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DUNGEON DRESSING:
CORPSES



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DUNGEON DRESSING: CORPSES

A Pathfinder Roleplaying Game GM's RESOURCE supplement by David Posener

Tired of dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with nonessential details? Want to make your dungeons feel more realistic?

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This instalment of Dungeon Dressing presents scores of great features to add to the corpses in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Corpses* is an invaluable addition to any GM's armoury!



CREDITS

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Thank you for purchasing *Dungeon Dressing: Corpses*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Dungeon Dressing: Corpses* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

David started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED out random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible Frankenstein combination of historical epic, gritty survival horror and *Flight of the Concords*-style song-filled whimsy.

He is yet to live down naming a NPC "The Crimea Reaver".

David adores his long-suffering wife and two sons who, frankly, have no idea what he's talking about most of the time. David is based in Sydney, and his work as a Logistics Consultant, much to his disappointment, contains fewer undead-filled warehouses and demon-possessed forklifts than he was led to believe.

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FOREWORD

David Posener seems to know a disturbing amount about corpses and death. I really hope that David wrote the contents of page 4 – 5 after extensive research into corpses and the condition of the body after death. If not, I'm concerned.

Corpses are a great feature for a GM to add to his dungeons. While they are not designed and built by the dungeon designer they are nevertheless a fun feature. Corpses give the dungeon a sense of life – in that it is obvious that either explorers have already been there or that strife exists between the various groups of dungeon dwellers. Clever PCs can exploit this strife. Other corpses can provide clues about what lies ahead. After all,

a half-melted corpse might hint at the presence of green slime or a roving gelatinous cube, which again gives clever PCs an advantage. Other corpses might enable the GM to add other hints and clues into his dungeon.

I hope you find this instalment of *Dungeon Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.

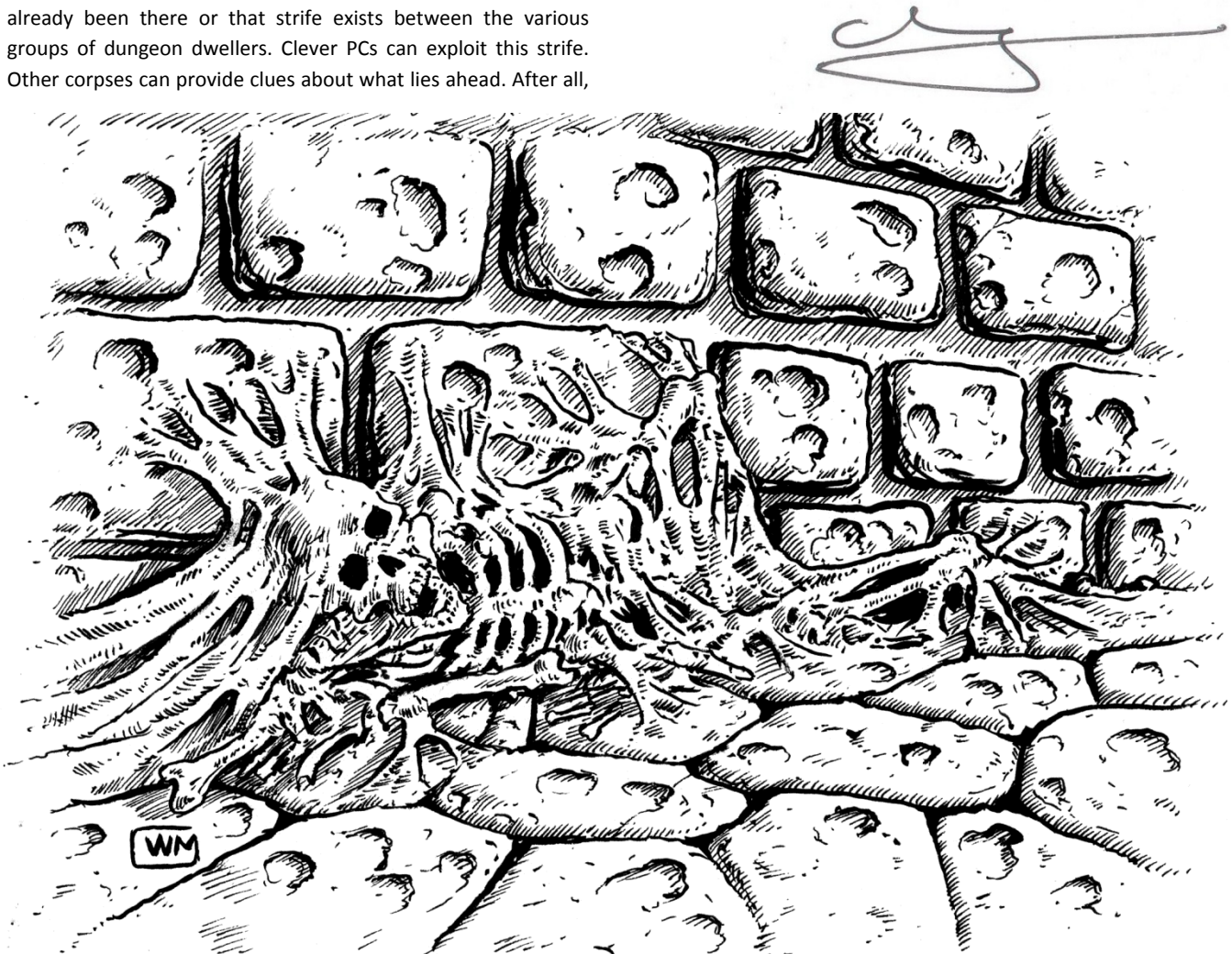


TABLE A: CHARACTERISTICS AND APPEARANCE

Adventurers make it their business to explore the deadliest locations in the world, filled with traps, lurking monsters and deadly environmental hazards, so it is not unusual for other, less resilient creatures to perish under the same conditions. The state of these creatures' remains depends on the time of death, temperature and prevalence of carrion scavengers.

STAGES OF DECOMPOSITION

Decomposition of cadavers follows five distinct stages. The effects of this decomposition are listed below. To randomly determine the state of a corpse, use the table below.

FRESH

Cadavers are considered fresh from the moment of death and for up to four days. Within 1d4+2 hours, the corpse undergoes rigor mortis, becoming rigid for 3d6+42 hours. The skin of the cadaver is pale and the creature's blood pools under the effect of gravity, creating a bruise-like discolouration, termed livor mortis, which darkens as the corpse ages.

From the moment of death, the body begins losing heat to the surrounding environment, cooling at the rate of 1°C per hour until it matches the ambient temperature. At the end of the fresh period, flies and other carrion insects arrive and lay eggs unless prevented by temperature, lack of oxygen or magic (typically *gentle repose*).

BLOATED

A corpse becomes bloated around five days after death, the body cavity accumulating gases from internal microbial activity. The creature's skin becomes taut and marbled in appearance, and is often covered in blisters and can rupture from the internal pressure.

The creature's liquefied tissues are forced, under pressure, to escape from the nose, mouth and anus. The escape of decomposing gases and fluids results in the powerful stench associated with decay.

If insects have access to the corpse, maggots hatch and begin to feed, creating writhing masses under the skin.

ACTIVE DECAY

Two weeks after death, the creature begins active decay, characterised by the presence of maggots and other carrion insects and the loss of fluids into the surrounding environment. Liquefaction of organs and tissues creates a strong odour during this time. The creature's face and other features become unrecognisable.

The end of active decay is signalled by the migration of maggots away from the body to pupate.

ADVANCED DECAY

Decomposition is largely inhibited during advanced decay due to the loss of readily available flesh. Insect activity is also reduced during this stage. When the carcass is located on or in soil, vegetation dies back from the presence of exuded fluids.

DRY/REMAINS

All that remains of the cadaver at this stage is dry skin, cartilage, and bones, which becomes dry and bleached if exposed to the elements. If all soft tissue is removed from the cadaver, it is referred to as completely skeletonised, but if only portions of the bones are exposed, it is referred to as partially skeletonised.

PRESERVED

The decay of a cadaver can be slowed or even halted by the following factors:

- A dry environment such as a desert or hermetically sealed tomb. The cadaver's flesh becomes desiccated and leathery.
- An air-free environment such as a vacuum, being surrounded by other gases, or bathed in a viscous fluid such as honey, tar or oil. The corpse's body maintains its state at the moment of death.
- Extremely low (below 0°C) temperatures. The fluid in the body expands as it freezes, rupturing the creature's cells, blackening the skin.
- Chemical embalming or the *gentle repose* spell.

D%	STAGE OF DECOMPOSITION	TIME SINCE DEATH	CAUSE OF DEATH HEAL DC	STENCH DC	INTIMIDATE MODIFIER	CONSUME DC
01-20	Fresh	0-4 days	10	0	-5	10
21-40	Bloated	5-14 days	15	5	+0	20
41-60	Active Decay	2-4 weeks	20	10	+0	25
61-80	Advanced Decay	4-10 weeks	25	5	+0	30
81-95	Dry Remains	3-12 months	30	0	-5	—
96-99	Preserved	Any	15	0	-5	20
00	Roll again to determine the stage, and the creature rises as an undead within 24 hours	—	—	—	—	—

CORPSE PROPERTIES

The corpse displays different properties based on its level of deterioration as outlined below.

DETERMINE CAUSE OF DEATH

A character can determine the corpse's cause of death with a successful Heal check with a DC determined by the stage of its decomposition. To determine a random cause of death roll d% on the table below.

If the cause of death is from a spell, spell-like ability or supernatural source without apparent markings, such as death effects and curses, the Heal check DC is increased by 10.

A successful Heal check also gives an approximate time of death.

d%	CAUSE OF DEATH	d%	CAUSE OF DEATH
01-03	Age	56-60	Energy (sonic)
04-15	Bludgeoning damage	61-65	Energy drain
16-17	Curse	66-80	Piercing damage
18-19	Dehydration	81-85	Poison
20-30	Disease	86-95	Slashing damage
31-35	Energy (acid)	96-98	Starvation
36-40	Energy (cold)	99	Suffocation
41-45	Energy (electricity)	00	Corpse exhibits two causes of death
46-55	Energy (fire)		

REVIVAL

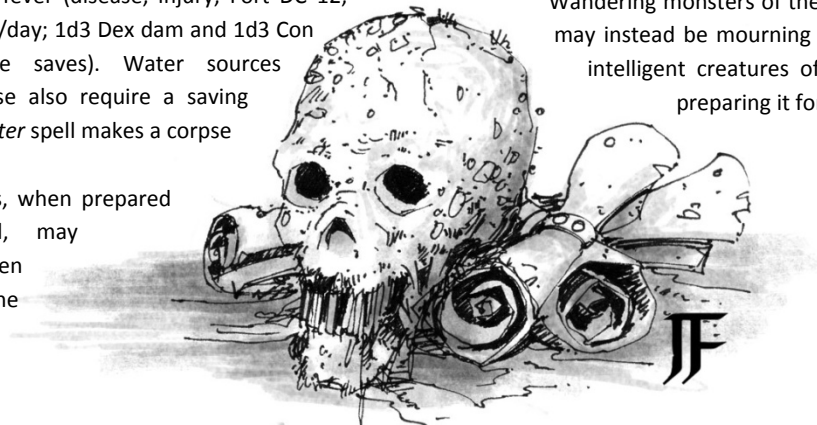
Spells such as *raise dead*, *breath of life*, *resurrection* and *true resurrection* can bring a corpse back from the dead, depending on the time since death and the condition of the body.

Revival can be generally prevented by mutilation or destruction of the corpse, the use of death effects or *soul bind*.

CONSUMPTION

To prepare a cadaver for humanoid consumption, a character must make a successful Survival or Profession (cook) check against the listed consume DC. If the check is failed or ignored, a creature must make a successful Fortitude saving throw against the listed consume DC or become nauseated for 1d6 hours and possibly infected with filth fever (disease, injury; Fort DC 12; onset 1d3 days; frequency 1/day; 1d3 Dex dam and 1d3 Con dam; cure 2 consecutive saves). Water sources contaminated with a corpse also require a saving throw. A *purify food and water* spell makes a corpse safe to eat.

Some magical creatures, when prepared correctly and consumed, may imbue temporary or even permanent abilities on the consumer.



INTIMIDATE

Cadavers have an unnerving effect on witnesses. When a creature gets within 10 ft. of a cadaver it makes an Intimidate check (-5 modifier). Success indicates the observer is demoralized.

INTIMIDATE	CHECK MODIFIER
Bloated, Active Decay or Advanced Decay	+5
Each additional corpse within 30 ft.	+1 (max +10)
Different type (or subtype)	-5
Corpse staged	see text

A creature may stage the corpse in a horrific manner to increase the potency of its fails to Intimidate a creature, that creature cannot be affected by the corpse's demoralisation for 24 hours.

STENCH

Decomposing corpses exude a palpable stench of decay. Creatures within 30 feet of a dead creature must make a successful Fortitude saving throw, as shown on the table, or be sickened as the stench special ability for 1d6 rounds.

STENCH	DC MODIFIER
Enclosed space	+2
Each additional corpse within 30 ft	+1 (max +10)
Size other than medium	see text
Corpse had the stench special ability in life	+2

A corpse larger or smaller than Medium imposes a size bonus or penalty on the stench DC depending on its size category: Fine -8, Diminutive -6, Tiny -4, Small -2, Large +2, Huge +4, Gargantuan +6, Colossal +8.

SCAVENGERS AND WANDERING MONSTERS

Carrion eaters are attracted to the smell of death and opportunistic looters keep a lookout for humanoid corpses which can be liberated of valuables. Increase the chance of encountering wandering monsters by 10% within 120 feet of a corpse.

Wandering monsters of the same type as the corpse may instead be mourning over the dead body, and intelligent creatures of the same type may be preparing it for burial.

TABLE B: MONSTERS

Use this table to generate interesting characteristics for your monster remains. Some features listed below may be inappropriate based on the creature – ignore or modify such entries as appropriate.

d20

1	The corpse is half-melted; almost half of the body is not present. A DC 15 Heal check reveals that a powerful acid caused the horrific injury (and could provide warning of a nearby patch of green slime or roving gelatinous cube).
2	The creature is writhing with a rot grub swarm (<i>Bestiary III</i>) which bursts out if the body is disturbed.
3	This giant, partially decayed creature provides a soft landing for creatures falling on it from a great height. Damage for falling creatures is capped at 5d6 if they land on the corpse.
4	The stench from this corpse is particularly bad. Increase the stench DC by 5.
5	The cadaver's build-up of internal gases are flammable, and explode (as <i>fireball</i> ; 20 ft. radius burst, 3d6 fire damage; Reflex 14 halves) if a naked flame is brought within 10 ft.
6	The remains of this creature yield glands, teeth, leather, bones or other body parts worth 100 gp as spell components or as parts of magical items.
7	This creature, although appearing lifelike, has been stuffed. A DC 5 Perception check reveals the monster is dead. The artefact is worth 250 gp to an avid collector.
8	This creature has been decapitated, and its head mounted on a blood-drenched spear.
9	This carcass is covered in a roiling mass of tankard-sized blowflies.
10	This corpse has been torn apart by scavengers.
11	Inside this corpse's stomach is another half-digested monster.
12	Refer to the creature's type below: <ul style="list-style-type: none"> ▪ Aberration: The creature, while mortally wounded and apparently dead, is in a state of regenerative metamorphosis. A DC 25 Knowledge (dungeoneering) check keeps conditions suitable for this transformation to occur. At the end of one week the aberration respawns as a new creature with the young creature and advanced creature simple templates. ▪ Animal, magical beast or vermin: This monster was pregnant when it died. A character can save the still-living baby with a DC 25 Heal check. The saved creature has the simple young creature template applied twice. The creature can be

reared with a Handle Animal check (DC 15 + creature's HD). Rearing a magical beast increases the DC of this check by 5.

- **Construct:** This destroyed construct can be repaired and reprogrammed with a DC 25 Knowledge (arcana) check and materials worth one-quarter its normal creation cost.
- **Dragon:** This corpse lies near a nest which contains crushed and shattered eggs. A single egg survives and hatches in 1d6 months if incubated with a DC 25 Knowledge (arcana) check.
- **Fey, humanoid or monstrous humanoid:** A young child of the corpse lingers nearby, malnourished and whimpering. The child can be soothed with a DC 25 Diplomacy check. A result of 35 or higher on this check means that the child views the character as its adoptive parent.
- **Ooze or plant:** Parts of this ooze or plant creature can be saved, enabling a character to regrow it in 1d6 months with a DC 25 Knowledge (nature) or Knowledge (dungeoneering) check. The resultant creature has the young creature simple template.
- **Outsider:** The essence of the outsider still retains a link to this corporeal shell. A one-hour summoning ritual requiring a DC 25 Knowledge (planes) check and materials worth 500 gp per HD of the outsider returns the creature to the Material plane. The creature may be entrapped in a summoning circle and bargained with as described by *planar binding*.
- **Undead:** The essence of this undead creature still lingers within the cadaver. The undead creature can be reanimated or restored with a DC 25 Knowledge (religion) check and onyx gems worth 25 gp per HD of the creature.

13 All the creature's teeth have been removed.

14 An hourglass, half empty, sits next to the carcass.

15 One of the creature's eyes is milky white.

16 The corpse is covered in recent violet fungus growths. Any creature approaching the corpse is attacked by 1d6 young violet fungi.

17 The corpse bears signs of many old wounds indicating the creature got into many fights over its life.

18 The creature's flesh is scorched and burnt (01-60), frozen (61-80) or unnaturally blackened and brittle (81-100).

19 The creature's face is frozen in death into a hideous snarl (01-50) or look of abject terror.

20 The corpse's skin seems to undulate as if something is living within. If the corpse is disturbed, a centipede swarm floods forth and attacks all nearby creatures.

TABLE C: HUMANOIDS

Use this table to generate a humanoid corpse's interesting characteristics. Some features listed below may be inappropriate – ignore or modify such entries as appropriate.

D%	
01-02	The corpse has been flensed of its skin.
03-04	The cadaver has its chest cavity opened and dissected. The creature's internal organs are arrayed neatly nearby.
05-06	The body's head, arms and legs have been torn from their sockets, leaving only the mutilated torso. There is no sign of the creature's limbs.
07-08	This corpse is charred and still smoking.
09-10	A severed head is stuck atop a crude spear wedged into the ground. The rest of the body has been stripped of flesh by humanoid teeth.
11-12	The cadaver's feet and legs are covered in welts caused by a branding iron.
13-14	The corpse's skin is covered with elaborate tattoos. One, set on the forearm, is the equivalent of a <i>scroll of lightning bolt</i> . The skin can be removed, undamaged, with a DC 23 Heal check.
15-16	The corpse's has the word "Channamel" tattooed on its chest. The word could be a password, command word or creature's name.
17-18	The cadaver has been torn apart and eaten by animals, leaving only bloody bones and a pool of gore and drying blood.
19-20	The corpse is chained to the wall with masterwork manacles. Deep cuts mars the corpse's wrists (as if the creature tried to free itself).
21-22	A deep slash has almost severed the corpse's head from its body. The nearby walls (and ceiling) are splattered in blood.
23-24	An empty and slashed backpack lies near the corpse. A DC 20 Perception check reveals a hidden compartment in the backpack that contains 5 pp individual wrapped in black cloth.
25-26	The corpse is naked. Slashes mar its arms and legs.
27-28	The cadaver is covered in a black burial shroud and attended by a dozen still-burning red candles.
29-30	The cadaver is bathed in sacramental oils and oriented directly east-west.
31-32	The corpse's eyes have been gouged out.
33-34	Scratched on the wall above this corpse is "Ganiss rests well here."
35-36	Marked in chalk on a small plank of wood leaning over the body: "Harmal the Deceiver. Slain before I could take my revenge."
37-38	Dark, black pustules cover the corpse. Despite its age, nothing has fed on the corpse.
39-40	This corpse lies under a stone cairn. The first stone laid is composed of crystalline quartz struck through with veins of gold (worth 250 gp; DC 20 Perception check reveals).
41-42	This mauled cadaver lies face down, a sack of gold coins exploding out onto the stone floor. There are 150 gp and 120 sp spread across the chamber. Many are covered in blood.
43-44	The corpse is completely hairless.
45-46	The corpse continually whispers "Darkness."
47-48	The corpse is haunted by a repeating <i>silent image</i> (DC 11 Will) of the creature's final moments.
49-50	A pool of congealing blood, too much for one creature, puddles around the corpse.
51-52	The creature is covered with terrible cuts and slashes, but there is no blood here.
53-54	The body is punctured by over forty arrows. One of the arrows is a <i>+1 cold iron arrow</i> .
55-56	The corpse is completed exsanguinated.
57-58	The corpse has a stump for a right hand, which healed over before its death.
59-60	Two iron spikes have been driven through the corpse's shoulders, pinning it to the wall.
61-62	The corpse is still fresh but all of its equipment is so tarnished and rusted as to be unusable.
63-64	The corpse is skeletal with age, but its equipment is untouched by the ravages of time.
65-66	The cadaver is surrounded by 2d6 dead creatures of a different type.
67-68	The corpse's right index finger twitches once.
69-70	Entrails spill from a horrific stomach wound.
71-72	The corpse clutches a steel vial containing a <i>potion of cure serious wounds</i> in its left hand.
73-74	The cadaver reaches in vain for a battered shortsword lying 30 feet away.
75-76	The corpse's right arm has been partially eaten.
77-78	The cadaver is set upon an unlit pyre.
79-80	These two corpses hold hands; each carries a weapon in the other hand.
81-82	A scorch silhouette decorates the wall behind this pile of burnt bones.
83-84	Every bone in this corpse's body is broken without a single mark on the skin.
85-86	Something has burst out of this cadaver's head, leaving a fist-sized hole.
87-88	This corpse has suffered post mortem trepanation.
89-90	This creature was slain while <i>polymorphing</i> into a dragon (or other creature), and now is a hideous amalgam of the two creatures.
91-92	The corpse's eyes are wide open in shock.
93-94	The corpse is surrounded by 1d3 <i>mirror images</i> which expire in 1d4 minutes.
95-96	Bloody footprints circle the body before leading away.
97-98	The corpse has been staged and lies in an obviously odd position. One arm and one leg are broken and are twisted at unnatural angles.
99-100	This gray, ashen corpse rises as a wight 2d6 rounds after first being examined.

TABLE D: ADVENTURERS

D6

-
- 1 The contorted corpse of a dark-skinned, moustachioed human lies here stripped of clothing and valuables. The corpse lacks a right hand. A DC 25 Perception check finds an ivory statuette in the man's likeness (worth 1,500 gp) in a crevice nearby, clutched in his severed hand. If the statuette is touched to the corpse it *teleports* away to the wizard's home as part of the conditions of an ongoing *contingency*.
- LN human wizard 11; bloated, 8 days; Heal DC 15, slashing; stench DC 5; Intimidate +0; consume DC 20.
 - Speak with dead*: Ismos died after being betrayed by his companions, the hand holding his *contingency* statuette was severed before it could be triggered.
 - Raise dead*: Ismos thanks the party and *teleports* away to check his family's safety. If reacquainted with the party he provides up to ten day's service to craft items with Craft Wondrous Item and Scribe Scroll.
-
- 2 Three bundles of spider silk hang suspended in thick layers of webs. The desiccated bodies inside are accessible with a DC 20 Strength check or 15 points of slashing damage to the webs. All wear leather armour and carry rusted, bloodstained longswords.
- CE elf rogue 3; dry remains, 4 months; Heal DC 30, poison; stench DC 2; Intimidate -3; consume DC 30.
 - Speak with dead*: The three rogues died here, ambushed by ettercaps, fleeing justice after murdering a local peasant family.
 - Resurrection*: The rogues offer to join the party, but betray them at the first opportunity.
-
- 3 A malnourished human corpse, gripping tightly to a bloody bone-saw, lies on the floor surrounded by four dead humans, each in various stages of dismemberment. The severed stumps of the mutilated bodies are bound with bandages and soaked with blood.
- N human cleric 2, four N human warriors 2; fresh, 2 days; Heal DC 10, starvation, slashing; stench DC 4; Intimidate -1; consume DC 10.
 - Speak with dead*: A doru div (*Bestiary* 3) ambushed Sorno and his companions, draining their Wisdom with its poison and trapping them here with illusions of walls. The doru haunted Sorno with illusions of gangrene on his companion's limbs and *suggestions* to cleanse them through amputation.
 - Raise dead*: Sorno has been driven mad and cowers in a corner away from the PCs unless calmed with a DC 30 Diplomacy check or healed of his madness with *heal*, *limited wish*, *wish* or *miracle*.
-
- 4 A decapitated woman in monk's robes lies at one end of this room. Her head lies 60 feet away, under a thin, bloodied wire, secured at neck height across the doorway. An empty glass potion vial is in her belt pouch. A DC 16 Spellcraft check identifies the residue in the vial as the remains of a *potion of expeditious retreat*.
- LN human monk 5; active decay, 3 weeks; Heal DC 20, slashing; stench DC 10; Intimidate 0; consume DC 25.
 - Speak with dead*: Hessa the Swift died attacking a patrol of duergar who were familiar with her Spring Attack tactics.
 - Resurrection*: Hessa offers to pay the PCs her life savings of 1,000 gp if she is *resurrected*, and becomes a firm ally for life.
-
- 5 Two dwarven knights sit bleeding out their life-blood against a wall amid a pile of six dead ogres.
- LG dwarf fighter 3; fresh, 1 round; Heal DC 10, bludgeoning; stench DC 1; Intimidate -4; consume DC 10.
 - CE ogre; fresh, 3 rounds; Heal DC 10, slashing; stench DC 7; Intimidate +1; Consume DC 10.
 - The two dwarves, one male and one female, wear masterwork half-plate armour and carry tower shields and dwarven waraxes. The ogres carry a total of 483 sp and each has hide armour and a Large greatclub.
 - Speak with dead*: Raun and Droxi Warspite were exploring these tunnels and fell to ogre raiders.
 - Breath of life*: If both are returned to life, the dwarves thank the party, offering them safe passage to their underground citadel. If only one can be revived, the dwarf is overcome with grief, and carries the other's corpse back to their home.
-
- 6 Half of this burley human warrior's head has been *disintegrated*. The man has been stripped of possessions, except for a granite gravestone strapped to his back. The gravestone reads as follows:
- Marango Thronefall
Slew the Bloat Goblins of Harvestmire.
Drank of the Blessed Waters of Travistine before the
gaze of the Mistwarden.
Battled the Drake of Ages beneath the Mountain of
Lost Souls.
Rescued the Radiant Maid of Rivenmere from the
Dark Seraphim of Talonais.*
- N human fighter 8, active decay, 2 weeks; Heal DC 20, *disintegrate*; stench DC 10; Intimidate 0; consume DC 25.
 - Speak with dead*: The corpse cannot answer questions.
 - Resurrection*: Marango offers to protect the PCs for a year and a day as reward for returning him to life.
-

TABLE E: TRAPS & TRICKS

Of course, corpses are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. The traps and tricks here are examples of such features used to attack the unwary.

FOREST OF THE DEAD

This 30-foot by 30-foot room is filled with an imposing army of rotting corpses impaled on spear shafts.

FOREST OF THE DEAD CR 8 (XP 4,800)

Rank upon rank of impaled cadavers fill this chamber, each mouth opened in a never-ending, silent scream of agony.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 25 Perception (one of the spears in the first rank of corpses acts as a lever).

Destroy Destroying the pressure plates (AC 11, hardness 8, hp 20, DC 20 Break) defeats the trap.

Trigger Location, eight pressure plates within the field; **Reset** Automatic (1 minute)

Effect (Passive) Intimidate +18; 30 ft. radius; demoralise.

Effect (Passive) stench DC 20; 30 ft. radius; sickened 1d6 rnds.

Effect Stepping on a pressure plate causes a spear to attack from a slot located beneath the creature (Attack +20 melee [1d8+6/x3 plus Impaling Critical, Improved Impaling Critical {CMD 23 to remove spear}])

Effect When the first pressure plate triggers, vials of nightmare vapour are released, covering the area (inhaled; DC 20; 1/rd. for 6 rds.; 1 Wis and confused 1 round; 2 saves)

Variant (CR 9) One round after entering the cadaver-forest, the 40 corpses animate as zombies and attack the PCs.

FOUNTAIN OF REST

Centuries ago this fountain was constructed by priests to serve as a guard against wandering undead. To cautious PCs, however, it may cause suspicion.

BURIED CREATURES

Characters take 1d6 nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren't buried can dig out their friends. In one minute, using only her hands, a character can clear ice and corpses equal to five times her heavy load limit. The amount of ice that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar or shovel, a digger can clear loose ice twice as quickly as by hand. A buried character can free himself with a DC 25 Strength check. Magical fire effects dealing 30 fire damage clears a square.

FOUNTAIN OF REST CR – (XP 0)

A stone statue of a death god, pouring water from its skeletal hands into the pool dominates this circular pool. Graven runes circle the pool's sides, hidden in places by the piles of ruined corpses hanging over the fountain's edge, their lower jaws burnt away.

Search DC 30 Perception; **Type** Magic

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less; **Destroy** Destroying the fountain (AC 3, hardness 10, hp 200, DC 30 Break) defeats the trap.

Trigger Proximity (*alarm*); **Reset** Automatic (1 minute)

Effect (Spell Effect) *Command undead* (DC 13), *magic mouth* (a firm, gravelly voice saying "Drink" in Common, Dwarven, Goblin and Orc). Undead drinking the fountain's holy water are damaged as a coup de grace with a vial of holy water (4d4 damage; Fortitude DC 10 + damage dealt or be destroyed). The fountain contains enough holy water to fill 10 flasks, and replenishes its reservoir at the rate of two vials per day.

CADAVALANCHE

The frozen victims of an ice-based predator, such as a frost worm or white dragon, fill this niche. The cave is completely frozen over, but has been recently neglected, so any slight sound causes the ice wall to crack, spilling the contents over the PCs.

CADAVALANCHE CR 10 (XP 9,600)

The ice wall creaks; hairline cracks radiate from its centre.

Search DC 25 Perception or DC 20 Knowledge (engineering) or DC 20 Knowledge (nature or dungeoneering); **Type** Mechanical

Disarm DC 30 Disable Device; activates on DC 25 or less; **Bypass** None

Destroy Blocking up the 20 ft. x 20 ft. opening with a conjured wall blocks the trap. A magical fire spell which deals more than 30 damage melts the ice blocks, but may trigger the *necklace of fireballs* worn by one of the corpses.

Trigger Sound (Perception +15); **Reset** None

Effect If the wall "hears" a sound, it collapses, sending a frozen pile of cadavers and ice to crush creatures;

Bury zone (8d6 damage plus buried); DC 15 Reflex halves damage; multiple targets (all targets in 15 ft. radius)

Slide zone (3d6 damage plus buried); DC 15 Reflex avoids damage and buried; multiple targets (all targets in a 10 ft. radius area extending from the bury zone)

Effect (Passive) Intimidate +5; 30 ft. radius; demoralise.

Effect (Passive) stench DC 12; 30 ft. radius; sickened 1d6 rnds.

Effect Using fire to clear the ice may trigger a *necklace of fireballs* (type III) (Reflex +7) on one of the corpses.

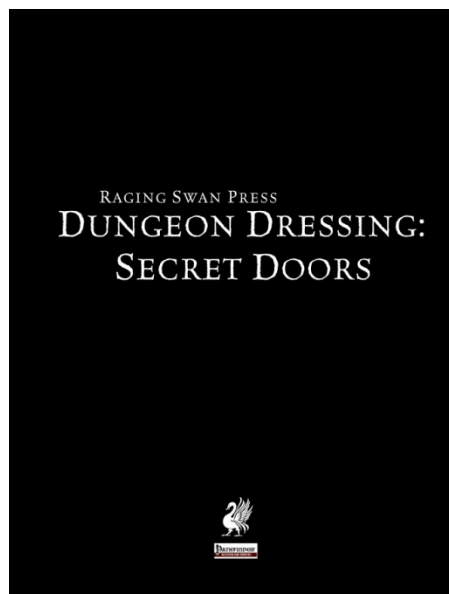
Effect (Spell Effect) *Fireball*; 7d6 plus 2 x 5d6 plus 4 x 3d6 fire damage; DC 14 Reflex halves for each *fireball*; multiple targets (all targets in a 20-ft.-radius burst).

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