

A Dead Man's Party

A module for 4 characters, levels 4-6.

By Jim Gillispie

Version 1.03

Credits

Playtesters: Brian Grant, Caroline Herold, Christopher Marsh, Jessica McKillop, and Michael Susalka

Dedicated to: All my playtesters, for being very helpful and keeping me in the know.

Jim
Gillispie's **Module**
Workshop

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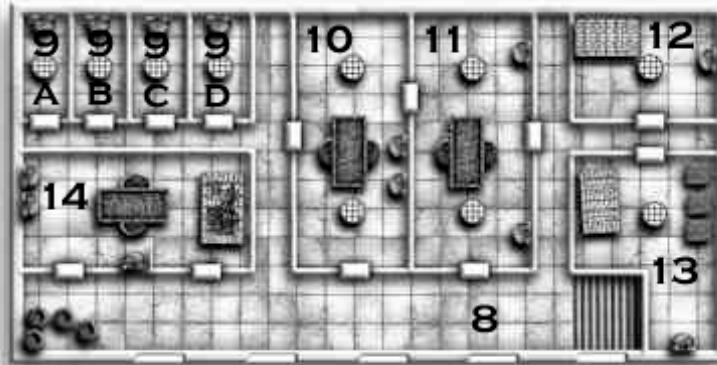


Sanitarium

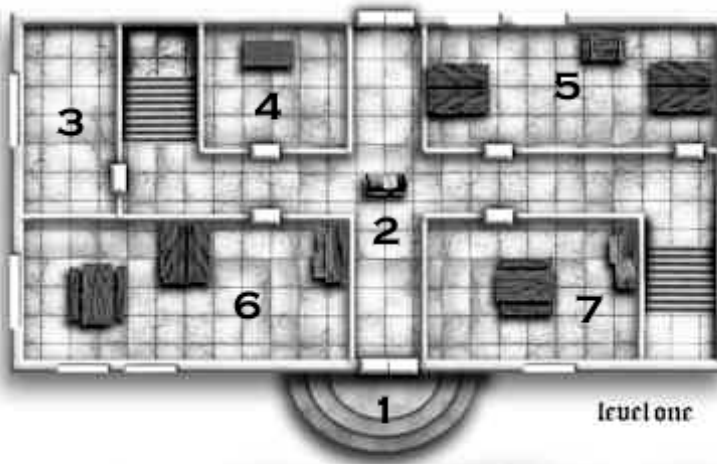
One Square Equals 5 Feet

Key

-  surgical table
-  lab animal cage
-  drain
-  brazier
-  stairs
-  lab rinse basin



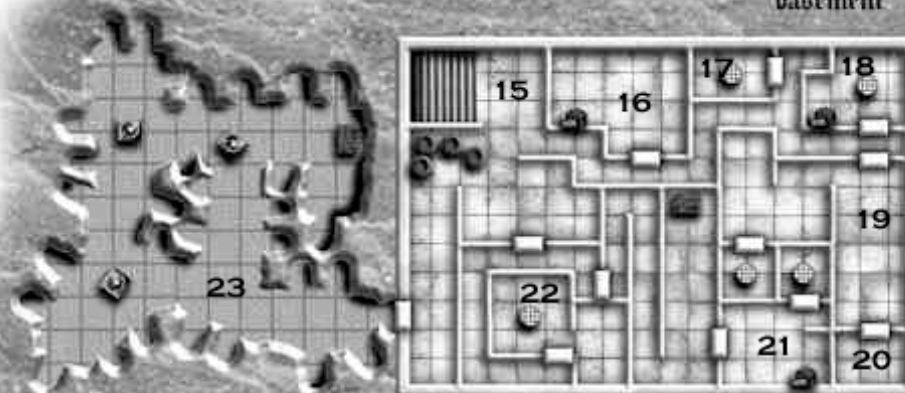
level two



level one

ravacomba

basement



A mad necromancer imprisoned in a sanitarium has died. Now he has come back as a powerful undead wizard. His lunacy was only increased by his death and he has turned all the other inmates into his undead servants. Now the sanitarium is under his control. A traveling group of adventures must put a stop to the necromancer before his evil madness spreads.

A Dead Man's Party is a short adventure for use with the d20 system by Wizards of the Coast[®]. It requires the use of the *Dungeons & Dragons[®] Player's Handbook, Third Edition*, published by Wizards of the Coast[®]. *Dungeons & Dragons[®]* and *Wizards of the Coast[®]* are Registered Trademarks of Wizards of the Coast, and are used with Permission under the d20 system license (see the LICENSES APPENDIX).

This adventure is optimized for 4 player characters, all between character levels 4 and 6, but can be adapted for play with almost any number of characters of any level. It is highly advisable that the party contains a cleric or another character that is capable of healing and turning undead.

Preparation

If you are a player, STOP READING NOW! The following info in this module is for the Dungeon Master(DM)'s eyes only! You, as the DM, should have a copy of each of the d20 system core rules.

This adventure is designed to be used as a side-quest or interlude adventure when the PCs (Player Characters) are traveling.

You should read through this adventure thoroughly, at least once, before you begin running it for your players. Shaded boxes are designed to be read directly to your players, but all other information is just for the DM.

The adventure starts out in the Dapplewood Forest, on the borders of the countries of Furyondy and Veluna, but can easily be inserted into any ongoing campaign by placing it in an equivalent woodland setting in your game.

Adventure Background

Nigel Blackheart was once a powerful wizard, specializing in the necromantic arts. During the Greyhawk Wars, Nigel was an ally of Iuz the Old, the evil demigod. He supplied an army of undead soldiers for the Evil One. However, during the war he was captured by the Knights of the Furyondy.

The Knights tried Nigel for his crimes. They judged him to be insane, as Nigel was only partially aware of this reality. His years of work with the powers of necromancy had shifted his senses to perceive more of the world of the dead than the world of the living. The Knights placed Nigel in a secure prison for the criminally insane.

Nigel's madness grew while he was imprisoned in the sanitarium. He listened to the spirits of the dead as they whispered the secrets of the ages to him. Eight years after he was captured, Nigel Blackheart died. His keepers in the sanitarium breathed sighs of relief as they buried his body in the sanitarium's catacombs.

But Nigel's connection with the world of the dead gave him the power to come back from death. He arose as a powerful wraith, retaining some of his wizardly powers as well! The wraith of Blackheart slew his former keepers and began to turn the sanitarium's inmates into his insane undead followers.

With the sanitarium under his control, Nigel put to use the secrets he had learned from

the spirits when he was alive. Using allies he had contacted there, Blackheart managed to open up a rift to the Negative Elemental Plane in the sanitarium. The rift is not a proper gate, so no creatures could pass through, but it did cause powerful waves of negative energy to radiate out into the sanitarium and the nearby area.

The radiating negative energy is causing undead creatures from miles around to flock toward the sanitarium. Dead bodies in the graveyards of nearby villages are rising up to march toward the sanitarium. Nigel is using the power of the rift to summon an army that he will use to go out into the world. His insane plans include destroying all living creatures in this world and turning it into a planet of undead!

Nigel now waits in the sanitarium with his undead followers, as more and more unnatural creatures arrive to join his army. He envisions himself as a conquering king and will soon march out to destroy all living creatures he can find. In his madness, Nigel Blackheart has commanded his followers to celebrate the eve of their world conquest. The sanitarium is currently full of undead creatures in a horrible mockery of a living party.

Adventure Summary

The sanitarium where Nigel reigns is located on a hilltop in the middle of the Dapplewood Forest.

The PCs will be drawn into investigating the sanitarium. They will discover a hive of undead... Nigel Blackheart's army and servants. All the undead are commanded to "celebrate" by their evil lord, so the PCs will witness many strange, bizarre, and horrible activities. Your group of players will either be horrified or amused, depending on how they take to the macabre.

After searching through the sanitarium and discovering many terrors, the PCs will learn the truth regarding Nigel and the negative energy rift. They must do their best to put a stop to the wraith's evil plans before it is too late!

Adventure Hooks

Every campaign and every set of player characters are different. But here are some ideas on how to get your PCs involved in this adventure.

- Simply have the group traveling through a forest wilderness. Then spring either UNDEAD VILLAGERS or THE FOREST RANGER encounter on them (see below).
- A local nobleman is concerned because no one has heard from the sanitarium in weeks. He asks the PCs to investigate.
- The PCs are resting in a small town between adventures when many villagers approach them. The villagers have seen their dead rising from the town cemetery and marching toward the sanitarium. They offer the PCs all the cash they can scrape together... 300 gp, if they will find out why this is happening and stop it.
- A holy character (a paladin or priest of a good deity) has a vision of a great evil at the sanitarium. The deity encourages the PC to investigate and destroy any evil he/she finds.

UNDEAD VILLAGERS (EL 5)

While the PCs are just passing through the Dapplewood Forest, or on their way to investigate the sanitarium, then read the following:

The forest you have been traveling

through grows thick and dark. The very trees here look twisted and in pain, as if some evil force has warped their nature. Sunlight is barely visible through the thick tree coverage. Even though there is several hours of daylight still left, you realize that this forest will be like a land of nightmares in the dark.

Then have the PCs make Listen (DC 10) and Spot (DC 12) checks. Any character that makes either can notice what is ahead:

Suddenly, up ahead through the forest, you detect motion. Creeping closer, you see many shambling figures marching through the forest. Although they look human-shaped, they move with an unnatural awkwardness. They don't seem to notice you as they travel on their way.

The characters have just noticed a troop of zombies traveling toward the sanitarium. These are all former villagers of a nearby small town, and are dressed as such. Most of them have been buried for some time, so their skin and clothing is mostly rotted away. The power of the negative energy rift is drawing them toward the sanitarium to join Nigel Blackheart's army. They carry nothing of interest on them.

If the group spotted or heard the zombies, they may attack with surprise if they wish. If they choose to follow the zombies, the creatures will lead the group right to the sanitarium, milling around outside the entrance until someone lets them in (see Area 1 in the sanitarium). If the PCs wish to let the zombies go, they can later be tracked easily with a Track check (DC 10).

If none of the PCs make either of their checks, then they will stumble onto the zombies and the creatures will see them. The

zombies will attack the characters, so the PCs must fight or flee. The zombies will not pursue fleeing characters long, as the pull of the rift will draw them back toward the sanitarium.

Zombies (10)

CR 1/2 each; Medium Undead; HD 2d12+3 (20, 19, 17, 16, 16, 16, 16, 15, 14, 12 hp); Init -1 (Dex); Spd 30ft.; AC 11 (-1 Dex, +2 natural); Atks Slam +2 melee (1d6+1 dmg); Face/Reach 5ft. by 5ft./5ft.; SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13 Dex 8 Con - Int - Wis 10 Cha 1.
Feats: Toughness

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only(Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Tactics: The zombies will display no real tactics, being mindless. They will simply attack the nearest living things they see.

THE FOREST RANGER

Run this as the second encounter in these woods, or the first, if you wish to skip the UNDEAD VILLAGERS. If the PCs are tracking zombies to the sanitarium, make sure this happens before they reach there:

Suddenly, off to your left you hear the twang of a bowstring. This is followed by more shots and then the sound of running feet. You think this is all taking place in a clearing some 100 feet to the left of the path of your travel.

If the PCs go to investigate, read the following:

You enter the clearing and see a tall human male dressed in dark green clothing standing over the bodies of

several zombies. The bodies are full of arrows, obviously from the bow that the man carries. He turns and notices you as you approach. His bearded face expresses concern until he studies your features and then he visibly relaxes.

“Greetings and welcome to my forest,” he says. “My name is Zander. I’m afraid you’ve come at a bad time... the forest is being invaded by these walking monstrosities!”

Zander is the local ranger for the Dapplewood Forest. He has noticed the undead traveling through the forest to get to the sanitarium. Zander has no idea what is actually going on in the sanitarium. He will be willing to help the PCs, but he will not go into the sanitarium himself because it is not part of his forest and it is an evil place. If the characters tell him they are going there, Zander will try to convince them not to go. If they insist, he suggests a plan to approach undetected. He has a disguise kit and will use his Disguise skill (or let another person use his kit, if they are obviously more skilled than him) to make the group look like zombies.

Zander will escort the group wherever they want to go in the forest, if they ask. He will not, under any circumstances, approach the sanitarium, but he will guide the PCs to it if they insist.

If the group wishes to be disguised, Nigel will use his disguise skill on each of them (Disguise +8, counting the +2 for the disguise kit). A character trying to be disguised as a zombie cannot be wearing any armor except light armor. Large weapons and other large items or packs will also need to be discarded or disguised to make the disguise look realistic (look at the character’s inventory and use your

discretion as a DM to decide what a character could effectively hide or make part of a zombie disguise. Allow the players to be creative and reward good ideas... such as hiding a dagger in a boot, making a helm hidden under a makeshift wig, etc.). Nigel will use clothes from the bodies of the zombies he has found and killed in the woods. The clothes stink horribly, but will provide the PCs with the right odor to help impersonate these undead.

The disguises may be very important to the success of the characters, especially if the group is weaker than most. Feel free to re-roll any really bad Disguise rolls, as the others will probably notice that it doesn’t look that convincing. Have Zander try his check again on that character.

🔪 Zander the Ranger:

Human Male; Rgr6; 44 hp; Disguise +8. See the NPC APPENDIX for his complete stats.

DAPPLEWOOD FOREST (EL various)

Once they encounter Zander, it will take the PCs about 2 hours of travel on foot to reach the sanitarium (1 hour on horse). For every hour spent traveling or waiting in the forest, there is a 25% chance of an encounter. If there is an encounter, roll 1d6 on the following table. All these creatures are traveling to the sanitarium and will attack on sight, but will not pursue fleeing characters for long before the pull of the rift draws them back.

If Zander agreed to escort the group, he will help during these encounters.

Dapplewood Wandering Monsters:

1 – 1d10 skeletons

- 2 – 1d8 zombies
- 3 – 1d4 ghouls
- 4 – 1d2 ghasts
- 5 – 1d3 shadows
- 6 – 1d2 wights

SANITARIUM

The sanitarium is located atop a hill in the center of the forest. There is a winding path that leads up to the entrance (Area 1). The sanitarium itself is made of dark stone and looks very solid, grim, and forbidding.

For dramatic effect, you may time the PCs' arrival so that they approach the sanitarium during the evening or night. This is not required, but it may help to set the mood of the grim place. Maybe even throw in a thunderstorm if you want to really play it up. If approached at night, the characters can easily see that there are lights in the sanitarium, seen through barred windows.

The map for the sanitarium is on page 2. It comes from the Wizards of the Coast Map-a-Week archive from 3/29/2001. (<http://www.wizards.com/dnd/article.asp?x=dnd/mw/archive>). On the map, up is north, right is east, etc. I have added numbers to the map to make it easier to notate areas, but the map is otherwise unchanged.

The walls of the sanitarium are break DC 35, Hardness 8, and 90 hp (for a 10 ft. x 10 ft. section). The Climb DC is 20. All doors in the sanitarium are iron bound wooden doors with a break DC 25, hardness 5, and 20 hp (unless otherwise noted in a particular area). No doors are locked unless noted. All windows in the sanitarium are barred with thick iron bars; the bars have a break DC 25, hardness 10, and 45 hp. The ceilings of rooms are 10 ft. up unless otherwise specified.

Wall torches or braziers light the interior rooms and hallways of the sanitarium, unless otherwise noted.

Disguises:

If the PCs are disguised as zombies, they have a chance to fool the sanitarium inhabitants. Mindless undead (skeletons and zombies) are automatically fooled unless a nearby intelligent undead orders them to attack the PCs. Before they enter the sanitarium, secretly roll Zander's Disguise check for each character. Use the character that got the lowest (worst result) as the opposed DC for any intelligent undead to Spot them.

Do not give the PCs XP for monsters that they fool with their disguises, unless the area description specifically says otherwise.

Fighting in the Sanitarium:

The walls of the sanitarium are thick, and its inhabitants are known to make a great deal of noise. So assume that any fight does not attract the attention of other nearby undead in the sanitarium, unless you think that the PCs make so much noise there is no way they could avoid attention. But try to avoid a situation that will bring the entire sanitarium to attack the PCs at once, as they will not likely survive that encounter!

Turning:

If your PCs have a cleric or a paladin in their party, than more than likely they will try to turn some of the undead they may encounter. This may be the hardest part of DM-ing this module. You will have to decide, on the spot, where a turned undead will flee and what results from that (perhaps fleeing into another room and alerting the undead there?). Use basic logic. If the turning characters enter a room through the only door, a turned undead will not flee past

them out the door, it will cower in the corner (unless the PCs move away from the door). But if there is a logical escape route, the undead will take it. Remember that incorporeal undead can flee through walls. The power of the rift will draw the undead back to where they started from once the turning effect wears off.

1. A Greeting At the Entrance (EL 5)

The PCs must follow a winding road up the hillside to the front entrance of the sanitarium. When they get about 50 ft. from the door, read the following to them:

The sanitarium rises before you on the hilltop. It is a two-story building made from dark granite stone, with barred windows on both floors.

As you get closer, you notice the front double doors are atop a set of raised steps. The doors themselves are made of iron and look very thick and imposing.

A strange crowd has gathered near the entrance. About a dozen skeletons and zombies are milling around the steps, as if anxious to be let in. Suddenly, the doors open, and a human man steps out. At least, you think he's human until you see his burning red eyes and taught, mottled skin.

"Welcome, loyal followers. Yes, welcome, he, he, he!" the creature gibbers at the crowd. "You're all here for our Lord's celebration, I take it?"

Silence from the crowd of zombies and skeletons greets his question, but the being continues as if he heard a response.

"I thought so. Come in and make yourselves welcome! He, he, he, he, he!" the strange creature cackles as he opens wide the double doors and steps aside with a flourish, motioning the crowd inside.

The zombies and skeletons respond by shambling forward inside, past the ghoulish doorman.

The doorman is indeed a ghoul. If he notices any creatures that are obviously not undead, he will order the zombies and skeletons to attack them, and then join the fray himself.

If the group is disguised as zombies, they can join the crowd trying to enter the sanitarium. The doorman is a sharp observer (Spot +7), but he is not expecting any trouble and the group can mix in with the real zombies and skeletons, so you can add +4 to each PC's Disguise rating (for this encounter only!). Make the doorman's Spot check opposed by the DC of the PCs' worst Disguise rating. If the doorman succeeds, he spots the characters as living beings and orders the other undead to attack. If he fails, he merely thinks they are other zombies and lets them in with the crowd, closing the door behind himself after everyone is inside.

The doorman will stay by the door listening for more "guests". The zombies and skeletons will proceed to Area 6 and join the "festivities" there. If the party maintains their disguise, they can go anywhere they want without comment from the doorman, unless they do something that makes the doorman suspicious. The doorman is not stupid, so if he sees a zombie performing a very un-zombie-like action (like talking or casting a spell) he will attack.

Neither the doorman nor the recent arrivals have any possessions except rotted clothing.

The main iron doors are not locked, although there is an iron bar, which the doorman may use to bar the door from the inside. The doors are break DC 28, hardness 10, and have hp 60.

If the PCs get by the doorman ghoul without a fight, award the XP as if they defeated the ghoul (not including the zombies and skeletons). If they later fight the doorman, they do not get this award.

☛ Doorman Ghoul

CR 1; Medium Undead; HD 2d12 (19 hp); Init +2 (Dex); Spd 30ft.; AC 14 (+2 Dex, +2 natural); Atks Bite +3 melee (1d6+1 dmg and paralysis), 2 claws +0 melee (1d3 dmg and paralysis); Face/Reach 5ft. by 5ft./5ft.; SA Paralysis, Create Spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13 Dex 15 Con – Int 13 Wis 14 Cha 16.

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7.

Feats: Multiattack, Weapon Finesse(bite)

SA- Paralysis(Ex): Those hit by a ghoul must make a Fort Save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn(Su): Any being slain by a ghoul and not eaten by the creature will rise as a ghoul in 1d4 days. Casting Protection from Evil on the body prevents this.

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

☛ Zombies (4)

CR 1/2 each; Medium Undead; HD 2d12+3 (19, 16, 16, 14 hp); Init –1 (Dex); Spd 30ft.; AC 11 (–1 Dex, +2 natural); Atks Slam +2 melee (1d6+1 dmg); Face/Reach 5ft. by 5ft./5ft.; SQ Undead, partial actions only; AL N; SV Fort +0, Ref –1, Will +3; Str 13 Dex 8 Con – Int – Wis 10 Cha 1.

Feats: Toughness

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only(Ex): Zombies have poor reflexes and can perform only partial actions. Thus

they can move or attack, but can only do both if they charge (a partial charge).

☛ Skeletons (6)

CR 1/3 each; Medium Undead; HD 1d12 (10, 7, 6, 6, 6, 5 hp); Init +5 (+1 Dex, +4 Improv. Init.); Spd 30ft.; AC 13 (+1 Dex, +2 natural); Atks 2 claws melee +0 (1d4 dmg); Face/Reach 5ft. by 5ft./5ft.; SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10 Dex 12 Con – Int – Wis 10 Cha 11.

Feats: Improved Initiative

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities(Ex): Skeletons have cold immunity. They also take half damage from piercing and slashing weapons.

Tactics: The zombies will obey the orders of the ghoul. The doorman is rather intelligent and will rally the forces to his best advantage.

2. Main Hallway

The PCs would have first entered through the main front doors or the back doors on the north side of the sanitarium:

You step into the inside of the sanitarium and see that a large brazier in the hallway lights the place, as well as several torches on the wall. The walls inside are made from the same dark granite blocks you saw from the outside.

The stairway in the northwest corner of the hallway leads down to the basement corridor (Area 15) and the stairway in the southeast corner leads to the second floor corridor (Area 8).

The double doors in the north wall lead outside to a small terrace that overlooks the backside of the hill. The doors are made of iron and are identical to the main entrance doors, but these are never locked or barred.

The backside of the hill is very steep. Conceivably, the group of PCs may have climbed the backside of the hill and gained entrance to the sanitarium this way. The hill is nearly vertical here for 50 ft., and a Climb check (DC 15) is required to scale up the back way.

Anyone can make a Listen check (DC 6) near the door to Area 6 to hear the “music” and “dancing” coming from inside.

Development: The doorman ghoul from Area 1 usually waits in here, near the southern double doors. He will notice any creature coming in through either set of double doors. If the doorman let in the zombies and skeletons from Area 1 and the party did not attack them, then they will slowly shamble into Area 6, opening the door to the room to do so.

3. Pipe Room

This is an empty room except for a series of iron pipes along the north wall that run from ceiling to floor. The pipes are used to funnel blood and waste from the rooms above to the drainage rooms in the basement. This fact is not immediately obvious unless the PCs attempt to burst open the pipes. There are three pipes, each are 6 inches in diameter and have a break DC 24, hardness 10, and 20 hp. If broken open, blood will begin to flow out into this room from the breach.

The grated drains from the floor above all flow into these pipes. The pipes are far too small for a character to pass through, unless they somehow become extremely small or gaseous. Any drain will lead either to Area 19, 21, or 22 (determine randomly).

There is also a barred window in this room overlooking the western slope of the hill.

4. Small Bedroom (EL 3)

As you enter this room, a figure sitting on a bed raises its head, which was cupped in its hands. It is obviously not human... or at least, human no longer. Its flesh is leathery and its teeth are long and pointed. It looks at you with angry, insane eyes.

This is a wight that was once one of the sanitarium's healers. Now it hates all living things. If the party is disguised as zombies, make a Spot check for the wight opposed by the worst character's disguise rating. If it does not see through the disguise, it will lower its head and ignore the PCs unless provoked. If it recognizes living creatures, it will attack them mercilessly until destroyed.

☛ Wight

CR 3; Medium Undead; HD 4d12 (32 hp); Init +1 (Dex); Spd 30ft.; AC 15 (+1 Dex, +4 natural); Atks Slam melee +3 (1d4+1 dmg and energy drain); Face/Reach 5ft. by 5ft./5ft.; SA Energy Drain, Create Spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12 Dex 12 Con – Int 11 Wis 13 Cha 15. *Skills:* Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8.

Feats: Blind-Fight

SA-Energy Drain(Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level is DC 14. Create Spawn(Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under command of the wight that created them. SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Tactics: The wight will attack the nearest PC and won't stop until that character is dead.

5. Large Bedroom

This is a simple room with two beds and a chest. The bed sheets are bloody, but have no other trace of the former occupants. The

chest is a simple wooden chest and is not locked.

🗡️ **Treasure:** The chest contains a small sack with some coins. There are 43 gp and 78 sp in the sack.

6. Ballroom

If the characters enter this room through the door or look in from outside through one of the windows, read them the following:

You can barely believe what you see! This room was probably once a cafeteria/kitchen. Now it has been turned into a bizarre ballroom. Hanging chandeliers light the room. There are “streamers” of intestines “decorating” the ceiling and walls... you pray that those are not human organs. A group of zombies in the corner are playing instruments... badly. Several other skeletons and zombies in the center of the room are moving in a macabre mockery of dancing.

There are four zombie musicians that are attempting to play a lute, a flute, a lyre, and a tambourine. The effect is more like small children making noise than music.

Two skeletons and two zombies dance with each other in the center of the room. Their motions are jerky and awkward, and are only vaguely in time to the “music”. They are attempting something that looks like a waltz.

One table contains “snacks”. A platter has many organs and eyes on it. There is a bowl of “punch” that is obviously blood.

All the undead in this room have been commanded to dance and play by Nigel Blackheart, so they will continue to do that,

regardless of what happens around them (unless Nigel appears in this room for some reason and gives them other orders). The party may destroy the creatures at will and they will not fight back. PCs will get no XP for destroying such creatures, since they pose no challenge and will not fight back.

🗡️ **Treasure:** These undead have nothing of value in the room, except for the instruments that the zombies are playing. If the PCs are careful in destroying the “musicians”, then they can claim the instruments, which are all masterwork quality and can be sold for 50gp each.

Development: If the doorman from Area 1 let in the zombies and the skeletons, and the PCs did not fight them, then the newcomers enter this room. Those creatures will join the dance. Once they do so, they will be like the other undead in this room and will not fight back under any circumstances. These new zombies and skeletons will each dance by themselves, rather than pairing up. If you really want to make this scene bizarre, you can have the newcomers start a conga line, or do the Macarena, or something equally weird!

7. Library (EL 3)

The door to this room is locked (Open Lock DC 25). If the PCs wish to break it down, it is a standard iron bound wooden door for the sanitarium, with a break DC 25, hardness 5, and 20 hp.

However, the door is trapped. Anyone opening the door or breaking it down will set off the trap.

🗡️ **Glyph of Warding:** CR 3; *bestow curse* spell on the nearest single being. Each round, the target has a 50% chance to act normally, otherwise the target takes no action. Permanent until removed; Will Save

DC 16 avoids; Search (DC 28), Disable Device (DC 28).

It is dark in the room unless there is sunlight or strong moonlight outside the barred window, or unless characters provide their own light source. Once the characters get through the doorway or look in through the outside window, read the following to them, if they can see:

This is some sort of library or office. There is a desk in the center of the room, upon which lies some writing materials and an open book. A wooden shelf on the east wall contains many other books.

This was once the office of the head healer of the sanitarium, a venerable cleric of Rao. The cleric was killed by Blackheart, but the book on the desk is his journal of many years.

The book is written in Common. Any PCs spending some time to read the entries will learn the history of Nigel Blackheart; of how he was captured, of how he was imprisoned here, of how he was insane, and of his death. See the ADVENTURE BACKGROUND for this information. The cleric was killed before he could write of Nigel rising as a wraith, or of the dark rift, or of Nigel's evil plans. The last entry reads:

"It has been several days since Nigel Blackheart passed away. Some of the healers tell me they hear strange sounds coming from the catacombs. I fear that Nigel's spirit may not be resting easy."

Treasure: The bookshelf on the wall contains text on insanity and healing. These are of little value to anyone not involved attempting to heal the criminally insane. There are several drawers in the desk that contain a masterwork healing kit (8 uses left), 2 *potions of cure moderate wounds*

(labeled in Common), a *potion of cure serious wounds* (labeled in Common), 2 *scrolls of remove paralysis*, 2 *scroll of lesser restoration*, a *scroll of restoration*, and a *scroll of dispel magic*. All scrolls are of the minimum caster level necessary for the spell on that scroll.

The desk also contains a small, unmarked brass key, which opens the secret door to Area 20.

8. Upstairs Hallway

This corridor connects all the upstairs rooms. Lit torches along the wall provide light. The south side of the second floor of the sanitarium has five tall, barred windows.

Any character listening outside the doors to Area 14 has a chance (Listen DC 18) to hear the sounds of messy eating and lips smacking.

9. Chained to the Wall (EL 3)

These four rooms (Areas 9A – 9D) are small rooms with hand and foot manacles along the north wall and small drains grates in the floor.

9A and 9B contain dead bodies (former healers) chained to the wall. They are going to be used as food by the ghouls in Area 14. If the PCs use *Speak with Dead* on the corpses they may learn of Nigel's plans and the rift, if they ask the right questions.

9C actually contains a ghost that is pretending to be an inanimate, dead body chained to the wall. If any characters approach within 10 ft. they will be affected by the ghost's stench.

Ghost

CR 3; Medium Undead; HD 4d12 (25 hp); Init +2 (Dex); Spd 30ft.; AC 16 (+2 Dex, +4 natural); Atks

Bite +4 melee (1d8+1 dmg and paralysis), 2 claws +1 melee (1d4 dmg and paralysis); Face/Reach 5ft. by 5ft./5ft.; SA Stench, Paralysis, Create Spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +6; Str 13 Dex 15 Con – Int 13 Wis 14 Cha 16.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8.

Feats: Multiattack, Weapon Finesse(bite)

SA-Stench(Ex): Those within 10 ft. of a ghastr must make a Fort Save (DC 15) or suffer a -2 circumstance penalty to all attack, saves, and skill checks for 1d6+5 minutes.

Paralysis(Ex): Those hit by a ghastr must make a Fort Save (DC 15) or be paralyzed for 1d6+2 minutes. Even elves are vulnerable to this paralysis.

Create Spawn(Su): Any being slain by a ghastr and not eaten by the creature will rise as a ghastr in 1d4 days. Casting Protection from Evil on the body prevents this.

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Tactics: The ghastr will wait until a character gets too close and becomes affected by its stench. It will then attack any character that looks like they are being affected by the stench. Disguises will not fool it because it knows its stench does not affect zombies.

9D has no body in it (it did contain the one that the ghouls in Area 14 are currently feasting on).

10. Surgical Room

This was perhaps some sort of surgery or healing room. A surgical table sits in the center of the room, covered in small cutting tools and vials. There are rinse basins along the east wall. Grated drains are set in the floor, and the floor itself is slightly angled so that liquid would flow from the table to the drains.

Treasure: If a character makes a successful Search (DC 10) and a Healing

check (DC 10) then they can find enough small materials, bandages, and salves to make a one-use healing kit.

11. Poltergeist (EL 2)

This room has the same description as Area 10. However, a ghost resides in this room. It will not attack the players directly, but it will use its telekinetic power to animate several small scalpels from the surgery table to attack the characters. The ghost will have the scalpels attack anything that comes into the room, regardless of whether or not it believes the PCs to be zombies. Treat the scalpels as Tiny animated objects. The ghost has learned to use its power in this unusual way.

The ghost itself will remain in the wall, so it will be imperceptible, unless a character uses a spell such as Detect Undead. The ghost is scared of the PCs and will not, under any circumstances, enter the room and confront them.

If the characters flee the room, the scalpels and the ghost will not follow. If the PCs defeat the scalpels, the ghost will disappear through the outer wall and not come back into the room until the PCs leave.

The stats for the ghost itself are not listed because it will retreat rather than face the PCs itself.

Animated Objects - Scalpels (4)

CR 1/2 each; Tiny Construct; HD 1/2d10 (1 hp each); Init +2 (Dex); Spd fly 40ft.(perfect); AC 14 (+2 Dex, +2 size); Atks Thrust +1 melee (1d3-1 dmg); Face/Reach 2 1/2ft. by 2 1/2ft./ 0ft.; SQ Construct, Hardness 10; AL N; SV Fort +0, Ref +2, Will -5; Str 8 Dex 14 Con – Int – Wis 1 Cha 1.

SQ-Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Hardness: Made from steel, these objects have a harness. When an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points.

Tactics: As Tiny creatures, the scalpels must enter an enemy's square to attack (thus provoking an attack of opportunity). The ghost will attempt to make all the scalpels enter the same character's square during the same round, so that character will not get attacks of opportunity on each scalpel (unless that character has Combat Reflexes).

12. Animal Cages

This room has a several large metal cages along the north wall. Many small animals lie in those cages, including dogs, cats, and rats. The cage doors are open, and it looks like the animals were slaughtered by having their throats ripped out. Dried blood runs along the floor from the cages to a grated drain in the center of the room.

The animal bodies have been dead for some time, killed by the ghouls. They prefer human meat, so they are saving these animals as "emergency rations". There is nothing of value to the PCs in this room.

13. Zombie Animals (EL 3)

This room is similar to area 12, except that the dead bodies of the animals in this room have been brought to unlife by the nearby power of the rift. They are mindless, and automatically fooled by zombie disguises. If the characters are not disguised (or they attack first) the various zombies will fight back.

Zombie Rats (6)

CR 1/6 each; Tiny Undead; HD 1/2d12+3 (7, 7, 6, 6, 4, 2 hp); Init -1 (Dex); Spd 20ft.; AC 11 (-1 Dex, +2 size); Atks Bite +2 melee (1d3 dmg); Face/Reach 2 1/2ft. by 2 1/2ft./0ft.; SQ Undead, partial actions only;

AL N; SV Fort +0, Ref -1, Will +2; Str 9 Dex 8 Con - Int - Wis 10 Cha 1.

Feats: Toughness

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only(Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Zombie Dogs (4)

CR 1/4 each; Small Undead; HD 1d12+3 (12, 9, 9, 6 hp); Init -1 (Dex); Spd 30ft.; AC 11 (-1 Dex, +1 natural, +1 size); Atks Bite +1 melee (1d4 dmg); Face/Reach 5ft. by 5ft./5ft.; SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +2; Str 11 Dex 8 Con - Int - Wis 10 Cha 1.

Feats: Toughness

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only(Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Zombie Snake (1)

CR 1; Large Undead; HD 4d12+3 (28 hp); Init -1 (Dex); Spd 40ft.; AC 11 (-1 Dex, -1 size, +3 natural); Atks Bite +4 melee (1d8+4 dmg); Face/Reach 5ft. by 5ft./10ft.; SQ Undead, partial actions only; AL N; SV Fort +1, Ref 0, Will +4; Str 17 Dex 8 Con - Int - Wis 10 Cha 1.

Feats: Toughness

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only(Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Tactics: The zombies are mindless, so they will attack the nearest living thing that they sense. The zombie snake will actually make use of its 10 ft. reach, not getting closer than 10 ft. to its opponents. However, if its

opponents close distance, it is not smart enough to back up or otherwise maneuver intelligently.

14. The Feast (EL 4)

Once the PCs open either door to this room, read the following:

When you open the door, you see four figures crowded around a raised table. There is a body on the table and the four figures are obviously tearing off chunks of the body and eating it. One of them looks up in your direction, surveying you all with burning eyes.

Have the ghoul make a Spot check opposed by the worst character's Disguise. If it fails, the ghouls continue their dinner, ignoring the characters. If it succeeds, it hisses and attacks the PCs, followed closely by its companions.

The room is obviously a surgical room, but it has been stripped on anything useful to the PCs.

Ghouls (4)

CR 1 each; Medium Undead; HD 2d12 (20, 17, 13, 8 hp); Init +2 (Dex); Spd 30ft.; AC 14 (+2 Dex, +2 natural); Atks Bite +3 melee (1d6+1 dmg and paralysis), 2 claws +0 melee (1d3 dmg and paralysis); Face/Reach 5ft. by 5ft./5ft.; SA Paralysis, Create Spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13 Dex 15 Con – Int 13 Wis 14 Cha 16.

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7.

Feats: Multiattack, Weapon Finesse(bite)

SA- Paralysis(Ex): Those hit by a ghoul must make a Fort Save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn(Su): Any being slain by a ghoul and not eaten by the creature will rise as a ghoul in 1d4 days. Casting Protection from Evil on the body prevents this.

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not

subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Tactics: The ghouls are ravenous for fresh meat, so they will attack the characters mercilessly and pursue them if they try to flee. If the PCs stand and fight, the ghouls will fight in pairs, each pair picking a character and trying to flank that person in combat.

15. Basement Corridors (EL 4)

This area represents most of the basement, as there are many winding corridors and doorways that intertwine the basement. Any other area is labeled with a different number.

The basement is dark and dingy, cut from the same dark granite blocks. Torches on the walls are less frequent down here, but there are still enough to provide adequate, if rather dim, illumination.

Any character listening outside the door to Area 17 has a chance (Listen DC 13) to hear the sounds of clacking and shuffling. Listening outside Area 18 (Listen DC 23) could reveal the sounds of slight bumping noises. If the characters make a successful check (Listen DC 12) outside the door to Area 19 will hear the ghouls inside laughing and talking, though they will not be able to distinguish actual words from out in the corridor.

A ghoul ogre wanders these corridors. The PCs have a 50% chance to encounter him every minute spent in any part of Area 15. The ogre was once an inhabitant in the nearby forest until his untimely death at the hands of a pack of ghouls. Now, he has been raised as a ghoul and the rift has drawn him here.

Unlike most ghouls, he is neither particularly intelligent nor cunning. His job,

given to him by Nigel Blackheart himself, is to guide the wraith's "guests" to their "quarters" and make sure they are "comfortable". So basically, the ogre acts as an oversized and clumsy undead butler. He is actually dressed in makeshift clothing that vaguely resembles a butler's livery.

If they are not disguised as zombies, the ogre will attack the PCs on sight. If they are, have him make his Spot check opposed by the worst character's Disguise. If he believes they are zombies he will approach them in a friendly fashion and greet them in broken Common. He will ask them how they are doing, and if they are enjoying the festivities.

If the PCs don't respond to his greetings, he will prattle on for a bit, then try to lead them to the "zombie's quarters" in Area 18.

If the characters respond to his questions, the ogre will be glad to talk with them. However, after a few questions posed by the PCs, the ogre will remember that zombies aren't supposed to talk. He will question them about this. Have the characters come up with an excuse or reason why they are talking. Then have one character roll a bluff check opposed by the ogre (Sense Motive +1). If the ogre fails, he believes them and is willing to talk as much as the PCs want. If he succeeds, he will attack them.

The ogre knows a great deal about what is going on, but isn't exactly bright. His responses depend on what the characters ask. Questions about Nigel Blackheart: *"Master is entertaining most important guests in cat-er-coms."* Questions about the rift: *"Funny room very important to Master. Supposed to keep things away from there."* Questions about the ogre's name or its past: *"Hmmm. Me no remember."* Feel free to improvise other responses.

If the PCs fool the ogre into believing they are zombies and getting him to answer their questions, give them full XP for defeating the creature. They do not get this reward if they later fight the ogre for any reason.

➤ **Ogre Ghoul**

CR 4; Large Undead; HD 5d12 (35 hp); Init +0; Spd 30ft.; AC 16 (-1 size, +7 natural); Atks Bite +9 melee (1d8+7 dmg and paralysis), 2 claws +4 melee (1d4+3 dmg and paralysis); Face/Reach 5ft. by 5ft./10ft.; SA Paralysis, Create Spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +1, Ref +1, Will +4; Str 22 Dex 10 Con – Int 7 Wis 12 Cha 13.

Skills: Climb +12, Intuit Direction +2, Jump +12, Listen +5, Search +4, Spot +4.

Feats: Multiattack, Weapon Finesse(bite)

SA- Paralysis(Ex): Those hit by a ghoul must make a Fort Save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn(Su): Any being slain by a ghoul and not eaten by the creature will rise as a ghoul in 1d4 days. Casting Protection from Evil on the body prevents this.

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Tactics: Once provoked, the ogre ghoul is a vicious opponent. He will use his 10 ft. reach and paralysis to help offset the fact that he will probably be outnumbered by the PCs.

16. Dark Room (EL 7)

This room is a simple cell with many tiny cots in it. Before the sanitarium was taken over by the wraith, several insane inmates lived here.

Now the room is completely dark. Many shadows live in here, enjoying the darkness. If a PC opens the door to this room, nothing will happen. The room inside will be completely dark, and no one will be able to see inside without darkvision. Even characters with darkvision will only notice

the shadows inside if their Spot check beats the shadows' Hide checks.

Any character attempting to bring a light source into the room will immediately be attacked by all the shadows for disturbing their darkness. The shadows will not care about the disguises and will attack mercilessly until destroyed (passing through walls to reach the PCs, if need be).

☛ Shadows (4)

CR 3 each; Medium Incorporeal Undead; HD 3d12 (20, 19, 19, 13 hp); Init +2 (Dex); Spd 30ft., Fly 40ft. (good); AC 13 (+2 Dex, +1 deflection); Atks Incorporeal touch +3 melee (1d6 temporary Str dmg); Face/Reach 5ft. by 5ft./5ft.; SA Strength Damage, Create Spawn; SQ Undead, Incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +4; Str – Dex 14 Con – Int 6 Wis 12 Cha 13.
Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7.

Feats: Dodge

SA-Strength Damage(Su): The touch of a shadow deals 1d6 points of temporary Str damage to a living foe. A creature reduced to 0 Str by a shadow dies.
Create Spawn(Su): Any humanoid reduced to 0 Str by a shadow becomes a shadow under the control of the killer in 1d4 rounds.

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

17. Skeleton Room (EL 6)

When you open the door, you can't see the other side of the room because it is full of skeletons! Wall to wall skeletons packed as tight as they can go. They all turn to face the open door...

The ogre was told "this is the skeleton room", so every skeleton that showed up he

pushed in here, even after it got too crowded for them to move.

If the group is still disguised as zombies, the skeletons automatically believe the disguises and try their best to shuffle back out of the way to make room. There is no way a PC can enter the room to look around without getting the skeletons out of the way. Any attempt to move the skeletons out of the room by force or to destroy one of the creatures makes the whole pack attack.

They will also immediately attack anyone not disguised. Fortunately for the PCs, only two can fit through the door at a time, so if they position themselves properly, the characters can make this encounter very easy.

☛ Skeletons (24)

CR 1/3 each; Medium Undead; HD 1d12 (12, 12, 11, 11, 11, 10, 10, 9, 9, 7, 6, 6, 6, 6, 6, 6, 6, 6, 5, 4, 4, 3, 2 hp); Init +5 (+1 Dex, +4 Improv. Init.); Spd 30ft.; AC 13 (+1 Dex, +2 natural); Atks 2 claws melee +0 (1d4 dmg); Face/Reach 5ft. by 5ft./5ft.; SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10 Dex 12 Con – Int – Wis 10 Cha 11.

Feats: Improved Initiative

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities(Ex): Skeletons have cold immunity. They also take half damage from piercing and slashing weapons.

Tactics: The skeletons have no tactics, and will attack mindlessly.

18. Zombie Room (EL 6)

When the door to this room opens, it reveals a former inmate's cell. Tiny windows high up open to the outside, but are blocked by bars. This room is full of zombies, milling about... some even bumping into the walls or each other!

The ogre was told “this is the zombie room”, so every zombie he met got escorted here. It is not yet as crowded as the skeleton room.

The disguises automatically fool the zombies. If the PCs reveal themselves, the zombies will lumber forward to attack the living beings. Any attempt to move a zombie out of the room by force or to destroy one of the creatures makes all of them attack.

☛ **Zombies (16)**

CR 1/2 each; Medium Undead; HD 2d12+3 (24, 22, 21, 20, 19, 16, 16, 16, 16, 14, 13, 11, 10, 9, 7, 6 hp); Init -1 (Dex); Spd 30ft.; AC 11 (-1 Dex, +2 natural); Atks Slam +2 melee (1d6+1 dmg); Face/Reach 5ft. by 5ft./5ft.; SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13 Dex 8 Con - Int - Wis 10 Cha 1.

Feats: Toughness

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only(Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Tactics: The zombies have no tactics, and will attack mindlessly.

19. Aspiring Nobles (EL 7)

A pack of ghouls has set up their lair here. They believe that they will become the nobles and elite in Blackheart's new undead regime. Thus, they have dressed themselves in the finest clothes they could find in the sanitarium.

When Nigel ordered the celebration, these ghouls took it to heart. They are now mingling about their room, drinking blood from glass goblets, talking in small groups, and generally acting like haughty noblemen.

Zombies who carry trays of drinks are serving them. If the characters come into this room and their disguises pass the ghouls' Spot checks, a zombie hands them each a tray of drinks. Clever characters who act the part of the zombie servants (and who can control their revulsion) can overhear much that may be interesting to them: “*I cannot wait until Blackheart's army is ready!*”, “*Yes, soon WE will be the world's new rulers!*”, “*The flesh of the living shall be our daily meal!*”, “*Don't worry... the room the with dark rift is well protected*”, “*After all, the rift is what draws the Master's army here*”. Feel free to make up other snippets that may give the characters important clues.

The zombies fill the bloody glasses from closet in the western side of the room, where one of the drainage pipes from Area 3 deposits blood into a barrel. The door to Area 20 is actually a hidden door (Search 21), made to look like the wall. The ghouls are not aware that it is there.

If the disguises do not work, or the PCs give away their cover (e.g. by speaking out loud), the ghouls will order the zombie servants to attack them and then will join the fray themselves. If the characters flee, the zombies will be unable to follow, but the ghouls will chase after the PCs, thinking that this is great sport.

☛ **Ghouls (7)**

CR 1 each; Medium Undead; HD 2d12 (16, 13, 13, 12, 11, 7, 6 hp); Init +2 (Dex); Spd 30ft.; AC 14 (+2 Dex, +2 natural); Atks Bite +3 melee (1d6+1 dmg and paralysis), 2 claws +0 melee (1d3 dmg and paralysis); Face/Reach 5ft. by 5ft./5ft.; SA Paralysis, Create Spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13 Dex 15 Con - Int 13 Wis 14 Cha 16.

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7.

Feats: Multiattack, Weapon Finesse(bite)

SA- Paralysis(Ex): Those hit by a ghoul must make a Fort Save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn(Su): Any being slain by a ghoul and not eaten by the creature will rise as a ghoul in 1d4 days. Casting Protection from Evil on the body prevents this.

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Zombies (4)

CR 1/2 each; Medium Undead; HD 2d12+3 (21, 16, 16, 15 hp); Init -1 (Dex); Spd 30ft.; AC 11 (-1 Dex, +2 natural); Atks Slam +2 melee (1d6+1 dmg); Face/Reach 5ft. by 5ft./5ft.; SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13 Dex 8 Con - Int - Wis 10 Cha 1.

Feats: Toughness

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.


Partial Actions Only(Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Tactics: The ghouls will try to get the zombies to engage the PCs first, to take the brunt of the attack. Then ghouls will then dart in where they see weakness and attack.

20. Secret Storage

The door to this room is hidden (Search 21), and also locked (Open Lock DC 30). The keyhole is cleverly disguised as a small crack in the mortar. The key from Area 7 will open this door.

This room is a secret stash of the Knights of Furyondy, in case they ever had to use the sanitarium as a defensible base.

 **Treasure:** In the corner, piled neatly under a tarp, are the following items: 2 +1 longswords, 2 masterwork large steel

shields, a suit of banded mail, an *adamantine breastplate*, a masterwork composite longbow, 10 +2 *arrows*, 10 vials of holy water, 3 *potions of Cure Moderate Wounds*, a *potion of cat's grace*, a *scroll of raise dead*, *boots of the winterlands*, and *gauntlets of ogre power*.

21. Drainage Room (EL 3)

This is a mostly featureless room, except for a door in the north wall. The door leads to another drainage pipe, which collects blood in a barrel.

An insane wight, a former inmate, waits in the shadows here. Spot checks opposed by the wight's Hide check are required to notice it. If it does not believe the zombie disguises or the group is not disguised, it will attack immediately, attempting to gain surprise. If it does believe the zombie disguises, it will still stay hidden and watch. Any un-zombie-like behavior (e.g. talking, casting a spell) will provoke an immediate attack.

Wight

CR 3; Medium Undead; HD 4d12 (26 hp); Init +1 (Dex); Spd 30ft.; AC 15 (+1 Dex, +4 natural); Atks Slam melee +3 (1d4+1 dmg and energy drain); Face/Reach 5ft. by 5ft./5ft.; SA Energy Drain, Create Spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12 Dex 12 Con - Int 11 Wis 13 Cha 15. *Skills:* Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8.

Feats: Blind-Fight

SA-Energy Drain(Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level is DC 14. Create Spawn(Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under command of the wight that created them.

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Tactics: The wight will attack, attempting to gain surprise and hit flatfooted characters. It will not stop until it has been destroyed.

22. Negative Energy Gate (EL 5)

The door to this room is not locked, but it is trapped. Any living creature (not undead) that attempts to open this door will set off the trap. The bolt of lightning will travel down the corridor outside the door from east to west (most likely hitting all nearby characters!).

⚡ **Lightning Blast:** CR 3; 5 ft. wide, 20 ft. long blast (3d6 dmg); Reflex Save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

This room is actually two connected rooms, both completely dark. There is a slight illumination from the shimmering edges of the gate itself, but characters without darkvision will require their own light source to see in here. When they can see into the room:

You see a drainage pipe come out of the ceiling. But nothing lies underneath it, so what looks like blood has pooled under the pipe. Hovering between the pool and the pipe is a strange floating sliver of darkness a few feet long. The edges glow with a faint blue light, but the center is blacker than anything you have ever seen before. Looking at the strange phenomenon gives you an uneasy feeling. There is an archway to your right, which leads to another dark room. You can hear a strange murmuring sound coming from in there.

The murmuring is the Babble attack from an allip. Every character within 60 ft. must make a save or be affected. Then the allip will move out of the darkness to attack. The allip was a particularly insane inmate, now set here by Blackheart to guard the rift.

☞ **Allip**

CR 3; Medium Incorporeal Undead; HD 4d12 (30 hp); Init +5 (+1 Dex, +4 Improv. Init.); Spd fly 30ft. (perfect); AC 15 (+1 Dex, +4 deflection); Atks Incorporeal touch +3 melee (1d4 permanent Wisdom dmg); Face/Reach 5ft. by 5ft./5ft.; SA Babble, Wisdom Drain, Madness; SQ Undead, Incorporeal, +2 turn resistance; AL NE; SV Fort +1, Ref +2, Will +4; Str – Dex 12 Con – Int 11 Wis 11 Cha 18.
Skills: Hide +8, Intimidate +11, Intuit Direction +4, Listen +7, Search +7, Spot +7.

Feats: Improved Initiative

SA-Babble(Su): All sane creatures within 60 ft. of the allip must succeed at a Will Save (DC 16) or be affected as though by a Hypnotism spell for 2d4 rounds. This is a sonic, mind-affecting compulsion.

Opponents who successfully save cannot be affected by the allip's babble for one day.

Wisdom Drain(Su): Those whose Wisdom is reduced to 0 by the allip become helpless until at least one point of Wisdom is restored.

Madness(Su): Anyone targeting the allip with a mind-control or telepathic ability takes 1d4 points of temporary Wisdom damage.

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Tactics: The allip will move in and ignore any characters affected by its Babble attack. It will concentrate its efforts on the remaining characters. If the characters flee the room, the allip will not pursue, as it was instructed to guard the room and the rift.

The darkness that the PCs are seeing is the rift to the Negative Material Plane created by Nigel Blackheart and his allies on the other side. Any character foolish enough to touch the rift must make a Fort Save (DC 17) or die. Even if the save is successful, that character still takes 3d6 points of damage. If *negative energy protection* or *death ward* protects the character, then they

are not affected, but their spell instantly expires in a quick flash of light.

The rift is the source of power for Nigel and the other undead in the sanitarium. The characters have several possible ways to close the rift here.

- Any priest or paladin attempting to turn the rift can close it, if they succeed in a check as if to turn an 8 HD undead.
- The PCs can attempt to dispel the magic that holds the rift open. A *dispel magic* check against a DC 17 will close the rift.
- Any vial of holy water thrown at the gate has a 5% chance of closing the gate. Throwing multiple vials simultaneously increases the chance (e.g. 4 vials gives a 20% chance), but they must all hit the gate at the exact same instant (the PCs may have to devise something clever to make this work).
- Nigel's power is part of what is keeping the gate open. If he is destroyed, the gate will close on its own.

For the effects of successfully closing the rift, see the CONCLUDING THE ADVENTURE section at the end of the module.

23. Catacombs (EL 7)

The door to this room is a standard sanitarium door, and is not locked.

This area is unlike the rest of the sanitarium. It is hewn rock, dug out of the hillside. Many small shelf-like slots set in the walls contain coffins and skeletal bodies. Obviously this is some sort of catacomb or burial room for the sanitarium. Glowing braziers light the area, and you can see the passageway divides ahead of you.

The catacombs have a few twists and turns. When the PCs reach the northeast corner (or sneak up to see what is there), read the following:

Several undead gather around a chair or a throne made of crates. They are bowing and scraping to a figure sitting in that makeshift throne. The figure is merely an insubstantial-looking shadowy outline, with burning red eyes.

The figure on the throne is the wraith of Nigel Blackthorn. He is in the thralls of his madness, and is currently incapable of perceiving living beings. So he will ignore the PCs unless he is directly attacked (at which point he will become aware of their presence and fight back).

His loyal subjects are, however, capable of seeing the PCs. If the characters sneak up on the scene, and if they go unnoticed, then they you can have them watch as the lesser undead fawn and cater to the wraith. If they are having trouble figuring out what is going on in the sanitarium, you can have Nigel speaking to his subjects of his plans (hopefully giving the PCs all the knowledge they need).

If the PCs are still disguised, and the other undead see them, roll Spot checks for these undead to see if they see through the worst character's disguise. If they do, they cry out and attack.

If the disguises fool them, they order the "zombies" back to the zombie room (Area 18). Speaking, or failure to immediately comply, will reveal the true nature of the PCs to the undead and they will attack immediately. However, remember that Nigel will not attack unless he is directly affected by the PCs.

Wight Bodyguards (2)

CR 3 each; Medium Undead; HD 4d12 (33, 32 hp); Init +1 (Dex); Spd 30ft.; AC 15 (+1 Dex, +4 natural); Atks Slam melee +3 (1d4+1 dmg and energy drain); Face/Reach 5ft. by 5ft./5ft.; SA Energy Drain, Create Spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12 Dex 12 Con – Int 11 Wis 13 Cha 15. *Skills:* Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8.

Feats: Blind-Fight

SA-Energy Drain(Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level is DC 14. Create Spawn(Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under command of the wight that created them.

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Ghouls (4)

CR 1 each; Medium Undead; HD 2d12 (18, 15, 13, 12 hp); Init +2 (Dex); Spd 30ft.; AC 14 (+2 Dex, +2 natural); Atks Bite +3 melee (1d6+1 dmg and paralysis), 2 claws +0 melee (1d3 dmg and paralysis); Face/Reach 5ft. by 5ft./5ft.; SA Paralysis, Create Spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13 Dex 15 Con – Int 13 Wis 14 Cha 16.

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7.

Feats: Multiattack, Weapon Finesse(bite)

SA- Paralysis(Ex): Those hit by a ghoul must make a Fort Save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn(Su): Any being slain by a ghoul and not eaten by the creature will rise as a ghoul in 1d4 days. Casting Protection from Evil on the body prevents this.

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Shadow

CR 3; Medium Incorporeal Undead; HD 3d12 (19 hp); Init +2 (Dex); Spd 30ft., Fly 40ft. (good); AC 13 (+2 Dex, +1 deflection); Atks Incorporeal touch +3 melee (1d6 temporary Str dmg); Face/Reach 5ft. by 5ft./5ft.; SA Strength Damage, Create Spawn; SQ Undead, Incorporeal, +2 turn resistance; AL CE; SV

Fort +1, Ref +3, Will +4; Str – Dex 14 Con – Int 6 Wis 12 Cha 13.

Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7.

Feats: Dodge

SA-Strength Damage(Su): The touch of a shadow deals 1d6 points of temporary Str damage to a living foe. A creature reduced to 0 Str by a shadow dies. Create Spawn(Su): Any humanoid reduced to 0 Str by a shadow becomes a shadow under the control of the killer in 1d4 rounds.

SQ-Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Tactics: These are Blackheart's most loyal and fanatical followers. They will throw themselves in the way, to prevent the PCs from getting near the wraith. They will attack the characters mercilessly. If they PCs flee, the ghouls and the shadow will pursue, but the wights will remain to guard Nigel.

Even if all his forces are wiped out, Nigel Blackheart will sit on his throne, unmoving. He may occasionally utter some mad statement about his ultimate plan.

Nigel Blackheart:

Male wraith; Wiz4; 40 hp. See the NPC APPENDIX for his complete stats.

Treasure: Nigel's treasures were taken from him when he was imprisoned here. Since rising as a wraith, he has managed to reclaim his prizes (and some other trinkets as well). However, he can no longer use any of them, except his spellbook. They are hidden in one of the crates that compose his makeshift throne. Getting to the treasure without disturbing the wraith may be a rather difficult task for the PCs. The crate

contains: Nigel's spellbook (see NPC APPENDIX for complete spell listing), 3 100 gp pearls, 1000 gp emerald, a 500 gp gold bracelet set with tiny rubies, a *potion of intelligence*, a *ring of counterspells* (empty), a *staff of fire* (11 charges left), and an +2 *amulet of natural armor*.

CONCLUDING THE ADVENTURE

If the PCs choose to fight Nigel Blackheart, and win, the rift closes.

If the PCs try to close the rift in Area 22 before beating Nigel, and they succeed, several things happen. All skeletons and zombies in the sanitarium collapse into lifeless, inanimate bodies. The rest of the undead in the sanitarium will sense the rift disappearing, and will flee into the woods as best they can. If you wish, Nigel can either flee also (and maybe begin plotting the downfall of the PCs... a good setup for a future adventure), or he can immediately find the characters by passing through walls and attempting to destroy them. If your group of PCs is rather weak after closing the rift, you may wish to go with Nigel fleeing. If they are still strong, then a fight with the wraith can be a good wrap-up.

If the group closes the rift in any way (including defeating Nigel), award a 1000 XP group story award, to be divided amongst the players. Award 100 XP to any character that excelled in getting information for the group (such as the history of Nigel Blackheart or his plans). If the group closed the rift in way other than defeating Nigel, award 300 XP to the character most instrumental in closing the rift. Obviously, the group should get XP for any creatures or traps they successfully defeated as well.

SCALING THE ADVENTURE

Use the table below to scale the module for your PCs. If you have more than four PCs or a mixture of levels, figure out what their equivalent level total would be for a group of four and use that section. (e.g. If you have 6 PCs, all 4th level, they have a total of 24 levels. That is the same as a group of 4 PCs, all 6th level. Use the 6th level group scaling.)

1st level group – Not recommended. This module is probably beyond this type of group. If you insist, use the 2nd/3rd level party scaling, but also have Zander the ranger come with the group into the sanitarium and fight with them.

2nd or 3rd level group – Halve the number of all undead (1 being the minimum encounter). Nigel Blackheart will not, under any circumstances, fight with the group. Closing the rift in Area 22 requires a turn check against a 5 HD undead or a *dispel magic* against a DC of 14. Holy water will work the same.

4th level group – Run the module as-is, but have Zander tell the group that they can retreat into the forest to rest if they need it. Zander will watch over the group while they sleep in the forest, although he will still not accompany them into the sanitarium. There is really no safe place to rest in the sanitarium... have a few zombies or ghouls wander in on a resting group every hour or so until they get the hint.

5th level group – Run the module as-is. It is optimized for a group of this level.

6th level group – Run the module as-is. If the group closes the gate in Area 22, Nigel Blackheart is much more likely to come after them right there.

7th level group – This can still be challenging for a group of this level. Have more of the undead make Spot attempts to

see through the PCs' zombie disguises. Nigel Blackheart is more aware of his surroundings, and will fight with his minions in Area 23.

8th or 9th level group – As the 7th level group scaling, except all ghouls are 3HD versions, all shadows are 5HD versions, and all wights are 6HD versions. Also give Nigel Blackheart another 3 levels of wizard.

Increase the difficulty of closing the rift to turning a 10 HD undead or dispelling a DC 19. Holy water will work the same.

10th level group or higher – As the 8th/9th level scaling, but also make Nigel a lich. Have some spectres patrolling the corridors as wandering monsters. You should re-do the treasures in Areas 7, 20, and 23 to make it more rewarding for your group.

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NPC APPENDIX

☠ Zander: Male human Rgr6: CR 6; Medium humanoid (6 ft. tall); HD 6d10 (hp 44); Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 armor); Atk +10/+5 ranged (1d8+1/crit x3, +1 Composite Longbow), or +6 melee (1d8+1/crit 19-20, masterwork longsword) and +6 melee (1d4+1/crit 19-20, masterwork dagger); SA Favored Enemies(giants +2, orcs +1); SQ Track; AL NG; SV Fort +5, Ref +5, Will +5; Str 13, Dex 17, Con 11, Int 16, Wis 16, Cha 15.
Skills: Animal Empathy +6, Handle Animal +6, Heal +5, Hide +10, Disguise +8, Intuit Direction +5, Knowledge (nature) +8, Listen +8, Move Silently +10, Search +4, Sense Motive +7, Spot +9, Wilderness Lore +12.

Feats: Dodge, Point-Blank Shot, Precise Shot, Shot On the Run.

Possessions: Chain shirt, masterwork longsword, masterwork dagger, 20 bolts, +1 composite longbow, 40 arrows, 5 +1 arrows, disguise kit, *potion of cure light wounds*, 22 cp.

Spells Memorized: 1st level(DC 14) – Entangle, Summon Nature's Ally I

Description: Zander is a handsome, bearded man in his late 20s. He lives in the Dapplewood by himself, his only companions are the forest animals. However, he does enjoy human contact when he gets it. The ranger has sworn never to leave his forest unprotected, so that is the main reason he will not go to the sanitarium.

Tactics: In battle, Zander prefers to shoot his opponents from a distance with his magic bow. If he closes into melee combat, he will draw his longsword and dagger to fight two-weapon style (the attack bonuses for his melee weapons reflect this in his stats). He will not normally use his spells unless sorely pressed.

☛ **Nigel Blackheart, the wizard wraith:** Wraith Wiz4 (necromancer): CR 9; Medium Undead (Incorporeal, 5 ft. 6 in. tall); HD 5d12 + 4d4 (40 hp); Init +7 (+3 Dex, Improved Initiative); Spd 30 ft., Fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk +7 melee (1d4 dmg and 1d6 permanent Constitution drain, Incorporeal Touch); SA Spells, Constitution Drain, Create Spawn; SQ Undead, Incorporeal, +2 Turn Resistance, Unnatural Aura, Daylight Powerlessness; AL LE; SV Fort +2, Ref +5, Will +10; Str -, Dex 16, Con -, Int 17, Wis 14, Cha 15.

Skills: Concentration +7, Hide +11, Intimidate +10, Intuit Direction +6, Knowledge (arcane) +10, Listen +12, Search +10, Sense Motive +8, Scry +10, Spellcraft +10, Spot +12.

Feats: Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Improved Initiative, Spell Mastery (*ray of enfeeblement, scare, vampiric touch*).

Special Abilities: Constitution Drain(Su): Living creatures hit by a wraith's incorporeal touch attack must succeed at a Fort Save (DC 14) or suffer 1d6 points of permanent Constitution drain.

Create Spawn(Su): Any humanoid slain by a wraith becomes a wight in 1d4 rounds. Spawn are under command of the wraith that created them.

Special Qualities: Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. *Incorporeal:* Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently. *Unnatural Aura(Su):* Both wild and domesticated animals can sense the unnatural presence of the wraith at 30 ft. They will not willingly approach nearer than that and panic if forced to do so. *Daylight Powerlessness(Ex):* Wraiths are utterly powerless in natural sunlight (not merely a Daylight spell) and flee from it.

Possessions: Spellbook (0th level – all. 1st level – *cause fear, chill touch, detect undead, identify, mage armor, magic missile, ray of enfeeblement, sleep*. 2nd level – *darkness, melf's acid arrow, scare, spectral hand*. 3rd level – *lightning bolt, vampiric touch*)

Spells Memorized: 0th level(DC 13) – *daze, mage hand, open/close, ray of frost*. 1st level (DC 14) – *cause fear, chill touch, mage armor, magic missile, ray of enfeeblement*. 2nd level (DC 15) – *darkness, melf's acid arrow, scare, spectral hand*.

Description: The wraith is the restless spirit of the evil necromancer, Nigel Blackheart. He appears as a shadowy outline of his former self, with burning red eyes. Because of his close ties with the Negative Elemental Plane, he retained some of his spellcasting power when he died, although much of his power was lost when he became a wraith. He has regained possession of his most basic spellbook (it was taken from him when he was imprisoned here). His other books, with his higher-level spells are lost, and Nigel believes them destroyed. But he also believes that he will draw far greater power from the rift anyway.

Tactics: Nigel's madness makes him only marginally aware of the living on this plane. He will not attack them unless provoked (see Area 23 for details) or perhaps if the rift has been closed by the PCs (see CONCLUDING THE ADVENTURE for details). If he does fight, he prefers to use his spells in combat, casting defensively if he is engaged. He will first cast *mage armor* to protect himself, and then use offensive spells. If he runs out, or his spells are proving ineffective, he is not averse to attacking with his powerful wraith touch. Once he begins attacking, nothing will stop Nigel until he is destroyed. He will travel through walls to get to his target.

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