creature shuffles out to greet you. Well... perhaps shuffle is not the right word. For this particular undead, waddle seems more appropriate.

The creature that hunches before you is an unusual ghoul, the likes of which you have never seen before. In life he must have been a large man who enjoyed his food, for you are currently in the presence of an obese ghoul. Slight gouges in his midsection reveal that at some point he might have been a light snack for something else. Round, slightly rotten jowls bend upwards in the approximation of a smile, revealing rows of razor sharp pointed teeth.

“Fresh Willed! Yes! It is about time that new recruits started showing up!” it gibbers in a high pitched, almost whining tone. “I am Zool and am certainly glad to see intelligent friends coming into the ranks!”

He looks you over for a moment and notes confused expressions on some faces. “Ah... ‘Tis always like this with the new recruits. Questions and more questions. Well I am here to serve, so ask away...” he prattles as he attempts a low bow. His rotund belly prevents a full bow and he watches you with eager, almost hungry eyes...

Zool, Merchant Extraordinaire, Ghoul.

Formerly a merchant of some renown, Zool had the unfortunate luck to stumble upon a column of zombies and skeletons led by a particularly nasty ghast named Sorvar. Within moments he was surrounded and very nearly devoured. Fortune “smiled” upon Zool when his copious rolls of fat proved to be “too rich” for Sorvar to eat for a main course. By the time Sorvar was ready for his dessert, Zool had already arisen as a ghoul and his rich flavor was ruined.

Now a member of the undead host, he tries to keep up with the rest of the ghouls and other Willed. Unfortunately he simply cannot keep up. In order to survive he has had to rely on his cunning and wits to make allies. He hopes that the PCs join the ranks of his allies. His ultimate goal is to find a way to slay Sorvar, which would end his servitude to the loathsome creature. Not that it does him much good. He still is undead. But at least he is free to find a nice graveyard and settle down to a life of looting new graves and munching upon the occasional gravedigger.

Zool can answer quite a few questions for the PCs, allowing them to understand the culture of the camp, the hierarchy, and possibly some other juicy (or at least slightly runny) tidbits. The only information that MUST be given is that any living creature that touches the Rod of Damagon dies slowly and is raised immediately.

Willed?

“You are one of The Willed. The skeletons and zombies are The True. When you are raised if you have intelligence and can be a leader you are considered free-willed, or The Willed as we are called by N’Valdan.

The True?

“The True hold a special place in our society as they are the ones that fall the quickest. We are taught by N’Valdan to appreciate their sacrifice. Their second death means that we can fight on toward the ultimate goal.”

N’Valdan?

“N’Valdan is the leader of The Willed. He holds the Rod of Damagon and in turn has power over us all. Even you!”

And who are you?

“I am Zool, former Merchant Extraordinaire, now a hungry ghoul and servant to the foul and wicked Sorvar.”

What is going on here?

“N’Valdan has called a meeting of the Willed for this evening. He will tell us what the next part of the plan is.”

The Plan?

“Yes! It is exciting to be a part of something so grand as The Plan. We do not know all of the details but we know that it includes Pecal, Tokis and even the Empire of Kalamar.

Hopefully more of it will be revealed to us tonight.”

You seem awfully enthusiastic about being dead.

Being dead is not all it is cracked up to be, but I am getting by. The main problem I have is getting wool in my teeth and dealing with Sorvar, who bullies me and is my master. Since he created me I have to do whatever he says until something unfortunate happens to him. But since I cannot actively plot against my master I must simply do as I am told and bide my time.

*What if something were to happen to Sorvar?
I would be eternally grateful of course! And being undead means that I could be grateful for a very, very long time. Since I am a Created Undead versus a Risen Undead I am not bound to the will of the Rod of Damagon and N'Valdan, so I could be a useful ally.*

Rod of WHAT?

Zool pauses for a moment, looking over his shoulder. When he sees that no one is looking he turns to you and in a horse whisper speaks.

“The Rod is what raised all of them. It talks to them and I can sometimes hear its voice. When I hear it, it makes me hungry and I end up having to go to the paddock for a sheep. It is said that when the Rod comes near a dead body, the body just rises up and starts taking orders from the Rod.

What happens if a living person touches the Rod.

“Heehee, it’s funny when the living touch the Rod. They start to twitch, and then scream a little. I saw one of them drop it, and he looked 20 years older. But he couldn’t stop himself from picking it up again. Eventually, he just dropped. But we could tell he wasn’t to be eaten and would rise as a brother. Too bad; he looked tasty.

Which one is Sorvar?

He’s inside with the N’Valdan and the Rod. When darkness falls we will go inside to hear the word and find out what our next mission is. Sorvar is one of the Risen Willled, and is a guardian for N’Valdan. As soon as dusk falls they will open the doors and we can enter.

The PCs are unable to get inside until night falls. They can mill around the area and see some interesting sights while they are waiting.

Give the players Player Handout 4 – Tales from the Undead Encampment. Tear the handout so that there are three separate sheets and then either pass them around individually or have everyone roll a SPOT Check. The three highest Spot Checks see the stories, and can read them to the rest of the PCs.

After the PCs have wandered around and seen what there is to see, move on to the evening and Encounter 4.

ENCOUNTER FOUR – DAMAGON

Encountering the Rod for the first time, the PCs are able to scope out the defenses. It should be obvious that a frontal assault is suicide, as it is well protected. Sticking around for the meeting of The Willled reveals that a march and attack on a fortified abbey is planned for late the next day. During the time that they prepare may be the perfect time to strike. There are problems however.

Sunset. The doors of the crypt scrape open. Moving up to the wraiths they look you over with misty, nebulous eyes. Finally they wave you into the crypt.

The stairway almost seems like the one that you recently took in the College of Magic and a weird sense of déjà’vu passes over you.

The room you enter is large. Very large. It’s easily one hundred and fifty feet in diameter. Undead of all shapes and sizes are here, milling around a large dais that has been placed into the center of the room. Surrounding this dais on six sides are eight foot tall marble statues, each one depicting a different warrior with a different weapon.

Well over fifty undead creatures are currently in the room, yet it is strangely quiet. You hear the occasional chatter from a group of ghouls and ghastrs, yet the ghosts, mummies, wraiths, and occasional vampire are silent, looking towards the dais.

Standing on the dais is a dark shrouded figure, holding a large rod. The rod seems to draw your attention more than the man does however. Even from this distance you can

“hear” a whisper in your mind, talking of great things, and greater accomplishments, speaking words of encouragement and unity and brotherhood.

You think that you might not wish to get too close to it, for fear that it may realize that it is whispering words into the mind of a living being.

Allow the PCs some time to look around the room. Give them a chance to realize exactly where they are, and if they look carefully, what they would be up against. Use information from the Crypt Map (DM Handouts) and Encounter Seven to describe the things that they see while they are in here. When they have had enough questions asked, continue to the speech and Encounter Five.

ENCOUNTER FIVE – DECISION

The PCs learn that the movement of the Rod and the attack on the abbey happen one hour AFTER the deadline. Spells may begin to wear off, and the chance of discovery is high. Three major options: the PCs stay try to get the rod, in spite of discovery; they attempt a frontal assault and take their chances; or they may run to the safety of Bet Rogala with their tails between their legs.

Stay = Encounter Six

Assault = Encounter Seven

Flee = Conclusion One

The PCs have been awake and under strain for 24 hours. They have to make at least one and possibly two Fortitude Saves, DC 13+ATL The one they must make is to avoid becoming fatigued, and risk being caught as they yawn. The second, possible check is for any of the PCs who have bug bites to see if they start to scratch.

If the PCs fail either of the saves, they can make a Bluff check DC 25+ATL to cover it. If they fail, the undead are immediately aware. Skip immediately to Encounter 7.

A murmur spreads through the crowd of undead, radiating from the center dais, as the creature holding The Rod raises its hand.

“Hear me, my brothers,” a cold whisper begins. “Tomorrow night, we begin the completion of the Plan. One more day of gathering our brethren in dribs and drabs,

and we will begin our conquest. Hear my words! We begin the liberation of Tellene. Not for any god, not for the pitiful Emperor Kabori, not for money, but for ourselves. For the living are weak, but can be cured. They, our poor living progenitors, need to receive the enlightenment we have achieved. And no one deserves it more than the followers of the false gods. Tomorrow night, we march on a fortress abbey of holy warriors and the so-called faithful. Some of us will fall. But with the Rod of Damagon, we shall overcome and enlighten our cruel unevolved brethren.”

“Go forth now, and bring in any of the living you can tonight. For you are all precious to me, and I wish to have overwhelming force when making this risky assault, for I love my brothers and wish to see as few harmed as possible.”

With this, the crowd of undead hisses in joy, and form an orderly stream toward the exit. As you get swept along with the crowd, Zool points at a particularly ugly ghast, and says nothing.

Once outside, you see the horde radiating out from the camp. Their precision and eagerness is somewhat baffling, because they must have cleared out the surrounding area days ago. Still, you have some time away from camp.

At this point the PCs have time to sleep and remove their exhaustion. They have 7 more hours of night time and all day the next day to come up with a plan. You as the DM must make clear the following:

- If they wait for the Rod to leave the crypt and begin to move, their disguise spells have already expired.
- If they try and get the Rod immediately, they may be going in fatigued. They need at least 8 hours of rest to eliminate the fatigue, which would take until after sunrise.
- If they strike during daylight, a larger number of powerful undead (wraiths and vampires) are below ground in the crypt, hiding from the sun.

If the PCs decide to try and be subtle, using stealth to get to the Rod, proceed to Encounter 6. If they try and use force, tackling the army

head on, use Encounter 7. If they flee for reinforcements, go directly to Conclusion 1.

ENCOUNTER SIX – SUBTLETY 101

The PCs try and use stealth and guile to get the rod. Although it is not impossible to bluff a zombie, it certainly IS possible to sneak past one!

Success = Conclusion Two

Failure = Conclusion Three

Catastrophic Failure = Conclusion Four

Only use this encounter if the PCs decide to try and get a hold of the Rod of Damagon without brute force. If a fight erupts, go to Encounter 7.

This is primarily a free form encounter. There are several possibilities, and only a few hard rules.

Hard Rules:

- Touching the Rod, even wearing gloves, deals 1d6 points of Con damage per round, no save. Protection from negative energy negates this effect. If you wish to be mean, don't tell the Players whether it's drain or damage.
- If a character dies from touching the Rod, they get Conclusion 4, Catastrophic Failure.
- If the PCs get within 30 feet of the Rod, they must make a Will save DC 15+ATL or fall under its *suggestion*. The Rod wants them to pick it up and suffer its touch. If two or more PCs fail the save by 5 or more, they act as if under a *confusion* spell, and fight each other to grab the Rod. Opposed grapple checks all around.
- N'Valdan's Sense Motive is maxed out but is cross-class. However, even if he passes his Sense Motive, he is willing to let the PCs touch the Rod, because he knows that they will suffer for it, and he laughs at their pain. The Rod has told him that the PCs are living once they move within 30 feet of its presence.
- The Rod weighs 10 lbs and is therefore too heavy to move with *mage hand*.
- If the PCs successfully get the Rod, go to Conclusion 2. If the PCs are forced to flee without the Rod, go to Conclusion 3. If the PCs are killed, go to Conclusion 4.

Possibilities:

- Getting Zool to hold the Rod for the PCs is totally possible. He can be tricked, convinced that he will be resurrected, or will gladly do it in exchange for Sorvar's death.
- The PCs could offer to kill Sorvar for Zool, Sorvar can be caught alone or in the crypt, depending on the PCs plans and deviousness. Have fun.
- The guardian ghosts shouldn't attack unless directed by N'Valdan. If they are, proceed to Encounter 7.
- Tongs or manipulating the Rod with poles/weapons is acceptable to avoid touching the rod. Various spells also.
- Trying to sneak up and grab the Rod from N'Valdan requires a disarm attempt versus N'Valdan's *telekinesis* ability, using his HD and Charisma modifier as the opposed check.
- The PCs may try and split their party, luring most of the undead away from the Rod. In this case, if you deem it appropriate, allow them to do so, being chased by all the undead present in Encounter 7 and leaving only N'Valdan with the Rod.

Enemies to Use – Based on the timing of their attack, see Encounter Seven. If they try their steal at night, then use 7A – Nighttime. If they steal it during the day, then use 7B – Daytime.

ENCOUNTER SEVEN – BRAVING THE FRONT

The PCs decide to make their stand in the center of the undead army. An attack on the main room that holds the Rod of Damagon is suicide unless it is very well planned out. Can the PCs succeed? A multi-part encounter.

Success = Conclusion Two

Failure = Conclusion Three

Catastrophic Failure = Conclusion Four

This encounter is divided into two parts. A – Nighttime and B – Daytime. Each assault has different creatures that can attack and/or defend the rod. In all cases the hard rules from Encounter Six are applied here as well in regards to the Rod and N'Valdan.

Encounter 7A – Nighttime

This encounter can go one of two ways:

Option A – If the PCs try and force their way through RIGHT AFTER the undead host departs to hunt for it's final night use Group A as the defenders.

Option B – If the PCs rest, recover spells and such while the undead are out hunting and they still wish to attack at night then they have to wait a full day to do so. The following night prior to the Host moving off to the Abbey, the PCs can strike. There are undead around, however most of them are outside preparing for the march.

Hard Rules

- See Encounter Six for Hard Rules concerning the Rod of Damagon. These rules apply in throughout this encounter, day OR night attack.
- Thramryn and Sorvar are almost ALWAYS present and guarding the Rod. It would take a very large distraction outside for Thramryn to leave his post and investigate. A DC 12+ ½ ATL Will save failure causes him to leave his post. He is NOT present until the end of the Encounter if the PCs choose Option B as he is outside getting troops ready for deployment.
- Sorvar is always be inside and near the Rod unless he is eating or tormenting Zool. A DC 12 + ATL Will save failure causes him to leave his post.
- The Ghosts are always present and float around the hall at all times. If combat begins they immediately move to animate the statues around the dais and attack.

OPTION A Possibilities – After the Meeting Attack

The PCs are fatigued, having been up and moving for almost 24 hours now. However they have decided that while the Undead Host is out foraging for new recruits to attack N'Valdan and his minions to take the Rod.

First, the Combatants.

ATL 1 – N'Valdan, 23 hp, Thramryn, 23 hp, Sorvar, 19 hp, 2 Animated Statues, 20 hp.

ATL 3 – N'Valdan, 29 hp, Thramryn, 40 hp, Sorvar, 30 hp, 3 Animated Statues, 20 hp.

ATL 5 – N'Valdan, 40 hp, Thramryn, 48 hp, Sorvar, 37 hp, 4 Animated Statues, 20 hp, 4 Zombies, 15 hp, 4 Skeletons, 12 hp.

ATL 7 - N'Valdan, 46 hp, Thramryn, 64 hp, Sorvar, 43 hp, 4 Animated Statues, 35 hp 8 Zombies, 15 hp, 8 Skeletons, 12 hp.

ATL 9 - N'Valdan, 51 hp, Thramryn, 80 hp, Sorvar, 59 hp, 6 Animated Statues, 35 hp, 8 Zombies, 15 hp, 8 Skeletons, 12 hp, 2 Ghouls, 17 hp.

ATL 11 - N'Valdan, 63 hp, Thramryn, 95 hp, Sorvar, 69 hp, 6 Animated Statues, 60 hp, 16 Zombies, 15 hp, 16 Skeletons, 12 hp, 2 Advanced Ghouls, 25 hp

ATL 13 - N'Valdan, 73 hp, Thramryn, 104 hp, Sorvar, 69 hp, 6 Animated Statues, 60 hp, 16 Zombies, 15 hp, 16 Skeletons, 12 hp, 4 Advanced Ghouls, 25 hp, 1 Greater Ghoul, 43 hp.

Things to Note –

• In All Tiers –

- Thramryn advances to attack the strongest party member if he is present.
- Sorvar hangs back to guard the Rod and N'Valdan.
- Statues animate and move to attack party members in this order, Clerics, Paladins, Wizards, Fighters, Archers, then all others.
- N'Valden has no real distance powers as he no longer has clerical spells. The Rod however can be used as a bludgeoning weapon, and it is a devastating one to be sure.
- If Skeletons or Zombies are present in the ATL, they are buried in random locations through out the Crypt Area. On the first round of combat they rise from the earth in various locations. In Round Two of combat, they use full moves to get into melee.
- Ghouls present attack in the same order of preference as the statues, trying to take out clerics first before they get a chance to turn.

Possibilities –

- PCs may be smart and attempt to get as close to the Rod as possible before

revealing that they are living and attack. If N'Valdan has not perceived them before he may be taken off guard using this tactic.

- PCs may convince Zool that this is his only chance for freedom. If this is the case and as long as he is not fighting Sorvar himself, Zool joins their fight. Treat Zool as an standard Ghoul in ATL's 1-3, Advanced Ghoul in ATL's 5-7, and a Greater Ghoul in ATL's 11-13.
- Once the PCs have the Rod in their possession by ANY means, they can teleport out as a standard action.

OPTION B – Nighttime Assault after Resting

The army is preparing to move out and now the PCs have decided is the time to strike. While the army is being organized by Thramryn above, the defenses are weakened by his absence. However there are MORE undead below because the Rod is going to be moved. So the danger is still great.

The Combatants -

ATL 1 – N'Valdan, 23 hp, Sorvar, 19 hp, 2 Animated Statues, 20 hp, 2 Skeletons, 12 hp, 2 Zombies, 15 hp, 1 Ghoul, 17 hp.

ATL 3 – N'Valdan, 29 hp, Sorvar, 30 hp, 3 Animated Statues, 20 hp, 3 Skeletons, 12 hp, 3 Zombies, 15 hp, 2 Ghouls, 17 hp.

ATL 5 – N'Valdan, 40 hp, Sorvar, 37 hp, 4 Animated Statues, 20 hp, 5 Skeletons, 12 hp, 5 Zombies, 15 hp, 2 Ghouls, 17 hp, 1 Advanced Ghoul, 25 hp.

ATL 7 - N'Valdan, 48 hp, Sorvar, 59 hp, 4 Animated Statues, 8 Zombies, 15 hp, 8 Skeletons, 12 hp, 3 Ghouls, 17 hp, 1 Advanced Ghoul, 25 hp

ATL 9 - N'Valdan, 51 hp, Sorvar, 59 hp, 6 Animated Statues, 35 hp, 10 Zombies, 15 hp, 10 Skeletons, 12 hp, 3 Ghouls, 17 hp, 1 Advanced Ghoul, 25 hp, 1 Greater Ghoul, 43 hp.

ATL 11 - N'Valdan, 63 hp, Sorvar, 69 hp, 6 Animated Statues, 60 hp, 16 Zombies, 15 hp, 16 Skeletons, 12 hp, 2 Advanced Ghouls, 25 hp, 1 Greater Ghoul, 43 hp.

ATL 13 - N'Valdan, 73 hp, Sorvar, 69 hp, 6 Animated Statues, 60 hp, 16 Zombies, 15 hp, 16

Skeletons, 12 hp, 4 Advanced Ghouls, 25 hp, 2 Greater Ghouls, 43 hp.

Things to Note

- All Tiers
 - Thramryn appears 4 rounds after the combat begins unless something is done to silence the area so that he cannot hear the combat.
 - Sorvar commands the army down here, and stays by N'Valdan and the Rod to insure their safety.
 - The skeletons and zombies are NOT buried in this encounter, as they are currently working to make preparations for the movement of the Rod.
 - The statues animate and attack in the same order as in Option A.
 - Ghouls attack in the same order as Option A.

Possibilities –

- The PCs could pose as an honor guard to the Rod, allowing them to get close enough to get a surprise round.
- Zool could be informed that this is his one opportunity for freedom. If this is the case he joins the party in the fight, going so far as to try and wrest the rod from the hands of N'Valdan himself. If this happens then a PC have to grab a hold of Zool before they teleport.
- Once the PCs have the Rod in their possession by ANY means, they can teleport out as a standard action.

Encounter 7B – Daylight Attack

Possibly the most suicidal of all of the attack options, the PCs have to face a large number of undead, including wights and vampires (or spawn at lower levels) who must remain hidden at night.

There is not much here to say that has not already been said. Use the tactics from Encounter 7A for the creatures that have already been talked about. The only addition to the forces would be non-corporeal undead.

ATL 1 – N'Valdan, 23 hp, Thramryn, 24 hp, Sorvar, 19 hp, 2 Animated Statues, 20 hp, 2 Skeletons, 12 hp, 2 Zombies, 15 hp, 1 Ghoul, 17 hp.

ATL 3 – N'Valdan, 29 hp, Thramryn, 40 hp, Sorvar, 30 hp, 3 Animated Statues, 20 hp, 3 Skeletons, 12 hp, 3 Zombies, 15 hp, 2 Ghouls, 17 hp.

ATL 5 – N'Valdan, 40 hp, Thramryn, 48 hp, Sorvar, 37 hp, 4 Animated Statues, 20 hp, 5 Skeletons, 12 hp, 5 Zombies, 15 hp, 2 Ghouls, 17 hp, 1 Advanced Ghoul, 25 hp, 1 vampire spawn

ATL 7 - N'Valdan, 48 hp, Thramryn, 64 hp, Sorvar, 4 Animated Statues, 35 hp, 8 Zombies, 15 hp, 3 Ghouls, 17 hp, 1 Advanced Ghoul, 25 hp, 1 wraith, 47 hp, 2 vampire spawn, 23 hp

ATL 9 - N'Valdan, 51 hp, Thramryn, 80 hp, Sorvar, 59 hp, 6 Animated Statues, 35 hp, 10 Zombies, 15 hp, 10 Skeletons, 12 hp, 3 Ghouls, 17 hp, 1 Advanced Ghoul, 25 hp, 1 Greater Ghoul, 43 hp, 1 wraith, 47 hp, 2 vampire spawn, 23 hp.

ATL 11 - N'Valdan, 63 hp, Thramryn, 96 hp, Sorvar, 69 hp, 6 Animated Statues, 60 hp, 16 Zombies, 15 hp, 16 Skeletons, 12 hp, 2 Advanced Ghouls, 25 hp, 1 Greater Ghoul, 43 hp, 2 wraiths, 47 hp, 2 vampire spawn, 23 hp.

ATL 13 - N'Valdan, 73 hp, Thramryn, 104 hp, Sorvar, 69 hp, 6 Animated Statues, 16 Zombies, 15 hp, 16 Skeletons, 12 hp, 4 Advanced Ghouls, 25 hp, 2 Greater Ghouls, 43 hp, 2 wraiths, 47 hp, 2 vampire spawn, 23 hp

Hard Rules –

- See Hard Rules from Encounter 7A

Possibilities –

- This is probably the worst of the attack options. The undead here overpower the party by a factor of 2 based on the ATL of the group. However if this is how the PCs want to approach it, then so be it. The undead host always needs new recruits.
- Daylight Spells. This is one of the few ways that this attack is going to work, and then only on the creatures that are harmed by sunlight. There are enough creatures that are NOT harmed by sunlight however that this still is a very dangerous way to go.

- Once the PCs have the Rod in their possession by ANY means, they can teleport out as a standard action.
-

If the PCs succeed and teleport out with the Rod in hand, proceed to Conclusion Two – Success!

If the PCs get down into to the crypt and abort the attempt, they still have valuable information about the Undead Host that may prove useful. Provided that they escape, proceed to Conclusion Three.

Any PCs that do not make it, or if the entire party of PCs is killed, proceed to Conclusion Four – Catastrophic Failure

CONCLUSION ONE – FLIGHT

The information you bring back to the College of Magic is valuable, and the so called heroes are actually rewarded in some small way. Another group of more competent adventurers are going to have to go after the Rod though. Word has it, that the Abbey was completely overrun. One hundred and fourteen people lost their lives to the Rod of Damagon. Hopefully the heroes can live with that.

In tones of mild sarcasm, Dean Zenith says “Welcome home, brave heroes. I appreciate your information. I might wish, however, that you would have been able to halt or delay the attack on the abbey. We lost 114 holy warriors and clerics of various stripes, and from all accounts the undead horde is now about twenty-five percent larger than it was last night.” Zenith passes a hand across his eyes. “I apologize, I’m tired and distraught. Your information will be helpful. We may be able to combat this item with it. But between Kabori’s Legions in the southeast and southwest, and a growing undead infestation, Pekal’s situation has not improved. If you’ll excuse me, I have a conference with the head of the Church of the Eternal Lantern. Stop by the bursar’s office on your way out.”

Not Pekal’s finest hour.

CONCLUSION TWO – SUCCESS

The Rod firmly in hand, the PCs are yanked back to the College of Magic. where they are

rewarded. The Abbey, it is said, saw a peaceful night last night, thanks to the heroes.

A wild rushing of wind accompanies your trip back to the College of Magic doorstep. As you recover from the transport you feel a strange pricking feeling in your throat. When your eyes clear you discover that a guardsman has a spear touching your throat just about an inch below your chin.

“Put that away!” Ven shouts as he rushes over to you. “Quickly!” he says and points to a chest that has a dull gray metal lining it. “The Rod!”

Once the Rod is safely in the lead lined chest and the chest is closed.

Ven rounds on you all and slaps your back heartily. “Success! The Gods be praised we have success! With the Rod of Damagon secured behind the screen of lead, the undead that it has created should begin falling like flies! And we have YOU to thank for this! Zenith and Prince Kafen will be most pleased with your success!”

Suddenly a wash of heat and energy fills your body. You watch in amazement as the color slowly creeps back into your skin and the skin of your friends. Stooped shoulders straighten and eyes once more are alight with light and laughter.

The next day, well rewarded and finally rested, you hear that the Abbey of Eternal Light had a most peaceful evening.

With that, you smile, and return to your meal.

The End

CONCLUSION THREE – FAILURE

The PCs made it out with their lives, and some intelligence for the College of Magic. The defenders of the Abbey fought bravely, but they were no match for the horde that attacked them. Now the defenders have swollen the undead horde by one hundred and fourteen souls. Perhaps the heroes will see them on the battlefields of the future.

Locked in a conference room for over ten hours, you have had time to contemplate all of the possible success options for your mission, and what you could have done to achieve victory. Yet it is no good now to you.

You told the Dean and Ven what you could of the Undead Host and the Rod of Damagon, and although they were appreciative of your effort, you know that they wish you could have done more.

As you eat a tasteless meal the following day, you hear word of the fall of the Abbey of Eternal Light. One hundred and forty souls lost to the undead host.

Perhaps you will meet them on the field of battle one day.

The End

CONCLUSION FOUR – CATASTROPHIC FAILURE

Skeleton, Zombie, Ghoul or Ghast. The PCs get to choose what role they will play in Undead Horde. Allow them to have at least some maudlin fun with it before handing them the certificate stating that a daring rescue was pulled off that yanked them and the Rod of Damagon from the field of battle. Returned to life by grateful clerics from past adventures they never quite feel “right” again. The PCs can be have *resurrection* cast for free, can have *true resurrection* cast for 15,550 gp (the difference between the cost of a *resurrection* and *true resurrection*), or can use the “irrevocable death” rules (included). If they choose the first two options (raise dead or resurrection) then give them the Rescued by the College of Magic certificate. If they use the Irrevocable Death Rules then allow them to create a new character and wish them luck on their way.

Read the following boxed text:

“Mmmm...brains...” You are now an undead. This realization does not occur to you. You are too busy contemplating the delicate flavor differences between elven, dwarven, and halfling frontal lobes.

The End

Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

EXPERIENCE

| All characters who participate receive the following: | Tier 1 | Tier 2 | Tier 3 |
|--|------------|-------------|-------------|
| Introduction: Successfully finding all three stories | 25 | 50 | 75 |
| Encounter 1: Role-playing Award – Taking Mission | 25 | 50 | 75 |
| Encounter 2: Defeating Challenge One | 25 | 50 | 75 |
| Defeating Challenge Two | 25 | 50 | 75 |
| Defeating Challenge Three | 25 | 50 | 75 |
| Encounter 3: Not triggering an attack while in the encampment | 25 | 50 | 75 |
| Gaining information from Zool | 25 | 50 | 75 |
| Encounter 4: Reconnoiter of the underground Crypt | 25 | 50 | 75 |
| Encounter 5: Role-playing through the strategy session, working with others for teamwork and accomplishing the mission | 50 | 100 | 150 |
| Encounter 6 or 7: Accomplishing the Mission | 100 | 200 | 300 |
| | | | |
| | | | |
| <i>Discretionary Role Playing Experience</i> | 150 | 300 | 450 |
| Total Possible | 500 | 1000 | 1500 |

TREASURE

Monetary Rewards –

PCs that successfully complete the mission gain the following monetary rewards –

PC played at ATL's 1 through 5 75 Victories per ATL
 PC played at ATL's 7 through 13 125 Victories per ATL

If the PCs fail but somehow manage to survive without being rescued then they get half of the above monetary rewards.

A Job Well Done (6 certificates)

You have succeeded in your mission to recover the Rod of Damagon and the Principality of Pekal owes you a debt of gratitude. Various organizations affiliated with your mission have stepped forward to offer you the following reward. Choose ONE of the following based upon affiliations that you have with these meta-organizations. You can only choose one organization to spend this reward on.

- College of Magic – Favor – This counts as two favors to the College of Magic.
- Temple of Enchantment – Favor – This counts as two favors to the Temple of Enchantment
- Temple of the Eternal Lantern – Favor – This counts as two favors to the Temple of the Eternal Lantern
- Military of Pekal – Favor or Tours – This counts as two tours of duty or two favors for the Military of Pekal.
- Government of Pekal – A one time award of 100 Victories per character level.

Value – 0 Charges – n/a Tradable - No

The following is received if the PCs defeated Thramryn –

Cowl of the Quick (1 certificate)

This solid black cloak is of fine make but of an impractical design that doesn't accommodate extravagant movement. By and large it most closely resembles a funeral garment in overall design. The hem of it has woven into it the holy symbols of the good and aligned gods in gold thread and neutral aligned gods in silver. When its magic is activated, the gold thread holy symbols are replaced with red thread symbols of the major evilly aligned deities. While worn the bearer is under the effect of a Hide from Undead spell. Undead with an INT of 14 or better get a DC 14 Will save to negate the effect.

Value – 2,000 Victories Charges – n/a Tradable - Yes

Eyes of the Quick (1 certificate)

When these coal black lenses are donned the wearer may *detect undead* at will. While worn they give a -2 circumstance penalty to Spot and Search checks due to the darkness of the lenses. However undead appear with a cold blue aura about them when viewed through these devices. On the plus side these darkened lenses do grant a +2 circumstance bonus vs attacks that would blind the wearer via bright lights.

Value – Charges – n/a Tradable - Yes

Thramryn's Tooth (1 certificate)

Born into battle by the warrior Thramryn, this axe was the bane to many an undead creature. When he himself became one of the undead he used it for fell purpose even though his hand smoked and burned while wielding it. It is possible that while using it to fight undead, you help this soldier's spirit rest in peace now.

Character levels 1-3 - Silvered, MW Handaxe V – 326 Victories Character levels 5-7 Silvered, +1 Handaxe – V – 2,236 Victories - Character Levels 8-11 Silvered Bane Undead +1 Handaxe – V – 8,326 Victories - Character levels 12+ Silvered Bane Undead +2 Handaxe – V – 18,326 Victories

Value – See Text Charges – n/a Tradable - Yes

If any of the PCs died and had to be rescued...

Rescued by the College of Magic

During a recent mission you fell and were raised as an undead soldier. Although difficult in the extreme, a rescue operation was conducted and you and the Rod of Damagon were pulled from a remote battlefield. You were returned to life by grateful clerics from past adventures but you know that you will never feel "right" again. People simply don't understand when you try to explain what it was like. Because of this traumatic experience you act a little "quirky" and therefore have a -2 to all socially interactive checks.

Value – 0 Charges – n/a Tradable - No

Judge Certificate –

If, and ONLY IF, you the judge ran this event without getting to play it first, do you get this certificate to apply to one of your characters.

Unholy Fortitude – You are an unstoppable force of judgment in Kalamar furthering the causes of evil deities everywhere in the Sovereign Lands. And those evil deities appreciate that hard work greatly! So much so that your character has picked up on this little boon from the dark gods. The character that you apply this certificate to gains a +2 profane bonus to all Fortitude saves. Keep up the evil work!

Judge Awards –

Standard Awards – Full gold and XP based upon the ATL that your character qualifies for. You also receive **“A Job Well Done”**. If you ran the adventure without first playing it, then you also receive Unholy Fortitude.

AWARDS

APPENDIX 1: Player Handout 1

Encounter 1 – Tales from the Pubs

Thramryn of the Red Sash

“It was a glorious day for a battle it was!” begins the dwarf with a beard that nearly reaches his toes. Ale sloshing from his mug sends several of his partners scrambling for cover as he begins his tale.

I was in the local militia, hoping for a commission in the regular army. Not anymore. When our position was overrun by those damn Tokites we thought we were done for. Surrounded and with no where to turn we knew that this was going to be our last stand.”

Then they came, over the hill. The Red Sashes of the Green Grass. Who are they, you ask? “The Red Sashes are a branch of the Legion of the Green Grass. Their captain, Thramryn of the Red Sash, was in the lead. Preserve me, but it was a beautiful sight to behold. I watched as that man single-handedly took on an entire patrol, wiping them out in a matter of seconds. Within a few minutes the tide of the battle had turned and we were watching as our wounded were being treated. Thramryn stood atop the hill, watching for trouble.”

The dwarf’s voice softens and he stares off into space for a moment. “Get yer men and get out of here.” Thramryn told me. “He pulled his twin axes from his belt and called the Red Sashes to the top of the hill while we gathered my men.”

“Don’t look back” were his last words to me as he and his men attacked the undead column that had come behind the Tokites.

“Me boys rushed off but I could not leave him behind, that Thramryn. Even if he was a human, he was one of the bravest that I had ever seen. I crept to the top of the hill and watched as his men held off over two hundred of the evil things. I watched as they were cut down to the man. I watched as they were carried off to gods knows where.”

Encounter 1 – Tales from the Pubs

Clerics at the Gate

The young man before you shudders as he recalls images to his mind of what he has experienced. You can tell by the way that he takes a long pull of his glass that he is not used to drinking. The shake in his shoulders is evidence of the harshness of the drink. Then he begins to speak.

“I am just a humble acolyte of the Eternal Lantern, yet I have seen the horrors of war. What puzzles me is the cunning that our enemies use against us.”

“My master and I ran one of the field hospitals behind the front lines. Things were horrible there, with wounded coming in daily. Although he is good to us, the mortal vessels of the Eternal Lantern, we can only hold so much of his healing in a day. So bandages have to suffice.”

“For a while, things went well. We healed the soldiers and got them back to their units, and although the fighting was fierce, the actual casualties were few.”

“Then the dying began. One day it just started. A few of the men that we thought were going to recover simply passed away in the night. The next night there were more than went to the Lantern’s Embrace. Soon anyone that was brought into our hospital just slipped away into the night.”

“At first my master thought that it was infection. Then we thought that perhaps the site was cursed. Finally we learned the truth.”

“I stood guard one night, tending to the patients when one of them stiffened in his bed. His back arched and then he lay still. I checked on him but knew he was dead before I even reached his bedside. Then another, on the other side of the tent. Then another, then another, until soon there was just one living patient and myself in the hospital.”

“That is when I saw it. A transparent hand slipped through the living soldier’s chest from the floor and he convulsed like the others and then he too passed.”

“The ghosts rose from the floor then, four of them. My master burst into the tent and began calling to the Eternal Lantern for aid. He bade me depart, and I did so.”

“They were feeding on the soldiers. In a place where the living came to heal, the dead came to feast.”

“I have not seen my master, and it has been two weeks. I pray that he is with our lord the Lantern now.”

“But I see the ghosts every night. When I close my eyes.”

Encounter 1 – Tales from the Pubs

Dem Bones

The old man looks at you with wide eyes as the drink passes in front of him. One arm reaches out of his cloak, grasping the drink with a gnarled hand.

“Ye wanna hear about da fightin’ do ye? Johyum here can tell you bout da fightin. And da killin, and da dying.”

“Oh.. and Johyum can tell ye bout da dead. Yep. All bout da dead.

“A scout I was. And a dang good scout I was. The Legion of Thunder used me and the others to flush out the Tokites, who be hidin’ like dogs in the wilderness now. I was out scoutin’ when I saw em. I heard em first though.”

“There was screamin and dying and all kindsa hollerin and it twas easy fer me to get close and see what was goin on. Deaders were attakin’ the Tokites. Eating them alive as soon as they could pull them down. Zombies and ghoulies pullin’ em down just as fast as lightning. All ye could hear was the screamin’ and the dyin’. And that drone that came from the deaders as they were repeatin’ the same thing over and over. Damagon. Damagon. Damagon.”

“I got whacked on the head by sumptin and when I woke up there was a deader right next to me. I sprayed him wit the last of the godwater that I had in me wineskin and ran like the hounds of hell were chasin me.”

He opens up his cloak and you see the one arm holding his drink. The other seems to be missing from the elbow down.

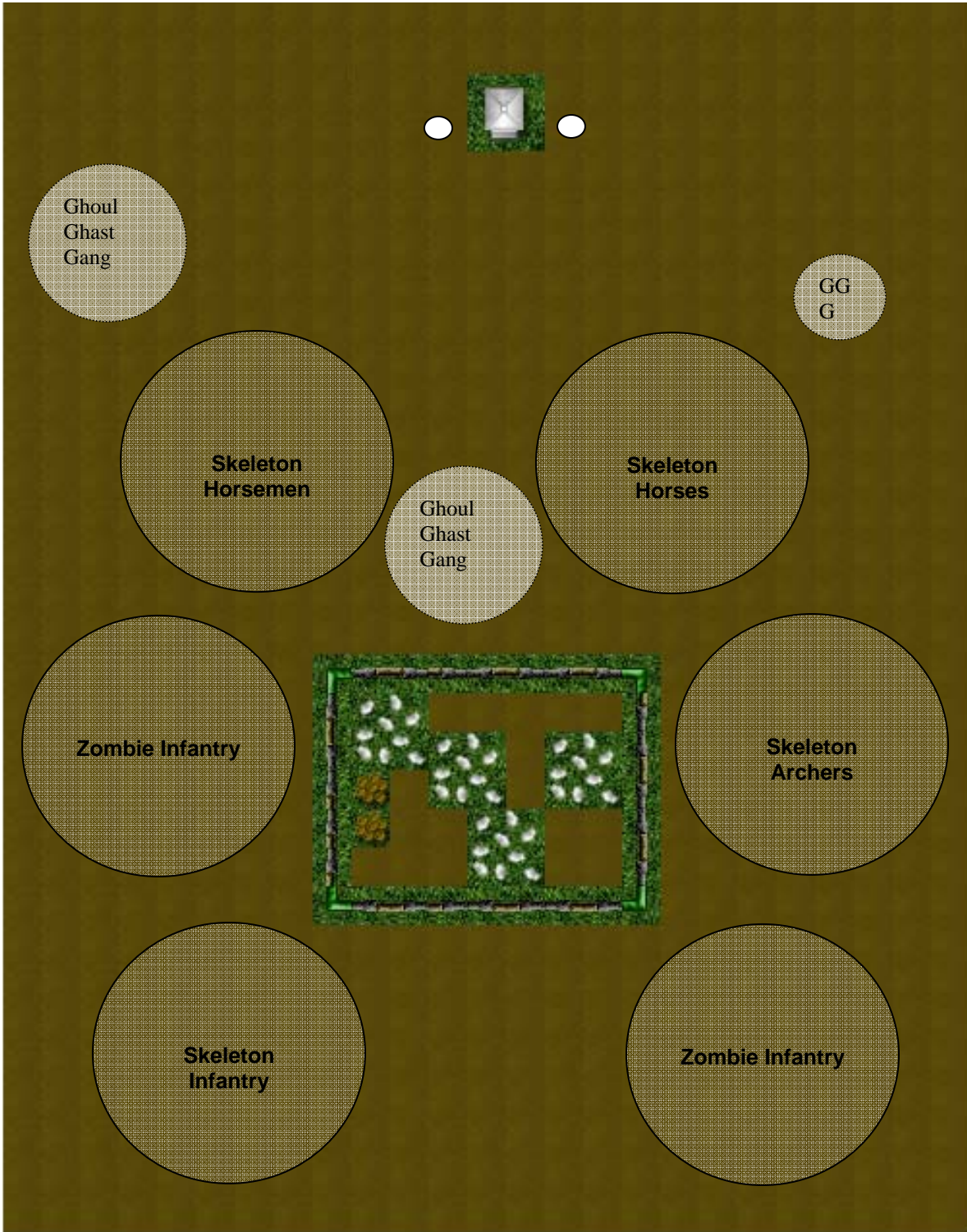
“Twenty five winters. Twenty five winters I’ve seen and never have I seen anything like that before. An’ I hope never to again.”

The old man who was once young returns to his drink, whispering Damagon under his breath..

Player Handout 2 – The Map



**Player Handout Three
Map of the Enclave**



White Full Circles = Wraith Guardians White Open Circles – Ghoul/Ghast Gang

Players Handout Four – Tales from the Undead Encampment

1 - Baaa. Baaa.

The sheep in the paddock are not content. They stir constantly and have an almost wild eyed look about them. Starting at the slightest sound, simply approaching the enclosed area where they are kept causes panic in the lot of them. This amuses the ghouls and ghastrs to no end. They make a contest of it, quietly creeping up to the edge of the fence and trying to surprise the beasts.

Several of the older ones lie quietly, awaiting their fate. They are simply too emotionally exhausted to run any more.

As you watch, a particularly large and wicked looking ghastr moves closer and closer to the paddock. Marked by a large scar that goes from his right shoulder diagonally to his left hip, the creature appears stronger and more powerful than the others. With a deft hand he swipes a lamb from the edge of the fence and rushes off with his bleating prize to the gang of monsters that he came from. The lamb vanishes from view as the crowd surges forward around their provider. The large ghastr glances over and fixes Zool with a hard stare for a moment.

Without saying a word, Zool bows his head and slowly begins to shuffle over to his master.

2.- Thramryn

A commotion starts as the crypt doors sweep open and a figure emerges. Standing at least seven foot tall, this ghastr is not hunched over like the others. He stands tall in the sunlight, faint scars show through the tangle of long blond hair, unkempt and matted, that flows over his shoulders and chest. A dirty and torn red sash hangs over his powerful shoulders and his hand rests on a hand axe that is attached to his belt. His hand smokes ever so slightly as it touches the silvered metal, but the creature ignores it.

"This is not an army!" it cries to the assembled creatures. "This is a pack of old women waiting for the wash to dry on the lines!"

It walks with speed to a rather large ghastr who is musing over which part of its sheep to eat. The imposing figure reaches down, grabbing the ghastr by the throat and easily picks it up off the ground. "I told you I wanted ORDER in the skeletal lines!" the powerful figure screams, bits of flesh flecking off of its mouth into the ghastrs face.

With a casual toss Thramryn the Bold throws the large ghastr some twenty feet toward the skeletal archers. All of the other creatures react to this and do their best to look busy as the former Warrior of the Green Grass begins to inspect the troops.

3 – Even in Death.

A strange sight greets you as you are examining some of the troops. One ghastr moves from zombie to zombie, fidgeting with each one. As he does so you note that the zombie, once fidgeted with, seems to stand a little taller and move a little easier.

The Ghastr moves to another zombie and you watch in fascination as he pulls needle and thread from a pouch. With practiced ease he quickly stitches up wounds, binds muscles in the legs to prevent it from stooping and even manages to repair an arm that was ready to fall off.

The creature turns to you for a moment as you watch and smiles. Rows of glistening white jagged teeth greet your stare. "In life I was a cleric. In death I am a cleric. Hee hee hee.... " it says with a manic grin.

As it moves away, you note the symbol on its tattered and dirty robes. Once a cleric of the Eternal Lantern, it seems he will spend eternity mending the dead.

DM Aid One – Preparing for the adventure

There are a great many places that the PCs can go to prepare for the adventure. A few general rules plus a few places that they may specifically wish to go are listed below.

General Rules –

1 – Wartime Purchases – As a rule of thumb everything will be more expensive as Pekal is currently in a state of War. Unless the PCs make a DC 15+ATL Diplomacy check at the time of purchase they will be charged an additional 10% for anything that they buy.

2 – PCs to not have time to leave the city for purchases, such as special weapons from Lebolegido or mystical substances from Cilorealon. They will have to make due with what they can find in the city.

Specific Purchases –

Meta-Org Items – There are no surcharges for Meta-Org items that are purchased.

College of Magic/Temple of Enchantment – There are two main things that the PCs could purchase from these institutions.. Potions and Scrolls.

Potions – Per the meta-org rules, members of the College of Magic may purchase potions of a specific price based upon their rank in that organization. See that document for limits to what can be purchased and at what rank.

Scrolls – Scrolls, like potions, can be purchased by members of the College of Magic for a reasonable fee. There may be those individuals that think about purchasing HIGH LEVEL scrolls to literally bring the house down on the undead that they are about to encounter. Remind them of spell failure and the other penalties associated with trying to cast a spell from a scroll that is a higher level than they can normally cast. IN NO INSTANCE can PCs purchase any scrolls higher than 5th level during this event. Scrolls of spells sixth level and higher have been conscripted to the war effort and are unavailable.

Herbal items –

The Midnight Sage – this long term resident of Bet Rogala will be able to take care of virtually any herbal needs that the PCs may have. Although a drow elf, she has a keen sense of patriotism toward the city that has taken her in and WILL NOT CHARGE the extra 10%. She carries any standard herbal substance listed in the Players Handbook as well as what is listed below. Her stocks are somewhat limited however and she has the following items currently –

| Item | Description | Cost | Quantity |
|-------------------------|--|-------|----------|
| Celestial Health Potion | A celestial health potion is made from a potent mix of medicinal herbs. It gives a character infected with a disease a +2 resistance bonus to his save to resist the disease's effects. | 20 gp | 5 doses |
| Mataparan | The drinker of a single dose of mataparan feels no need to eat food for 1d4 days. The character still suffers normal effects (see the <i>D&D Dungeon Master's Guide</i>), but he does not feel hungry. | 50 gp | 9 doses |
| Satum's Bane | The mixture repels normal insects when rubbed on the skin and clothing. Satum's bane lasts for 2d4 hours. Conjured insects ignore the balm, but normal ones do not trouble the wearer. | 15 gp | 11 doses |
| Second Wind | This sweet syrup removes fatigue for up to 30 minutes. While in effect, it allows an exhausted character to act as if merely fatigued. Once used, a character receives no benefit from a second dose until her body recovers (via full | 25 gp | 8 doses |

| | | | |
|--|--------------------------------|--|--|
| | rest) for a period of 8 hours. | | |
| | | | |

Holy Water – What PC would go into a horde of undead without a trusty supply of holy water? PCs can purchase up to five vials each for 25 p per vial.

DM Aid Two – Special Equipment the PCs are given

The PCs are given three special items for this mission. They are listed below and must be returned to the College of Magic after the completion of the mission.

Single Use Ring of Teleportation (Quantity 6) – When the ring is twisted on a finger and the word “Zenith” is uttered, the wearer will immediately be teleported to the front steps of the College of Magic in Bet Rogala. The wearer, all of his or her gear, and an additional twenty five pounds can be transported in his manner.

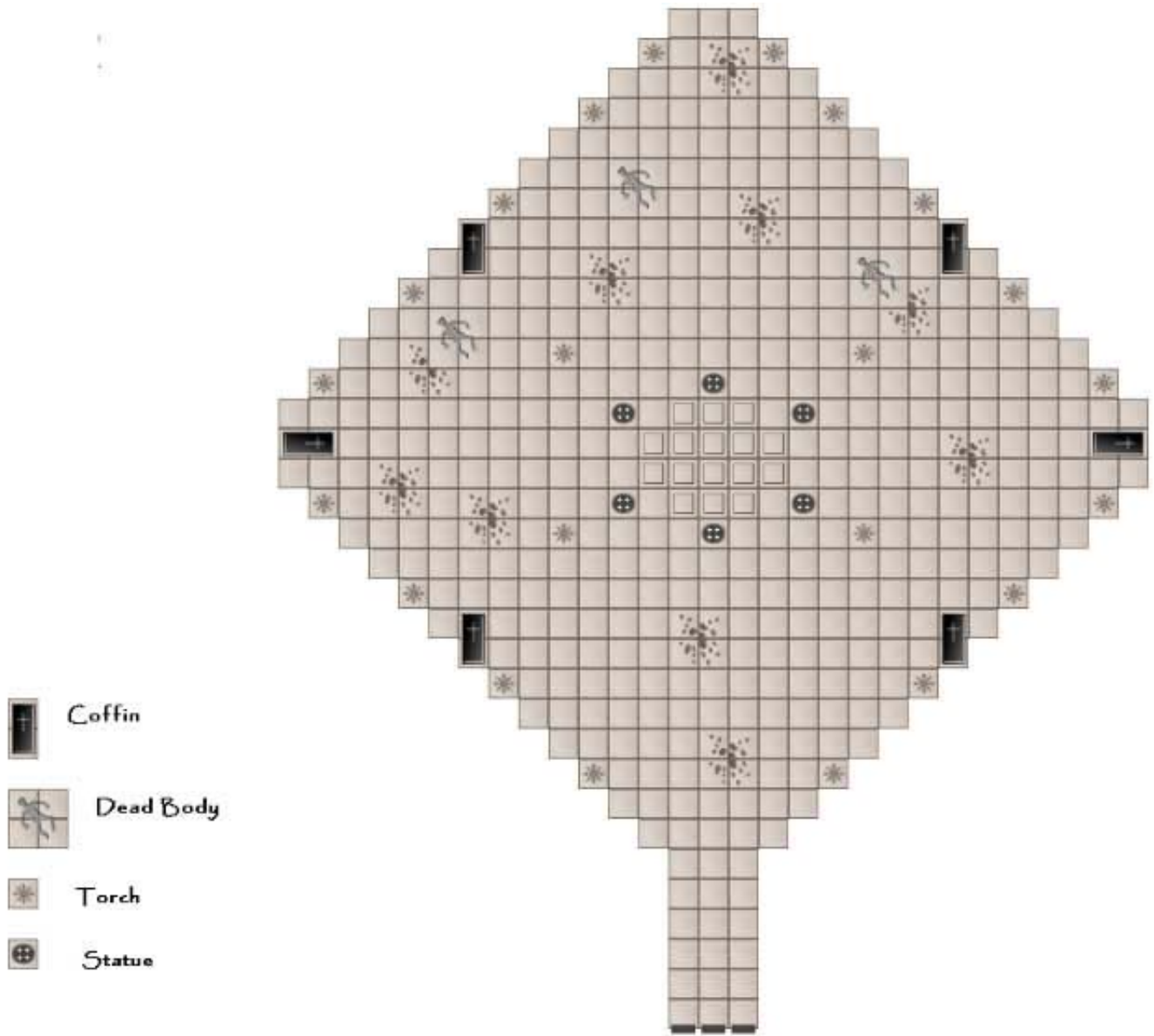
Necrotic Amulet – (Quantity 6) – This amulet is made of what appears to be a series of humanoid bones. When worn it protects the wearer from negative energy attacks of various kinds. When an attack occurs that would result in either energy drain or ability drain, the charges are expended and the person is considered to have rolled a natural 20 for purposes of saving from the attack. It has 12 charges and when these charges are gone it crumbles to dust.

Energy Drain Attack – 4 charges used

Ability Drain Attack – 2 charges used.

DM Maps –

The Crypt –



Living Kingdoms of Kalamar Ruling

Irrevocable Death – December 11, 2006

1) If your character is irrevocably dead, you can start a new character at one level below your current character's level, with credit for the number of events you have already played for purposes of experience tiers. The new character begins with the minimum experience for the level. So: Xoh Lee, a monk, perishes sadly at 9th level, and has 73 events under her belt. Ah Lah Na, a bard played by the same character, begins at 8th level, with minimum experience for that level, on the 74th event for the purposes of xp tiering only. The new character receives wealth equivalent to that on the NPC chart and may buy masterwork items, but may not have any magic items or certs in his or her possession unless these are purchased for the character from another player in the campaign. The new character begins with entirely new events sheets and does not have any non-adventuring activities before his or her first adventure.

2) If your character is removed from the campaign because you were caught as a user of psionic powers, you start a new character at two levels below your current character's level, with credit for the number of events you have already played for purposes of experience tiers. The new character begins with the minimum experience for the level. The new character receives wealth equivalent to that on the NPC chart and may buy masterwork items, but may not have any magic items or certs in his or her possession unless these are purchased for the character from another player in the campaign. The new character begins with entirely new events sheets and does not have any non-adventuring activities before his or her first adventure.

3) If your character is removed from the campaign because you committed evil acts that you were warned could lead to your character's removal from the campaign, the irrevocable death rules do not apply, and you must begin a character again at first level.

4) If you choose to retire your character, you may restart at first level, as Living Kalamar (like all other Living campaigns) allows you to have as many characters in play as you choose, though the player can only play any given event once. (The exception for this might be the Crying Angel, where a player could conceivably run two characters at the same time.)

If you choose to permanently retire your character then please write up a Stat Block on the character and turn him or her over to the campaign staff with a brief write up of memorable things that they did, meta-orgs that they belonged too, and any long term goals that they might have had. They will become part of the campaign and we will possibly use them in future scenarios or they may turn up as leaders in guilds or organizations that you were a part of. There is no promise that we won't kill them one day as part of a plot line, but typically we will be nice enough to let you know so that your new character does not get the surprise of being the rookie CSI at your former character's crime scene.

As stated in the original rules for wills, new characters may not have certs from the old character bequeathed to them.

Questions, Comments, or Concerns regarding this ruling should be forwarded to lkok_questions@kenzerco.com

- A. ROYAL DISTRICT
- B. SCHOLARS DISTRICT
- C. TEMPLE DISTRICT
- D. MERCHANTS DISTRICT
- E. COINS DISTRICT
- F. MUNICIPAL DISTRICT
- G. ARTISANS DISTRICT
- H. DOCK DISTRICT
- I. OLD TOWN

