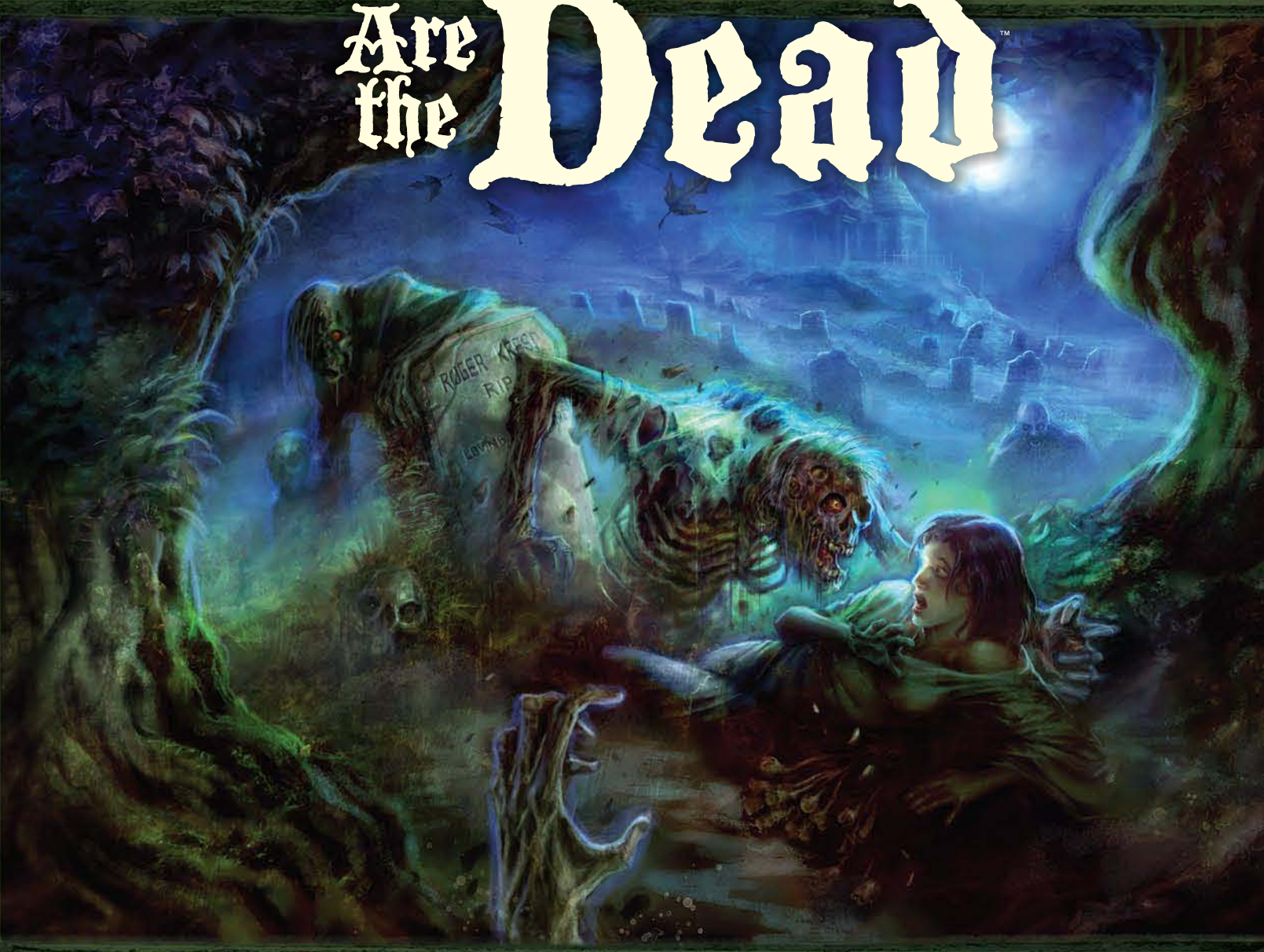




A 3.5/OGL ADVENTURE FOR LEVEL 6

D4

Hungry Are the Dead

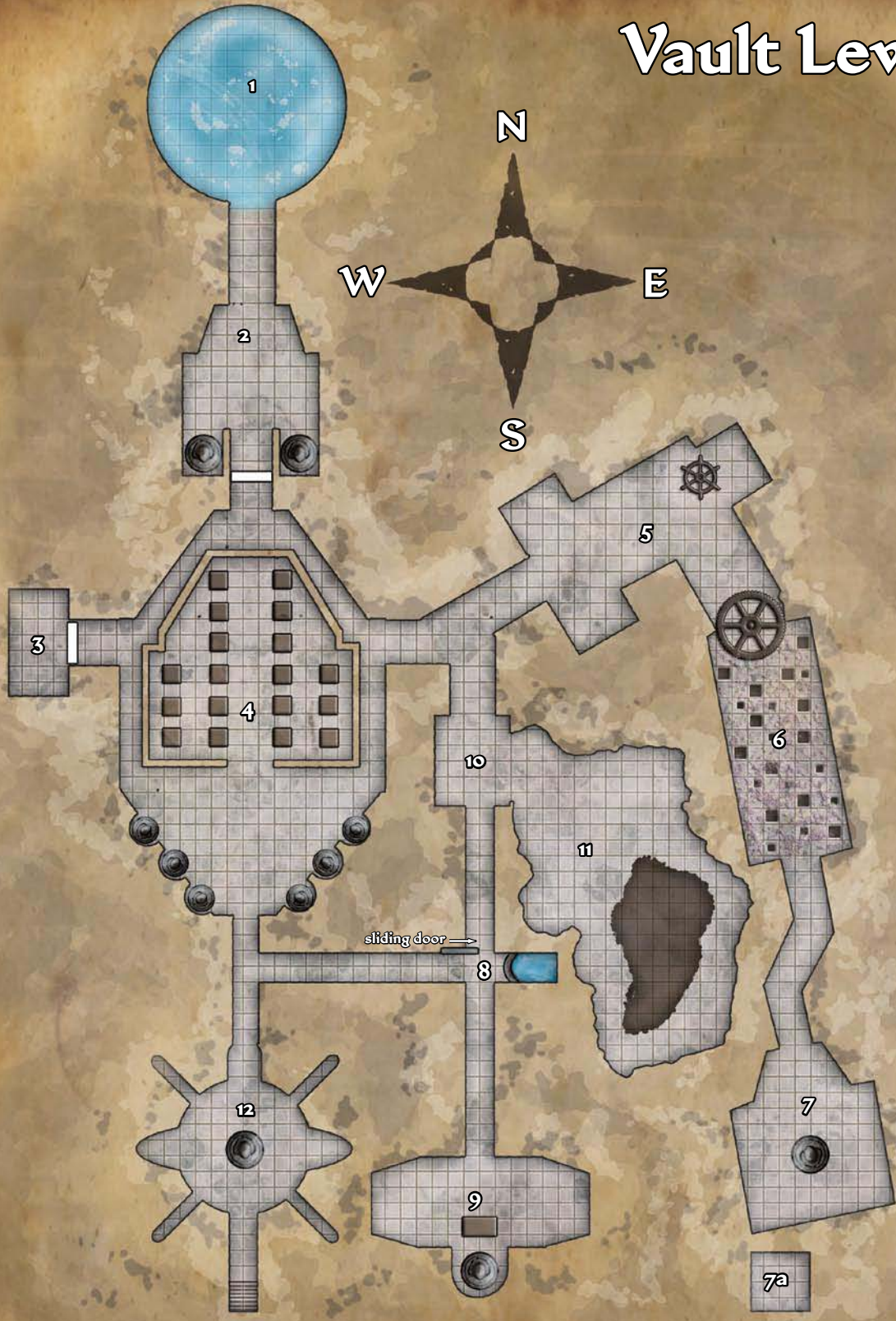


PATHFINDER

MODULE

BY TIM HITCHCOCK

Vault Level 1



One square = 5 feet



HUNGRY ARE THE DEAD™

PATHFINDER MODULE D4 D SERIES ADVENTURE

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D4: Hungry Are the Dead is a *Pathfinder* Module designed for four 6th-level characters. By the end of this module, characters should reach 7th or 8th level. This module is designed for play in the *Pathfinder Chronicles* campaign setting, but can easily be adapted for use with any world. This module is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 29 of this product.

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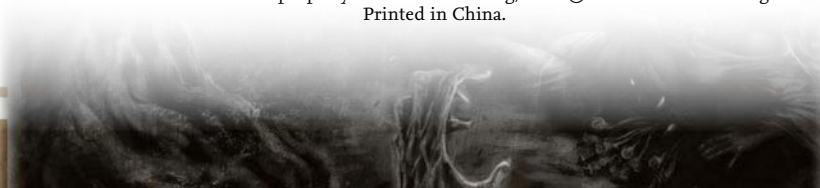


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HUNGRY ARE THE DEAD

Our human nature leads us to speculate upon death. It stalks us, from the moment we are granted self-awareness—we somehow sense that we can and will someday die. But undeath is forever. With necromancy you can exceed the normal human lifespan by decades, or centuries, or even longer. When the sun and stars have winked out, or when another Starfall plunges the world into final darkness, the undead will be here, studying ancient lore and researching new magic. How could a scholar choose anything but undeath?

—Drazmorg the Damned

ADVENTURE BACKGROUND

Drazmorg was an unremarkable wizard who dabbled in Nethys's religion. At the High Academiae he acquired the moniker Drazmorg the Drudger, for he carried himself as a stodgy student of lost lore and antiquated rituals, so enraptured with past events, it kept him from reaching into the future. In particular, his gratuitous pursuit of non-secular magic delayed him from learning those powerful spells his peers had long mastered. Though his diversity was unrivaled, his studies fell woefully behind—or so his colleagues believed. Drudgery, it seemed to Drazmorg, was found in death, not studies. While other students sought power, Drazmorg sought immortality. Thus began his romantic fixation with the foolish works of obscure wizards and priests who also sought such impossibilities, and so it was that he stumbled upon a seemingly innocuous copy of an ancient text called the *Whispers of the Immortal*. Within the obscure tome's faded pages, a disciple of Tar-Baphon, the Whispering Tyrant, documented his master's journey from life into undeath and on to divine ascension. When he queried his superiors as to the origin of the text, they said they'd purchased it from an adventurer who claimed to have found it in an ancient, trap-laden crypt ruin in the Fangwood Forest. In their esteemed opinion, the authenticity of the text could hardly be held credulous.

Conversely, Drazmorg was thrilled, though he kept his exuberance masked with his usual dry countenance. The location corroborated early research concerning several covert locations, established by an elite circle of powerful members of the Shining Crusade, designed to protect the arcane seals binding the Whispering Tyrant in his prison beneath his tower. Immediately, Drazmorg took a sabbatical to travel to Andoran. In Almas he hired a team of professional adventurers, and set out to excavate and explore the lost dungeon in search of the fabled seal.

His search for the secret location didn't take long. As he'd cleverly deduced, the elite members of the Shining Crusade chose to hide the seal deep under an old dwarven monastery on the edge of Darkmoon Wood. Finding the place overrun by kobolds, they hacked and blasted their way past the scaly inhabitants to reach the lower levels. Discovering the Seal, Drazmorg's investigations created several undead shadows that immediately obeyed him. Annoyed by the noise and occasional attacks from their kobold neighbors, Drazmorg sent the shadows to harass the scaly humanoids, eventually convincing them they were cursed. These events are the cause of Pathfinder Module *D1 Crown of the Kobold King*, where King Merlokrep kidnaps children of the townsfolk to use their blood to break the curse on his tribe. The PCs or another group of heroes find the kobolds, free the children, and slay their king.

Meanwhile, after much tampering and spellcasting, Drazmorg finally uncovered the occult secrets of the seal's

MAKING THIS A STAND-ALONE ADVENTURE

Though this adventure has many ties to Pathfinder adventures *D1 Crown of the Kobold King* and *D1.5 Revenge of the Kobold King*, you can use this without having played through those books as long as the PCs are in a town near a strange wooded area. Undead attack the town, the PCs rebuff the undead, and the path of staggering zombies leads to the forgotten graveyard and beyond to the old dwarven monastery. The place might be empty, filled with monsters, or scattered with maimed kobold bodies killed by previous heroes. You can also skip the zombie encounter and simply attach the two dungeon levels presented here to wherever the PCs are exploring.

locking mechanism. What happened next was entirely unexpected—the breaking seal triggered a massive explosion of negative energy. Drazmorg took the worst of the backlash. So potent were these forces that they destroyed Drazmorg's lower half, yet he survived and in this incarnation believes himself the risen embodiment of Tar-Baphon. Delusional or not, the threat he poses is significant. Bolstered by his newfound power, he reanimated the remains of Merlokrep and some of his tribe. The undead kobolds immediately began crafting a plan for revenge against their slayers and relocated to an Azlant burial site (which causes the events of *D1.5 Revenge of the Kobold King*). This exodus leaves the levels above Drazmorg's lair uninhabited (though the PCs may see one or two of Drazmorg's shadow minions flitting about, spying on intruders rather than attacking).

Meanwhile, necromantic energy has been bleeding out of the broken Seal and seeping into the surrounding lands, sapping them of life and transforming creatures and corpses into undead. Most of the new undead come from the town's graveyard northwest of town. Some of these skeletons and zombies wander near Falcon's Hollow and attack (precipitating the first encounter of the adventure), others are drawn to the source of the power and shamble to the broken seal (leading PCs to the remainder of the adventure). These effects are just incidental to the real threat—if Drazmorg explores the vault further, he might just discover the existence and location of another such seal, bringing the Whispering Tyrant one step closer to freedom.

Adventure Summary

If the PCs have played through *D1 Crown of the Kobold King* and *D1.5 Revenge of the Kobold King*, this adventure takes place shortly after *Revenge*. Having dealt with the reanimated kobolds, the PCs return to Falcon's Hollow



FALCON'S HOLLOW

Town nonstandard (lumber consortium); AL NE

GP Limit 1,500 gp; **Assets** 40,550 gp

DEMOGRAPHICS

Population 315

Type humanoid (human 99%, other 1%)

AUTHORITY FIGURES

Gavel Thuldrin Kreed, LE male human expert 3/rogue 6
(Gavel of the Lumber Consortium);

Magistrate Vamros Harg, NE male halfling aristocrat 3/
sorcerer 5 (Magistrate-Elect);

Sheriff Deldrin Baleson, LN male half-elf expert 4/fighter 3
(Sheriff of Darkmoon Vale);

Boss Payden "Pay day" Teedum, LE male human monk 2/
fighter 4 (Overboss of the Lumber Consortium).

NOTES

Do Hollow's Last Hope, *D1 Crown of the Kobold King*, *D1.5 Revenge of the Kobold King*, *E1: Carnival of Tears*, and *Guide to Darkmoon Vale* all contain more information about Falcon's Hollow and Darkmoon Vale.

Church: Run by Lady Cirthana (NG human female Cleric 4 of Iomedae), most residents avoid the place as the Lumber Consortium dislikes Cirthana's meddling.

Darkmoon Lumber Headquarters: Base of operations for the business that runs this town.

Ferry Dock: A dock large enough to moor the passenger-bearing ferries from elsewhere on the river.

High Market: A marketplace for finer goods, but a rigged lottery system keeps most townsfolk out.

Hollow Tribunal: The magistrate's office, which doubles as a courthouse.

Jak'a'napes: A ramshackle inn run by retired bard Jak Crimmy, known for his flapjacks.

Kreed Manor: Home of the head of the Lumber Consortium, a brutish bully and criminal who enjoys the power he holds over others.

Low Market: Open to everyone, this market sells leftovers from the High Market (including food just starting to go bad).

Lumber Warehouse: A storage place for extra timber.

Paper Mill: A smelly building full of vats and simple machines that convert wood refuse to pulp and pulp to paper.

Roots and Remedies: An herbalist shop run by Laurel, who helps those she can but is quick to exploit to the gullible.

The Cutyard: A bustling place full of lumberjacks and woodcutters hauling logs from the river and turning them into timber.

The Goose n' Gander: A general store run by the gnome Brickasnurd Hildrinsocks.

The Rouge Lady: A burlesque and gambling hall that doubles as a brothel.

The Sitting Duck: A tavern that caters to adventurers looking for excitement in the nearby forest.

Vade's Tower: Little more than a two-story shack, this is the home of Sharvaros Vade, a sullen hermit and wizard, and his son.

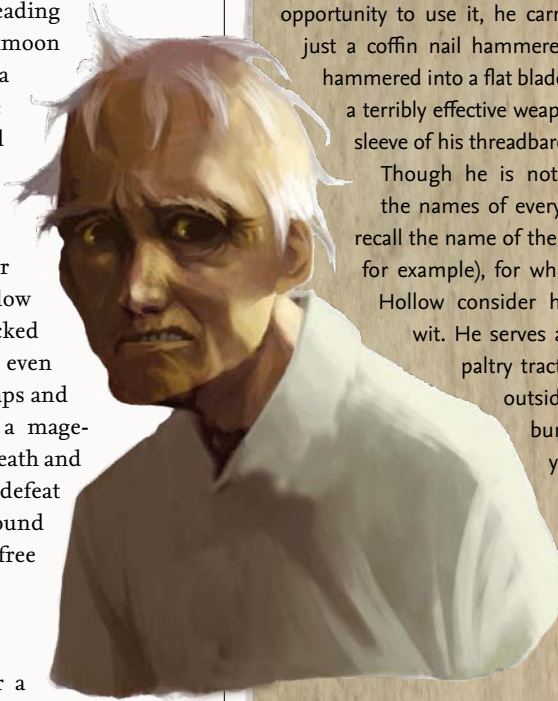
to recuperate (barring followup attacks by their human adversaries from that adventure). If the PCs have not played through the prequel adventures, they arrive in Falcon's Hollow for some other reason and stop for the night for food and rest.

The PCs' next meal is interrupted by Verrin, a hysterical local gravedigger, rambling about the walking dead. Though the townsfolk initially don't believe him, soon after he arrives various undead attack the town. The PCs deal with the undead threat and follow Verrin to a cemetery, where they see tracks leading to the northwest toward the Darkmoon Wood. These tracks eventually reach a Dwarven Monastery (with which the PCs are familiar if they completed the prequel adventures) where they meet a strange worg necromancer who asks them to find the source of the magic that reanimated him after decades of oblivion. The PCs delve below the earth and find a formerly blocked tunnel that now allows access to an even deeper level. There they encounter traps and the undead minions of Drazmorg, a mage-priest who sought immortality in undeath and accidentally found it. The PCs must defeat Drazmorg before he uses his newfound powers to gather more undead and free the Whispering Tyrant.

Introduction

The PCs have just settled down for a meal, most likely at The Sitting Duck. If they completed the prequel adventures, the townsfolk are happily celebrating their victories over the kobolds and undead kobolds; if they are new to Falcon's Hollow, the townsfolk are content to ignore the PCs, long used to "adventurers" coming through their town and shirking honest work. Suddenly their meal is interrupted by a commotion outside—the PCs hear a man desperately yelling and several others laughing in response. If the PCs don't go outside, the man pushes his way into the building and begins waving his arms and shouting that someone must do something about the monsters taking over the graveyard.

The barmaid or another person inclined to talk to the PCs can explain that the upset man is Verrin, the local corpseman—one who collects the dead for burial, builds coffins, digs graves, and so on. He is prone to strange outbursts, often at important meetings, and the villagers have accepted that he is a harmless annoyance and usually deal with him by escorting him to the edge of town and pushing him in the direction of his home, usually with a forceful kick.



VERRIN TIERUK

Verrin Tieruk (N male human commoner 5) stands short and slender, with narrow shoulders and poor posture. Though he is a slim fellow his arms and back have wiry muscles from digging graves. His sloppily shaved face bears a few razor nicks in it. Heavy dark circles rim his dull gray eyes, which linger uncomfortably on whomever he encounters, as often as not staring at some part of the person's face rather than the eyes. Though he's yet had opportunity to use it, he carries a homemade weapon, just a coffin nail hammered through an axe handle, hammered into a flat blade, and sharpened; while not a terribly effective weapon, it is easily concealed in sleeve of his threadbare coat.

Though he is not stupid, he often forgets the names of everyday objects (struggling to recall the name of the tool he uses to dig graves, for example), for which the people of Falcon's Hollow consider him a simpleton or half-wit. He serves as the groundskeeper of a paltry tract of rocky soil a few miles outside of town where the locals bury their dead. Over the years, his reputation as an overly eager scavenger has spread through the town, and though none have accused him of being a grave robber, they know better than to leave valuables on bodies he is to bury.

He inherited the small cemetery from his great-grandfather. Verrin lives alone in a small shack at the edge of the graveyard, and barely manages to survive off a small garden and the meager supplies he purchases on monthly trips to town. He travels about to various villages and forts in a mule-drawn wagon that reeks of death and cheap incense, and for the paltry sum of 1 sp each he carts off the dead and buries them miles away from civilization. This leaves him just enough money to cover his expenses, and on those occasions when he comes up short he simply borrows what he can from the corpses in his cart.

During conversations, Verrin displays a strong tendency to interrupt others mid-sentence, interjecting creepy observations and comments into the PCs conversations such as "I like your sword" and "I saw a dead sorcerer once." These comments are ill-placed and crop up seemingly without explanation. His interruptions are distracting and annoying, especially as the PCs are discussing plans and trying to figure out what's going on. His voice is raspy and a little bit creepy, like that of a man much older than his 35 years with a frog in his throat.

Currently agitated beyond sensible composure, PCs cannot hold a comprehensible conversation with him until they first make a successful DC 15 Diplomacy check to calm him down. Once he settles down, he explains how the bodies in the cemetery pulled themselves up out of the earth and started walking off without so much as a “how do you do?” He points out that he had nothing to do with it (even before anybody might suggest he does). He can describe what they look like—he doesn’t know the names but he’s good with details about corpses, and his descriptions match that of zombies, ghouls, bloody bones (see page 12), and festrogs (see appendix), though the PCs may not be familiar with the last two types.

While he talks to the PCs, a group of zombies approaches from the north road. When they are about 200 feet away one of the townsfolk realizes there’s something wrong with the approaching “people” and shouts an alarm. Beyond this first group is another, larger group, and beyond them are more.

Undead Invaders!

This series of encounters is designed to test the PCs endurance with multiple easy encounters in quick succession. Smart players will hoard their resources through these waves of undead, as none of them are particularly dangerous to 6th-level characters. Furthermore, Falcon’s Hollow is not a typical sleepy town—it’s a rough-and-tumble place on the edge of a dangerous wood, it’s recently faced attacking kobolds and undead kobolds, and at least half the townsfolk are axe-wielding lumberjacks. While good and neutral PCs should help defend the town and keep an eye out for locals about to be overwhelmed by zombies, in general they should understand that the town *could* weather this attack with some casualties but the help of the PCs will make it much easier for them. If the PCs are having an especially easy time, consider encouraging them to split to deal with two different trouble spots (such as two groups of NPCs getting swarmed).

Most of the undead are following the north road toward the town, but some of the more intelligent ones have broken away (with zombie hangers-on) and are crossing the open land north of the town and may enter the town from the northwest or even west. A few groups have split off from the main force and are creeping along toward the eastern side of the town (which is unwallled but somewhat protected by a short but fairly steep hill). If you need to determine random packs of undead for additional encounters, use the following table.

The pace of these encounters should be fast but not back-to-back; the PCs should have time between stages to cast spells, drink potions, run to another defensive position, and similar actions in between skirmishes. Each stage says how many rounds pass between it and

RANDOM UNDEAD PACKS

| Roll (1d20) | Undead Pack | EL |
|----------------|------------------------------|-----|
| 1–9 | 6 human zombies | EL3 |
| 10–14 | 8 zombies | EL4 |
| 15–17 | 2 ghouls and 4 human zombies | EL4 |
| 18–20 | 3 ghouls and 6 human zombies | EL5 |

the previous stage. The town is small enough that the sounds of battle are audible from across town, so if the PCs deal with their encounter early, they’ll know if there is still fighting elsewhere. Likewise, cries for help can be heard from across town—distant shouts might be a little garbled but the urgency is clear.

Stage 1: Easy Fodder (EL3 and EL4)

The first group of undead is a pack of six human commoner zombies on the north road into town. While the PCs might be tempted to move forward and deal with this group, that puts them farther away from the NPCs and very close to the large mass of undead that can surround them. Ninety feet beyond the first group is a group of eight more, giving the PCs 3 rounds to deal with the first group before the second group limps its way to them.

By the time this second group arrives, male and female lumberjacks armed with wood axes have gathered at the west, northwest, and north entrances, with a smaller group keeping an eye on the unwallled east end of the town. There are 20 lumberjack defenders in total, five at each location. The remaining townsfolk (mainly wives, children, and those too old or sick for hard physical labor) and Verrin do not participate in the battle but shout encouragement or scream in fear depending on the outcome of the battle. After Stage 1, give the PCs 1d4+1 rounds to prepare for the next attackers.

Stage 2: Splitters (EL4 and EL4)

A group of six undead (four zombies and a pair of ghouls, with the ghouls moving slowly like the zombies in an attempt to blend in) approaches the northwest town entrance; meanwhile a pack of eight zombies pulls into the lead on the north road. The packs will reach town within 1d3 rounds of each other, and as the two entrances are 120 feet apart it is impossible for the PCs to remain together and still deal with both—they’ll need to split up or hope the NPCs can handle one group.

If the PCs leave one group to the lumberjacks and that group has the ghouls, treat the ghouls as zombies for this encounter and let those NPCs deal with the zombies slowly but effectively; this lets the players know that they aren’t wholly responsible for the safety of the entire town.

After Stage 2, give the PCs 1d3+1 rounds to prepare for the next attackers.

Stage 3: Pandemonium (EL4 and EL5)

This is similar to the previous stage except undead are also trying to enter the town from the western road and the eastern hill (which is steep enough to count as difficult terrain but not actually require Climb checks). At least one of these groups should include ghouls (see the same undead packs in the random table above), while the other two packs are just groups of eight zombies.

If the NPC defenders are facing a group with ghouls, the combination of stench and paralysis is likely to quickly incapacitate all five lumberjacks in that area. If a pack with ghouls takes down all defenders in the area, they stop to feast on their victims. The PCs can run to help the NPCs, but failing that, Lady Cirthana (the town's semi-shunned cleric of Iomedae) can show up and drive off the ghouls with a turn attempt, giving the PCs or other townsfolk time to drag the fallen to safety.

After Stage 3, give the PCs 1d3+1 rounds to prepare for the next attackers.

Stage 4: The Last Waves

With the loss of the most powerful undead from this large mob, all that remains are several large groups of zombies (four groups of six or eight zombies each) that come staggering toward the north entrance. Lacking any other obvious threat, some of the lumberjacks leave the secondary entryways to the town to help the PCs with this final push. Unlike the first encounters, these waves follow each other in quick succession without giving the PCs time to rest. The individual encounters should be easy (even if the PCs have spent much of their daily resources), it's just a matter of holding out. If the PCs are winning, there is no need to play out the details of all of these encounters—just assume they finish the encounters without expending any more resources or losing any defenders.

Optional Stage: Boss Encounter (EL 6)

If the PCs are having a very easy time with these encounters, consider throwing in one challenging encounter with Karn the ghast, his two ghoul minions, and six zombies. Karn and his troops approach the PCs after a lull in the battle before or during Stage 4.

KARN THE GHAST
hp 29; MM 118

CR 3

Invasion Aftermath

Once the last of the undead are dispatched, the PCs and locals can take time to look at the bodies. The initial impression is that the bodies are pretty old and quite desiccated. A successful DC 10 Knowledge (history) check reveals that some of them are dressed in recognizably old styles of clothing (that is, those wearing more than just

rags or a torn funeral shroud). None of the townsfolk recognize any of the bodies, whether by size, clothing, or distinguishing marks like tattoos. Verrin doesn't remember burying any of these people, but thinks some of the better-preserved ones look like they were embalmed. Apparently these bodies came from an older cemetery unknown to the people of the town.

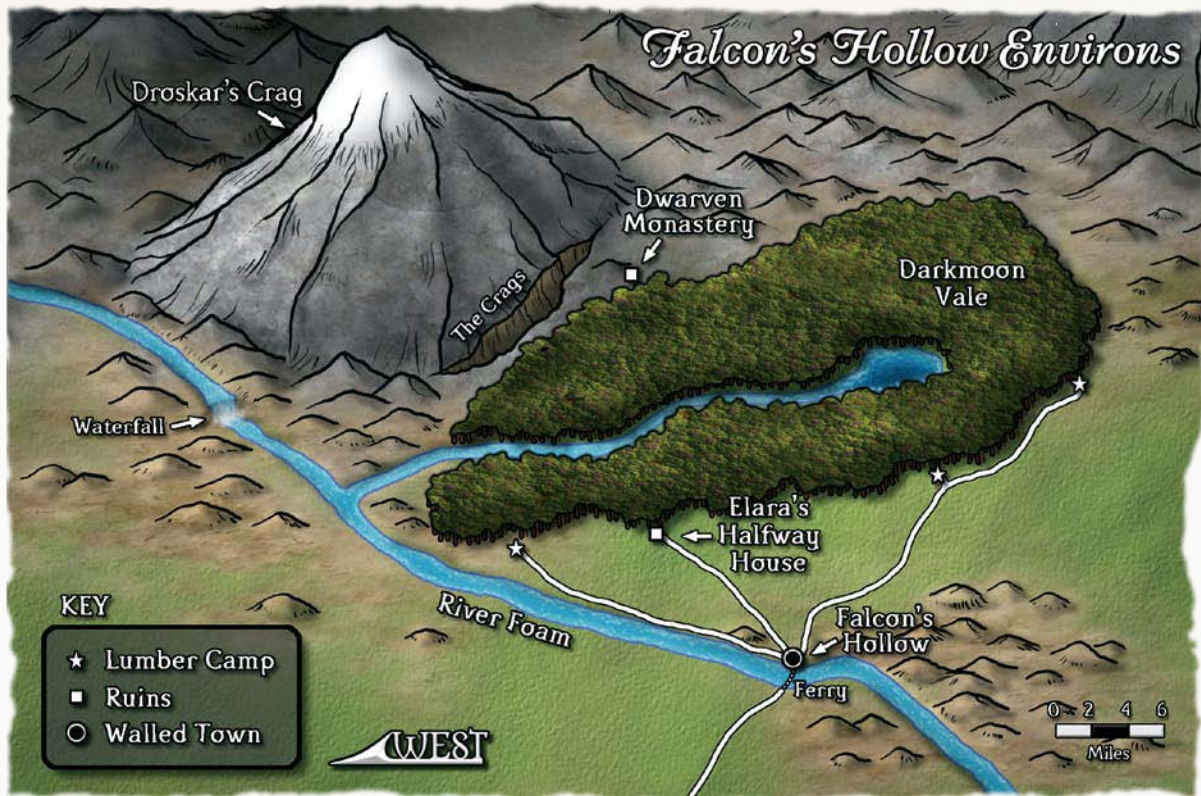
With the ghoul attacks, the PCs and NPCs may have to deal with ghoul fever. Fortunately, Lady Cirthana is able to minister to those in town with magic and the Heal skill (+8 modifier, easily beating the disease DC even by taking 10) and she assures the PCs that she can get the locals through the sickness with no lasting effects. Meanwhile, the lumberjacks plan to dismember all the undead corpses and everyone will drag the remnants to the downwind field outside of town for burning.

Cirthana's expertise allows the PCs to leave town and find out the source of all these undead. As they came from the general vicinity of Verrin's property (adjacent to his family-owned cemetery), he's willing to show the PCs to his place and see if they can discern any clues from the unearthed graves there. It is an hour's walk to Verrin's home. The corpseman alternates between angry silence at the violation of his graveyard, wild speculation about its causes (demons, warlocks, and Chelaxians top his list of suspects), and amazed descriptions of things he saw during the battle at Falcon's Hollow (most of which the PCs witnessed or caused).

Verrin's Home

The corpseman leads the PCs up the north road, which quickly bears northwest. The dirt road is easy to follow, and twin ruts from wheels show where many carts and wagons have carried supplies and workers to the forest to work for the Lumber Consortium. Characters with the Track ability notice frequent shuffling footprints on and around the road, as if the undead weren't too far behind Verrin when he came to town. He grumbles about having to walk ("Damn zombies scared off my cart mule, I'll be lucky to get her back"). About an hour out of town Verrin turns onto a less-used, wheel-rutted trail that leads into an area of sparse saplings ("Them Erastil priests planted, said something about regrowing the forest").

Trying to be sociable, he invites the PCs to stay the night at his home if they feel the need, even offering them a quick meal of bread and honey to strengthen them for more adventuring. However, as his cabin comes into sight between the saplings he starts to glower again, as he can see the door is wide open ("I never leaves it open, raccoons get in and eat my food"). His home is little more than a shack, though he is not embarrassed by it—he owns it and the land it's on, a rarity in these parts even if it doesn't make him a wealthy man. Not only has the door been broken open, but also his place has been ransacked, with



the food stores in particular scattered about (all the meat is gone). A successful DC 20 Spot check lets a PC notice the faint smell of ghoul in the area. Nearby, the half-eaten corpse of a mule attracts a cloud of flies. A mule cart lies overturned behind the cabin.

Upon seeing the state of his home and mule, Verrin flies into a tantrum and angrily kicks the side of his shack, complaining bitterly (“Nothin’ good ever happens to me!”). Then he becomes despondent and sulks while the PCs look around. If anyone tries to cheer him up, his eyes grow wide and he studies them intently for a moment, then draws his homemade nail-shank and declares he’s going to give up his business and become an adventurer. Fortunately, a Bluff, Diplomacy, or Intimidate check (DC 10) talks him out of it. If the PCs offer him money or other compensation for his losses he initially refuses (“The Tieruk’s don’t take handouts, we’ve got our pride”) but looking at the damage, he changes his mind and permits himself to accept up to a single gold piece and no more.

Outside the shack, trackers find that the zombie footprints pass around and beyond Verrin’s home and proceed a little west of true north. Once he gets over his mood, Verrin waves for the PCs to follow him to his cemetery, where he saw the undead clawing their way out of the graves. The small graveyard has been defiled—graves torn up, markers scattered, old flowers trampled, and so on. Altogether there are at least 20 bodies missing. From the position of the earth scattered around the

graves it is clear that the corpses dug themselves up rather than some agent on the surface exhuming them—the openings in the graves are no more than 2 feet across and are surrounded by long scrapes pointing toward the hole. The initial tracks from the graves are dirty, wet, and easy to follow; they lead north-northwest—unlike the main mass of undead that attacked the town, none of these ones went south. PCs familiar with this area (such as those who played through the prequel adventures) may realize that is the same general direction as the old dwarven monastery (DC 15 Intelligence check if no PC specifically mentions it). They run parallel to the path made by the southward-moving undead.

If the PCs decide to follow the tracks, Verrin says he’ll go back to town and tell everyone that the PCs are following the zombies north, and that they’re welcome to stay in his home (“such as it is”) if they need a place to rest in between battles—a generous offer but he doesn’t know the source of the problem is a day away. The trail is less than a day old, and with the number of undead in the traveling mob, the Survival DC to track them is only 9, easy enough for even an unskilled person to follow and clear enough that a reasonably skilled tracker can follow them at normal speed instead of half speed (–5 penalty to the check). Any experienced tracker can recognize (Survival DC 15) that these tracks were made by undead; a ranger with undead as a favored enemy can apply his bonus to Survival checks to follow the trail.

The Tainted Forest

As the PCs approach the Darkmoon Wood they feel unease, as if there were a bad smell on the edge of their perception or an almost-visible gloom in the air. These sensations are in addition to the normally bleak and dark appearance of the Wood. Characters paying attention to the tracks notice that from time to time one or more sets of tracks diverge from the main group, change their pacing as if moving slowly, then gain a burst of speed and end at a partially-eaten forest animal, then scurry back to the main group (these are ghouls or festrogs hunting, though it's hard to tell that from a typical zombie footprint). A few miles after Verrin's graveyard they find another set of northward-pointing tracks that runs parallel to Verrin's clients and eventually merges with them (these are the small number of undead from the forgotten old graveyard who went north instead of south).

Eventually the PCs reach the stream that bisects Darkmoon Wood. The break in the treeline is a welcome change from the oppressive atmosphere, but only slightly. A few fish float belly-up on the shallow banks of the stream but others swim by and seem healthy. Beyond the stream the trail becomes very easy to track for about a hundred feet, then the water dries, the ground firms up, and the trail becomes easy again rather than ridiculously easy.

The woods on the north side of the stream are spookier than the south side. Instances where the trail splits off to maul some animal are less frequent and eventually stop. By the time they reach this area, PCs familiar with this area should realize the trail is leading them back to the old dwarven monastery, or at least very close to it (DC 15 Intelligence check if no PC mentions it). If the characters played the prequel adventures and camped in this part of the forest then, have them find one of their old campsites. Eventually the PCs reach the vicinity of the monastery, which is on the slopes of the hill.

The Strange Guardian

As the PCs approach the ruined monastery, they get the feeling they are being watched. Anyone looking for tracks can attempt a Survival check (DC 15) to notice strange wolf tracks crisscrossing this area, including over and under the obvious path of the undead. A successful DC 10 Knowledge (nature) check lets a PC realize that most normal animals avoid the undead, and its presence in the vicinity and willingness to cross the trail several times indicates this is no normal animal.

Whether PCs try to follow these tracks or ignore them and proceed toward the monastery, they are eventually hailed.

A gravelly voice calls out, though you cannot see who it belongs to. "I greet you, bearers of metal. I wish you no harm, but I fear my appearance may startle you. May I have your word that you will not attack? I wish to speak with you."

OPTIONAL SITE: OLD GRAVEYARD

If the PCs continue to backtrack up the trail made by the undead that attacked the town, a few miles later they reach an old graveyard. This place is in even worse shape than the one by Verrin's home. Before the undead tore themselves free of the ground, it was only barely recognizable as burial site if you were specifically looking for one—grass had grown over all the graves, the few markers were made of wood and are eroded by weather, and the graves were arranged haphazardly. Now that the corpses have risen as undead, the displaced earth mostly covers even these few details. It looks like this place was abandoned over 100 years ago. Most of the undead from here went south toward the town, but a few went north-northwest in roughly the same direction as those from Verrin's graveyard. If the PCs follow this small group heading away from the town, their trail eventually merges with that of Verrin's lost corpses.

OPTIONAL SITE: LUMBER CAMP

If the PCs are friends with people in town or if they played through *D1.5 Revenge of the Kobold King*, they may wonder if the lumber camps on the edge of the forest were also attacked by undead. If they decide to pursue this idea, they find that the first camp they visit was attacked, and some of the workers are still missing; presumably other camps met a similar fate. *Revenge* has a map of a lumber camp if you want to have a similar undead invasion encounter there (for example, if the PCs leave Falcon's Hollow fast enough and head straight to the camp, they might reach it before the first undead arrive).

If the PCs agree, from behind a nearby rock outcropping or large tree steps a gaunt, black-furred wolf with glowing green eyes. PCs who succeed at a DC 20 Spot check notice there is something odd about the creature's paws, though at the current distance of 60 feet it is hard to tell exactly what is so unusual about them. The wolf looks unhealthy, perhaps even undead.

"I am Lucimar, friend of Kasthak, a druid of Erastil who watched over this area years ago. I... apologize for my current state. Some great evil has been unlocked below these dwarven ruins. It has corrupted the earth and infused flesh with its energy. Dead flesh, such as the creatures you have been following, and living flesh... such as my own."

Lucimar explains that he was once a common wolf but Kasthak used his magic to awaken true thought in his

head and taught him to honor Erastil. After Kasthak died over a decade ago, Lucimar continued to patrol the area, alert for evil or a human in trouble but mainly staying to himself, as the company of normal wolves gives him no comfort. He says he felt the surge of energy flow over him and transform him into whatever he is now. For the time being he is able to hold onto his memories and beliefs, but he fears the darkness will overwhelm him and make him nothing but a beast intent on murder. He knows the source of the power is deep below the ruins, and asks the PCs to destroy it if they can. He doesn't know if this will reverse the damage done to him and to others in the area, but he hopes it will, and if the destruction of the source is insufficient he hopes that the PCs will put him out of his misery before the bloodlust consumes him. Until that time, he will wait, for he does not wish to die just yet if he does not have to. He can feel the power growing stronger the closer he gets to the ruin and refuses to go inside lest it overcome his will to resist.

Lucimar willingly tells all of the above information to the PCs. If the PCs react to him with caution or friendliness, but not hostility, he allows them to approach him. When they get closer they can see that all four of his paws have changed to become more hand-like, though he can still walk on them, if a bit awkwardly. He detects as evil, though the entire area is faintly suffused with evil, and his alignment could easily be a result of the dark power embodying him.

Lucimar is lyng. He's actually a necromancer follower of Urgathoa who became imprisoned into this worg form after a conflict with a rival. His appearance has nothing to do with the breaking of the Seal—he has looked like this since he became an undead creature over a year ago. His modified hands allow him to cast somatic spells, though he has a hard time carrying material components. He is evil but knows enough about religion to pass as a follower of Erastil. He sensed the power from the breaking of the Seal and came sniffing about, but seeing the many undead entering the ruin he felt it might be too much for him to take on alone, so he waited to see if something came out (that he could kill or bargain with) or if meddling fools might show up (which he could convince to “eradicate the evil”). He plans to kill the PCs once they have dealt with the current undead inhabitants so he can seize the remaining power for himself. In his interactions with the PCs he pretends to be nothing more than a simple awakened animal; in this persona he knows very little of human culture (only having visited Falcon's Hollow once with Kasthak when he was younger), the outside world, or magic. As the PCs are already inclined to enter the ruins to deal with the undead threat, the idea of helping “suffering” Lucimar should be an extra incentive, especially if there is a follower of Erastil in the party.

If the PCs attack now, Lucimar runs away but does not break character, hoping that they might accept him if he

visits later (such as when they retreat from the dungeon to make camp). When Drazmorg is dead, Lucimar senses the dissipation of power and knows it is time to strike—when the PCs exit the ruin, preferably weakened. His stat block is on page 26.

The Monastery

The surface level of the monastery is described in *Do Hollow's Last Hope*. If you don't have that adventure, use the following description (modify this text if your PCs have been here and altered this area).

Tall grasses and chunks of stone debris have all but overtaken this small yard. Off to one side, a wooden stable has collapsed into a mound of rotting timbers. The outer eastern wall is collapsed, leaving a ragged hole. Remnants of the old foundations suggest the original shape of this place but none of the interior walls remain.

In addition to the path of the undead, other notable things in the area include some broken kobold weapons and a group of uprooted bushes surrounding a staircase leading into darkness. The first level under the monastery had various monsters competing for territory. The second level was the home to a lair of kobolds. When Drazmorg's team arrived they fought past the kobolds to enter the vault levels (third and fourth levels belowground). The trickle of energy from the Seal gave Drazmorg the ability to create a few shadows; these harried the kobolds to such an extent that the kobold king moved his tribe to the first underground level, killing or displacing the creatures living there.

With the death of the kobolds (and later their animated remains, courtesy of Drazmorg), the upper two levels are essentially empty, with only the Vault levels having any worthwhile encounters at this point. There is no need for the PCs to have to make round-by-round decisions about their path through the upper dungeon levels; they can climb the surface-level stairs, pass through a level of fine (if plain) dwarven construction, continue on through most of an old dwarven mine recently inhabited by kobolds, and reach area 28 in the same manner as you'd describe a two-week journey by sea that passed without incident.

It is worth noting that most of the undead in this area came from bodies that left Verrin's graveyard. This means the PCs are going to face the undead parents, friends, and relatives of the people of Falcon's Hollow. If they played through the sequel adventures and some of the townsfolk died during that time, it is quite possible that the PCs recognize some of these people now animated as undead. Unfortunately there is nothing the PCs can do to restore these people to life or to reverse their corruption by negative energy; the only way to put them at rest is to destroy them with violence. Good PCs (especially those who worship Pharasma) might want to make note of

which corpses they recognize (or at least those which seem more recent than those of the old graveyard) and make arrangements to have them identified and reburied.

PART 2: THE UPPER VAULT

Drazmorg has two undead shadows in his service whose sole job is to search the entrance to the Upper Vault and spy on intruders. Once they detect the PCs, the shadows creep along just within the walls (they can sense adjacent creatures while within the wall), occasionally poking their heads out to make sure the PCs are still nearby. The PCs are likely to become paranoid because of the constant spying, but the shadows are under strict orders not to battle the PCs, just watch. Because Drazmorg's *staff of all-sight* allows him to scry at will, he is easily able to keep track of where the PCs are. In his hubris believes that he cannot be defeated and accepts that the PCs may kill some of his minions, but the dead PCs will make fine replacements for the fallen. If Drazmorg is destroyed, these shadows (and any undead not immediately engaged in battle with the PCs) are free to go where they please, and while they hate the living they realize that any group capable of killing Drazmorg would have no trouble with them, and they flee the dungeon.

Forsaken Tunnel (not shown on map)

This place looks like recently it was entirely caved in, but someone has dug out the collapsed area, revealing a continuation of the tunnel leading to a large hole in the floor.

If you have *D1 Crown of the Kobold King*, this cave is area 28 in that book; it is not shown on the map in this book but its dimensions aren't important—its connection to the Seal level is. When Drazmorg's shadows started preying on the kobolds, the kobold king had this tunnel collapsed to prevent more of them from coming (not understanding that the incorporeal shadows could easily pass through the rubble). After the kobolds died (at the hands of the PCs or others), Drazmorg had his minions clear out a passage through the collapsed area. The two kobold corpses left here were animated by Drazmorg in *D1.5 Revenge of the Kobold King*, and presumably the three shadows haunting this place were destroyed by the heroes during the events of *Crown*. There is enough dust and loose dirt in this area from the collapse and digging that even PCs unskilled at tracking (DC 10 Search or Survival) can see shuffling footprints and boot prints leading through the tunnel and toward the large hole—the undead from the graveyards have come this way. The bottom of the hole leads to area 1 on the third level.

A DC 12 Knowledge (architecture and engineering), or Knowledge (dungeoneering) check reveals the hole is of even older construction than most of the finishing work in the upper levels, as if these upper chambers were

A SAFE HAVEN

With the upper levels cleared and Drazmorg currently uninterested in patrolling them, PCs who want to rest can find a relatively safe place to wait out the night. Drazmorg has a limited number of undead, so eventually the PCs can wear down his numbers with hit-and-run tactics, though he starts sending patrols (taken from "spare" undead in various levels of the Vault) to the upper portions to try catching the PCs while resting. It is far safer for the PCs to fall back to the surface, as Drazmorg is currently unwilling to send troops much farther than the Vault. As it is a day's march back to Falcon's Hollow and another day to get back to the ruined monastery, a trip to town to re-equip is probably out of the question unless the PCs are willing to give whatever controls the undead two full days with no interruptions to work on its plans. Even if they are "friendly" with Lucimar, he can't go into town in his "current condition," as the townsfolk will probably kill him on sight. Of course, the PCs can send cohorts or other NPC allies back to town if necessary while the main force continues the exploration of the Vault.

completed long after this shaft. The hole quickly widens to 30 feet across and is grimy, lichen-covered, and damp. It drops 40 feet into dark stagnant waters—the dim light of a torch is just enough to reach the water, and the reflection of torchlight is visible below. Though the bottom of the shaft appears flooded, the pool is only 10 feet deep (falling 40 feet into water deals 2d3 nonlethal damage). Drazmorg's undead minions are immune to nonlethal damage and simply drop in. A DC 18 Search check notes scraping claw marks in the sludge-coated walls, revealing where Drazmorg's creatures climbed out.

1. The Stagnant Pool (EL 7)

This large circular room smells strongly of old earth and faintly of rot. Slime coats the walls and old pieces of wood and patches of congealed muck float on the surface. A large hallway leads south.

This area and all others beyond were constructed by the dwarves long ago and later repurposed by the Shining Crusade to house a Seal helping to bind the Whispering Tyrant. PCs knowledgeable in stonework recognize that its construction is similar to the upper levels of the monastery—efficient and precise, but without creative ornamentation—but in places human hands have remodeled it. The dwarves originally used a sturdy wooden staircase to get from the second level to the bottom of this chamber; the crusaders found it still in good working order when they were here but tore it apart when they



finished to make it more difficult for others to access the Seal; remnants of the staircase still float in the water.

Creatures who jump or fall from the upper level land in the middle of this room. The water level is about a foot below the lip of the southern hallway, and it only takes a move action for a creature to exit the water and stand up in the hall.

Trap: Drazmorg ensorcelled the lower end of the chamber with scrying eyes to alert him of living intruders. Set into the stonework and washed with slime are six skull-sized, necrotic eyeballs stolen from some monstrous beast. As soon as any living creature reaches the water in this room, the eyes suddenly pop open and stare at the interlopers. The eyes alert Drazmorg, who immediately summons undead guards to attack. Immediately after triggering the trap, a loud hiss rises from bottom of the flue.

Creatures: Drazmorg has a small patrol of bloody bones (a type of undead) guarding this area, hiding under the opaque surface of the water. Muscle and sinew hangs from their skeletal bodies while four long, sinewy tendrils writhe from their midsections. Their hollow eye sockets show nothing and their rotting flesh oozes a vile mixture of blood and mucus. Thick metal rings keep their mouths permanently shut. They emerge shortly after the scrying eyes trap is triggered, or 1d4 rounds after the first opponent touches the surface of the water (if the PCs somehow disable the trap). During combat, Drazmorg uses his *staff of all-sight* to speak through his undead vessels, vocalizing threats and curses through long gashes in the creatures' throats. The projected voice sounds dry and raspy, almost like a whisper, but it eerily seems to carry great a distance and resonates as if the speaker whisperer were standing right next to the listener's ear.

BLOODY BONES (3)

CR 4

Tome of Horrors

CE Medium undead

Init +1; **Senses** Darkvision 60 ft.; Listen +9, Spot +9

DEFENSE

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 natural)

hp 32 (5d12)

Fort +3, **Ref** +2, **Will** +3

Immune undead immunities; **Resist** fire/10

OFFENSE

Spd 30 ft.

Melee 4 tendrils +4 ranged touch (drag) and claw +5 melee (1d4+3)

Space 5 ft.; **Reach** 5 ft. (30 ft. with tendril)

Special Attacks Improved grab, rend 2d4 +4, tendrils

TACTICS

Before Combat The bloody bones hide, submerged beneath the water until PCs come within range of their tendril attack.

During Combat The bloody bones lash out with their tendrils, trying to grab targets, pluck them from the walls and pin them beneath the water, attempting to drown

[HUNGRY ARE THE DEAD]

them as they make their rend attacks.

Morale These creatures are fearless and fight until destroyed.

STATISTICS

Str 16, **Dex** 12, **Con** —, **Int** 12, **Wis** 14, **Cha** 12

Base Atk +2; **Grp** +5

Feats Great Fortitude, Weapon Focus (tendrill)

Skills Climb +10, Escape Artist +23, Hide +8, Listen +9, Move Silently +6, Spot +9

SQ slippery, undead traits

SPECIAL ABILITIES

Improved Grab (Ex): To use this ability, a bloody bones must hit an opponent up to its size or smaller with a tendrill attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it pulls its opponent into a space adjacent to it and attacks with its claws.

Rend (Ex): A bloody bones that hits an opponent with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+4 points of damage.

Tendrill (Ex): A bloody bones can fire up to 4 sinewy tendrills to a maximum range of 30 feet (no range increment). A tendrill has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a tendrill does not provoke an attack of opportunity. If the tendrill is currently wrapped around a target, the bloody bones takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a tendrill deals no damage to a bloody bones.

Slippery (Ex): Bloody bones are difficult to grapple or snare due to the constant flow of blood and mucus across their bodies. Webs, magic or otherwise, do not affect bloody bones. They have a +15 racial bonus to Escape Artist checks.

Treasure: A DC 25 Search check in the muddy waters in the bottom of the chamber reveals a rotting leather pouch of gems. There are a total 13 small gems in the satchel, mostly quartz, jasper, and agate, each worth 50 gp.

2. Chamber of Gears (EL 6)

The tunnel opens into a large cone-shaped room. Near the entrance churn a pair of tremendous iron gears. A low-clicking sound emanates as they grind and the air reeks of incense.

This chamber once served as a trap-filled corridor, but Drazmorg's minions triggered them all. With no slight amount of aid from Grimbal (see area 3), his minions converted the traps into butchering weaponry.

Creatures: Two ghastrs and four festrogs guard this room, hiding behind the large statues on the south end. They wait for opponents to enter the room before attacking. The festrogs initiate the assault by releasing bladed pendulums that swing into the three squares in front of the entryway, preferring to use the blades to divide a group of intruders. Once the pendulums start

swinging, the ghastrs scamper into the southern corridor, blocking it. Meanwhile, the ghastrs hit a tripwire, activating a spike-throwing trap that shoots projectiles northward from above the statues. After the spike volley, one of the ghastrs turns the spinning crank behind the southwest statue, which closes the doors to area 4.

FESTROGS (4)

CR 1

hp 13; see Appendix

TACTICS

During Combat The festrogs work as a team, blocking the corridor and lashing at any opponent attempting to pass by.

Morale The festrogs fight until destroyed.

GHASTRS (2)

CR 3

hp 29; **MM** 118

TACTICS

Before Combat Ghastrs hold their actions until the festrogs release the swinging blades. Once the first blade swings, the ghastrs trigger the flying spikes trap.

During Combat After using the spike trap and locking the south door, the ghastrs move in to melee with the PCs.

Morale The ghastrs fight until destroyed.

PENDULUM BLADES TRAP

CR —

Type mechanical; **Search** DC 15; **Disable Device** DC 18

EFFECTS

Trigger proximity (by operator); **Reset** manual (full-round action)

Effect Six blades; **Atk** +15 melee (2d6+1/x3 slashing); blade passes through the area once per round until it hits something, at which point it stops moving and needs to be reset; resetting the trap affects all pendulum blades.

SPIKE THROWER TRAP

CR —

Type mechanical; **Search** DC 15; **Disable Device** DC 18

EFFECTS

Trigger proximity (by operator); **Reset** manual (full-round action)

Effect **Atk** +3 ranged (2d4 piercing); uses operator's ranged attack (listed value is for a ghastr), separate attack roll for each target in the north half of the room

3. The Priest and the Head (EL 5)

Within this room stands the disfigured corpse of a cleric of Nethys, its eyes and mouth stitched shut with coarse cord. In one of its desiccated hands, it clutches a weird metal cage with a rotting dwarf's head bolted within. The room is otherwise empty, as if the creature were imprisoned here or locked up for safekeeping.

The door to this room is locked (Open Lock DC 30).

Creature: This undead priest was once a human named Cilios, part of Drazmorg's group of explorers. Weakened by

the backlash of negative energy released by opening the seal, he was easily overcome by the transformed Drazmorg, who killed him and turned his corpse into an undead creature.

The head in the cage belongs to a dwarven architect, spelunker, and employee of Drazmorg named Grimalb Slipstone who solved most of the dungeon's traps. The undead Drazmorg tore off Grimalb's head to prevent him from revealing the dungeon's secrets to anyone. However, he wanted to keep the dwarf nearby just in case needed the trapfinder's expertise, so he put the head into the *Cresset of Grisly Interrogation* (see below), an eldritch container that turned it into a macabre consultant. To prevent anyone from learning the architect's secrets, Drazmorg tasked Cilius with protecting it and locked him in this small room.

If PCs learn the secret to the strange box, they can use it to interrogate Grimalb. He knows many of the dungeon's layout and traps, as well as the location of the safe room.

CILIOS, BLINDING MUMMY CR 5

hp 55; MM 190

Senses blindsense 60 ft.

Melee slam +11 (1d6+10 plus blinding sickness)

TACTICS

During Combat Cilius's eyes are sewn shut but there are small gaps in the sewing allowing him to see normally up to 5 feet away. He uses his blindsense to find opponents, closes with them, and attacks (as he uses normal vision for his melee attacks, he has no miss chance).

Morale Cilius fights until destroyed.

SPECIAL ABILITIES

Blinding Sickness DC 16, 1d3 days incubation, 1d4 Str. Each time the victim takes 2 or more points of Strength damage from this disease, he must make another Fort save or be permanently blinded. (DMG 292)

Treasure: Cilius's treasure is the *Cresset* (and its current target) and a *ring of counterspells* (currently empty).

4. The Archives (EL 5)

Within this athenaeum is a grid of square pillars, each carved with words large enough to be readable when standing at

an arm's length. At first glance you see some places where a pillar was chiseled down and affixed with a flat square slab of stone, perhaps as a revision or correction to the writing. Some sort of humanoid creature is visible on the floor near the back of the room, moving listlessly.

The words on the pillars date back over 800 years and are carved in an archaic form of the Hallit language. Reading them requires either some type of magic or a DC 20 Decipher Script check. Carved by representatives of the Shining Crusade, the pillars detail the horrific rule of the despotic wizard Tar-Baphon and his rise to power as he became consumed with a philosophy antithetical to all life, known as the Whispering Way. The tablets recount how Tar-Baphon was first slain by Aroden himself and his uncanny return as a powerful lich. Seeking to again challenge Aroden, he committed a series of atrocities, including the genocide of an entire nation. Eventually the combined forces of his enemies subdued him, and using powerful seals, imprisoned him for all eternity.

The square stones affixed to the pillars are corrections made to replace damaged pillars or places where faults in the stone caused the writing to chip. If the PCs remove these stones (which are mortared in place) they can barely make out the earlier (damaged) writing, sanded or chiseled away to keep the covering stone from sticking out too much.

Creatures: The listless creature is the decapitated carcass of a dwarf, Grimalb Slipstone. The wound in its neck is ragged, as if the head were removed using a blunt object or a dull blade. Suffused with dark energy from the breaking of the seal, it eerily flops about like a dying fish. The negative energy giving it this motion is also responsible for animating the dwarf's spirit as an undead creature (a mind wraith, see below), which spends its time flitting about the stone pillars. The corpse does not attack or react to attacks. The corpse stops moving and is destroyed if it takes 5 points of damage. It can be turned as 1 HD creature, though turning (rather than destroying) merely makes it flop about more erratically. If Grimalb's head (from area 3) is brought to the body and placed against the neck, the body stops moving and both pieces collapse into dust; this



CILIOS

also destroys Grimal's undead spirit (though other attacks on the body do not harm the spirit).

Grimal's mind wraith looks like a normal wraith except it has no head and thus no eye-like lights. It can see and hear perfectly well without eyes and its darkvision allows it to spot almost anything that enters this room. It waits 1d4 rounds after the PCs enter the area with the pillars, or begins combat immediately if they disturb its corpse.

GRIMAL THE MIND WRAITH CR 5

hp 32; MM 258

Senses blindsense 60 ft.

Melee incorporeal touch +5 (1d6 plus 1d6 Intelligence damage)

TACTICS

During Combat Grimal's wraith approaches anyone who goes near, touches, or attacks his corpse.

Morale Grimal fights until destroyed.

SPECIAL ABILITIES

Intelligence Damage Living creatures hit by Grimal's incorporeal touch attack must succeed on a DC 14 Will save or take 1d6 points of Intelligence damage. On each successful attack, Grimal gains 5 temporary hit points.

Treasure: Grimal's body still holds a few of his possessions, including a magnifying glass, some drafting papers, a skeleton key he fashioned that provides a +2 circumstance bonus to three Open Lock checks before breaking, and 470 gp (Drazmorg's payment for his services, minus a few expenses).

5. More Gears (EL 5)

Stone partitions divide this chamber into a series of interconnected rectangular-shaped rooms. Mounted to several places on the walls and floor, great iron gears spin slowly. Toward the back of the room a 5-foot-diameter wooden turnstile blocks a shallow alcove.

Creatures: A small patrol of festrogs actively wander this chamber. As soon as the monsters detect intruders they charge in for the kill.

FESTROGS (6) CR 1

hp 13; see Appendix

Developments: The turnstile feels jammed, though a DC 20 Search check uncovers a locking mechanism. A DC 20 Open Lock check or DC 25 Disable Device check makes the turnstile operable. Cranking the turnstile in either direction rotates a 10-foot-square section of the granite wall, permitting access to the rest of the dungeon; making an opening for a Small creature takes 1 full round of turning the gear, 2 full rounds to allow a Medium creature to pass, and 3 full rounds to open it completely. Closing the door takes the same amount of time as opening it.

CRESSET OF GRISLY INTERROGATION

Aura moderate necromancy; CL 5th

Slot none; Price 10,000 gp; Weight 1 lb.

DESCRIPTION

This small iron cage is engraved with dozens of ancient funerary runes. On opposing sides of the cage frame, two large bolts can be adjusted to hold a humanoid head in a stationary position within. When a head is placed inside and the command word is spoken, you can sequester information from it as if it were under the effect of a *Speak with Dead* spell. The cage can coerce three answers per day, which do not need to be from the same head or asked in a limited period of time (for example, you could ask a kobold's head a question in the morning, an orc's head a question in the afternoon, and an ogre's head a question in the evening).

CONSTRUCTION

Requirements Craft Wondrous Item, *Speak with Dead*;

Cost 5,000 gp, 400 XP

6. The Trough (EL 6)

The passage opens to a thirty-foot-wide wide room with an open doorway on the far end. Thousands of slimy mottled fist-sized spheres cover the floor. Upon closer inspection, the spheres are actually disembodied eyeballs stacked so deep you can't actually see the floor. With a horrible concert of sliding, squishing noises, the eyeballs somehow turn to stare at you.

The eyeballs were once baked clay, part of a strange magical trap. The burst of energy from the broken Seal converted all of them to animate flesh. The eyeballs are alive but cannot attack; each has 1 hit point. They rotate to watch PCs near them but have no offensive or defensive abilities.

Much of the floor under the eyeballs is riddled with 10-foot-deep pits, all of which are filled with eyeballs; the non-pit areas are covered to a depth of 1 foot with eyes and slime. Shallow areas are considered difficult terrain (each square counts as two squares of movement), and deep areas are considered quicksand (see sidebar).

A small hand-crank in the northeast corner opens or closes the door-wall to area 5. Opening or closing the door from this side takes twice as long as the mechanism in area 5. There is no locking mechanism on this side, though the PCs could force a shield, table, or similar object under the wheel to jam it in place and keep the wall from moving.

Creature: The leaking energy from the Seal mixed with the guardian magically bound to this room's trap and created a gibbering moulder which now lurks buried under the eyeballs near the center of the room.

GIBBERING Moulder CR 5

hp 42; MM 126



TACTICS

Before Combat The noise of the turnstile door in area 6 is loud enough that the mouther is aware of the PCs' arrival. It immediately uses its ground manipulation ability to soften the nearby non-pit areas.

During Combat The mouther tries to grapple and engulf an opponent, then move to the bottom of a pit to finish off its prey. If characters pursue it, it continues to attack the grappled creature and all others from the bottom of the pit (its 22 Constitution means it can hold its breath for longer than most characters).

Morale If outnumbered and reduced to 10 hit points or less, the mouther releases its captives and tries to hide in a pit until its opponents leave.

7. The Copper Priest (EL5)

In the center of this room stands a life-sized, copper-plated statue of a paladin. Emblazoned on his tabard, a code of arms identifies him as of a member of the Shining Crusade. He holds a small

candle in each of his outstretched arms. A set of double doors hangs on the far wall; an inscription is above them.

The statue and its pedestal radiate faint abjuration magic. The inscription reads "By Your Light, We Follow" in Hallit; this provides a hint to revealing a secret passage beneath the statue. Carved into the base of the statue is a small, marble-sized hole. Placing any candle into the hole and lighting it magically unlocks a catch that allows the statue to tilt back, revealing a passage in its base that leads to a hidden safe room (area 7a).

Trap: These doors once led to the tunnels below the monastery. The Crusaders deliberately collapsed the hall beyond the door to help isolate and hide the Seal of Tar-Baphon. If the doors are opened, a small avalanche of rock and stone pours into the room.

AVALANCHE DOORS TRAP

CR 5

Type mechanical Search DC 14; Disable Device DC —

EFFECTS

Trigger touch; **Reset** none

Effect Atk +15 melee (6d6 stone blocks and boulders); multiple targets (all targets in a 10-foot-square area).

7a. Safe Room

This small room appears to be some sort of secret storage area. Various items line the walls, including several rolls of vellum, some stone decanters, a few books, and a wooden staff. Unfortunately, most of the items appear to have suffered irrevocable decay and damage. The entire floor is engraved with a giant map of Avistan, centered on Lake Encarthan.

The architects designed this room as a safe place in case something went wrong with the seal; a permanent *hallow* spell protects the room. The map has several large marks indicating cities, natural terrain features, and settlements; some of these marks use older names for modern locales, some indicate places that no longer exist—forests were eradicated, towers ruined, towns abandoned, and so on. At the GM’s discretion, some of these “lost” locations can turn into adventure seeds if the PCs decide to go there in search of treasure. One scrap of fragile parchment on the floor near the map says (in Hallit) “...perhaps the Dungeon of Ten Thousand Tears...” (this refers to the location of the second Seal, and finding its actual location should be an adventure in itself).

Treasure: Along one of the walls sit three *potions of cure moderate wounds* and a *staff of healing* (12 charges remaining), placed here for any guardians or watchers who might need them in future battles against the Whispering Tyrant.

8. Fork in the Road

Here the corridor splits in three directions. To the east is an alcove with a small waterfall spilling from the open mouths of four carved human faces and collecting in a small stone pool beneath. The south passage ends in an iron-reinforced wooden door emblazoned with six prayers of Aroden. To the north a massive ten-foot-square slab of solid granite rests in a wheeled track permitting it to slide left or right to allow or deny access to the northern hallway; it is currently slightly ajar.

The fountain is filled with holy water (10 vials’ worth), thus the undead avoid it. The fountain keeps the holy water from evaporating but does not replenish it if removed from the system. The southern door leads to the laboratory where Drazmorg and his minions spend their time; making noise near the door attracts their attention.

The sliding granite slab on the north side of this area is held in place at the top with an iron guide track. As long as the track is there, the door slides easily (DC 10 Strength check to open or close the door). If the track is destroyed (hardness 10, hp 20, break DC 28), the slab tilts northward to rest against the north wall; thereafter moving the door (DC 15 Strength check) causes it to scrape noisily. It is

QUICKSAND

Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath.

Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

possible to tip over the slab (DC 30 Strength check) so it falls southward, crushing creatures in a 10-foot-by-15-foot area. Creatures with room to flee the falling wall may do so if they attempt a Reflex save (DC 19), otherwise they take 5d6 points of damage.

9. The Laboratory (EL 4)

Thick iron chains line the interior walls of this T-shaped room, linked and welded into a single, massive candelabra. Upon twisted branches of symmetrically positioned blackened chain rest scores of half-burnt candles. Within, the air chokes with greasy soot and the unbearable scent of rotting flesh. An oversized granite altar serves as the room’s centerpiece. At the far end of the room, a slightly raised dais holds several long knives, a glass alembic, and six bisected skulls filled with strange, putrescent powders.

The Shining Crusade constructed this sanctum as a shrine to Aroden. After Drazmorg discovered it, he converted it into his workroom. Originally he and his crew used the room as a base camp, but since his vile transformation it now serves as primitive lab. The liquid in the alembic is *necrobinding serum*, a potent blend of Drazmorg’s own bodily fluids and other arcane substances he uses to dominate his subjects. The various powders are additional reagents used in the complicated brewing process.

Creatures: One of Drazmorg’s most ferocious allies is Hymmir, an undead barbarian from Belkzen. While lost high in the mountains, Hymmir stumbled upon the cairn of an ancient mystic dedicated to the Whispering Way. The mystic attempted the transition to lichdom, but he failed and his

NECROBINDING SERUM

Aura faint necromancy; **CL** 7th
Slot none; **Price** 700 gp; **Weight** —

DESCRIPTION

This potent alchemical serum is distilled from the body of an intelligent corporeal undead who seeks to establish absolute control over his undead minions. In a wicked ritual, the creator sloughs his own flesh into specially prepared receptacles filled with mystic herbs, where it dissolves and ferments in fluids siphoned from his body. When completed, the creator can then inject the fluids into an undead creature, allowing him to control it for 7 days if under the effect of a *command undead* spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *command undead*, creator must be undead; **Cost** 350 gp, 28 XP

disciples buried him high in the snowy hills. The ice and necromantic substances kept the mystic's corpse perfectly preserved for years, and when starving Hymmir found it he ate it out of desperation and became a ghoul, retaining some of his former skills. Now strange and terrible whispers echo in his skull like the sour eastern winds and he wanders the world trying to find its source. When Drazmorg broke the seal, Hymmir was nearby and sensed the release of negative energy, which drew him to the vault.

HYMMIR URATH

CR 4

Male ghoul Barbarian 3
CE Medium undead (augmented human)
Init +2; **Senses** Darkvision 60ft.; Listen +4 Spot +7

DEFENSE

AC 17, touch 12, flat-footed 17; Uncanny Dodge (Dex bonus to AC)
+5 armor, +2 Dex, +2 natural, -2 rage

hp 32 (5d12)

Fort +3, **Ref** +3, **Will** +6

Immune undead immunities

OFFENSE

Spd 40 ft.

Melee +1 *bastard sword* +9 (1d10+5) and
bite +6 (1d6+2 plus paralysis)
claw +6 (1d3+2 plus paralysis)

Special Attacks rage/1day (3 rounds)

TACTICS

During Combat Upon seeing intruders, Hymmir rages and flies into battle. Because undead are immune to mind-affecting effects (including the morale bonus to saves from barbarian rage), the *calm emotions* spell cannot end his rage.

Morale Fearless, Hymmir fights until destroyed.

Base Statistics When Hymmir isn't raging, his statistics change as follows:

AC 19, touch 14, flat-footed 19

Melee +1 *bastard sword* +7 (1d10+3) and
bite +4 (1d6+1 plus paralysis)
claw +4 (1d3+1 plus paralysis)

Str 14

Grp +6

Skills Climb +4, Jump +3

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 12

Base Atk +4; **Grp** +8

Feats Exotic Weapon Proficiency (bastard sword),
Multiattack, Weapon Focus (bastard sword)

Skills Balance +4, Climb +6, Hide +3, Jump +5, Move Silently
+4, Listen +4, Spot +7, Survival +5

Languages Common (illiterate)

SQ trap sense +1

Combat Gear +1 *bastard sword*; **Other Gear** +2 *hide armor*,
potion of bull's strength, 120 gp

SPECIAL ABILITIES

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight (or a ghost if it has 4 HD or more). A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects.

Paralysis (Ex): A creature damaged by Hymmir's natural attacks must succeed on a Fortitude save (DC 12) or be paralyzed for 1d4+1 rounds; the save is Charisma based. Elves are immune to this paralysis.

10. The Broken Room

Snarls of toppled scaffolding and shelves fill this workroom with their skeletal wreckage, and miscellaneous tools lie scattered across the floor. Extensive structural damage has collapsed the east wall, entirely transforming it into a pile of rubble leading to a natural cavern beyond. Shards of metal sculpture poke from beneath the rubble. Beyond the hole in the east wall you hear the sounds of human suffering.

When Drazmorg's minions unwittingly triggered an explosive magical trap here, it all but destroyed this room. Fortunately for them it revealed a nearby natural cavern with a large pit tainted by the necromantic energy of the Seal. The scattered tools are various items for carving and sculpting stone.

Treasure: A Search (DC 15) of the rubble pile uncovers a *golembane scarab* beneath the miscellaneous debris.



11. Changing Pit (EL 8)

Cries and shrieks echo as a mob of hideous undead brutally beat helpless victims and hurl them headlong into a gaping pit. A few victims struggle vainly, but to no avail. Their assailants quickly lash into them, felling them where they stand and kicking the corpses. Others barely move at all but stare with blank sunken eyes as their vicious fates are inflicted upon them. Those pitiful wretches within the pit roil with feverish delusions as death seizes them. Struggling to maintain coherence, one poor dying farmer almost claws his way out of the pit and begs for death before a kick to the face sends him sprawling back into the churning morass of bodies.

Creatures: Within this chamber, Drazmorg excavated a Changing Pit, a massive hole filled with dead and dying humans all afflicted with some sort of undeath. Others are simply unfortunate victims, loggers, trappers, and farmers caught in and near the woods—nobody in

Falcon's Hollow has realized they're missing yet. Their origins make little difference to Drazmorg, as all these poor dying souls face grisly transformation. Several undead workers and their overseers stand atop of the pit, tossing in fresh bodies. These creatures ferociously charge and attack any living beings that enter the chamber. Still, the smell of life beckons a potent elixir, avidly drawing the attention of the undead in the pit. Every 1d6 rounds, a new festrog clambers out of the pit to join in the fray.

Any living creature entering the pit faces even more trouble as the mob of undead greedily seizes and devours them.

Ghasts, a bloody bones, and festrogs surround the edge of the pit, beating the captives into submission before throwing them in.

GHOSTS (2)

hp 26; MM 118

CR 3

BLOODY BONES

CR 4

hp 32; see page 12

During Combat The bloody bones uses its tendrils to throw opponents into the pit.

FESTROGS (6)

CR 1

hp 12; see Appendix

CHANGING CAPTIVES (12)

CR —

hp 2

All the captives are beaten to the brink of death. Even if healed of physical injury, their flesh is afflicted with necrotic rot that will transform them into festrogs within the next few hours. A *remove disease* spell remedies the affliction. If freed, they beg for healing; if the PCs can't cure, then they beg to be put out of their misery before they transform into to hellish undead (these mercy killings are not an evil act). The experience of being here has shattered the survivors' wills if not their sanity; at this time, none possess the fortitude to face undead opponents without fleeing in fear.

The Pit: The 15-foot-deep pit emanates tangible necromantic energy that slowly transforms creatures into undead. Within the pit churns a swarm of bodies—dead, dying, and undead, all writhing and clawing in various states of transformation. Rather than account for each creature in the pit, simplify the encounter by treating it as a trap. Any living creature falling in the pit lands in the grasping arms of ravenous death. The creatures within grapple the individual, then try to tear him apart and devour him alive.

CHANGING PIT TRAP

CR 5

Type mechanical **Search** —; **Disable Device** —

EFFECTS

Trigger location; **Reset** —

Effect Atk melee +10 claws and bites (grapple plus 4d6). A hit means the creatures attempt to start a grapple (grapple bonus +10). The mob attacks every round. If a victim breaks free of the grapple and still has a move action, he can attempt a DC 18 Climb check to climb out of the pit. The mob is easily damaged by weapons, spells, or other attacks. If a single attack deals more than 10 points of damage to the mob, it releases their victims. The pit-mob is AC 8 and 150 hp. Once it takes 75 hit points of damage or more, the mob disbands into 6 festrogs. Each round a living creature is in the pit he must succeed at a DC 15 Fortitude save or take 1 point of Con damage. Eventually, dead bodies in the pit (whether killed by the pit's energy or otherwise) reanimate as festrogs.

12. Chamber of Graves

The passage empties into an octagonal chamber. Vaulted crawlspaces sealed with iron bars are in the northwest,

northeast, southwest, and southeast corners. In the center of the room stands another statue of a priest, dressed in formal robes with his head bowed. A set of double doors exit from the southernmost side.

The smaller crawlspaces serve as ossuaries for the bones of four workers who perished during the Seal's construction. They have since risen as skeletons, though they pose no threat as they cannot get past the iron bars and the PCs can destroy them easily. The doors at the south end of the room open to a staircase that leads down to Level 2.

Creatures: Drazmorg positioned a pair of guards to protect this area; they hover silently behind the door. As soon as anyone opens it, they attack.

SHADOWS (2)

CR 5

hp 19; MM 221

PART 3 : THE LOWER VAULT

The leaking energy of the broken Seal is much stronger here. The air feels thicker, heavy with ugliness, and the air is stale with a noticeable scent of decaying flesh. The effect is not enough to actually affect die rolls, but PCs should feel that they're experiencing resistance whenever they try to cast healing, good, or other spells or effects that channel positive energy. To add to the tension, have the PCs make Will saves every time they use these kinds of abilities; nothing happens, but if they roll a 1 or otherwise spectacularly low, make a note of it to keep them worried.

13. The Toxic Brazier (EL 4)

Stairs bisect a bell-shaped foyer that opens into a broad rectangular chamber with wickedly spiked walls. The rectangular section recesses into the floor almost five feet below the foyer, creating a tiered section of ledges adorned with rows of statues. In the center of the room, a three-foot-tall iron furnace stands atop a marble dais belching out gouts of toxic-looking smoke. A moat filled with a curious bubbling liquid surrounds the smoky brazier.

The curious bubbling liquid is a mild acid that essentially affects organic material like green slime (DMG 76) except that it cannot move and cannot be destroyed by fire, cold, sunlight, or *remove disease*. However, it can be washed off or diluted with water or other liquids, rendering it harmless.

Trap: Drazmorg's minions sprang a trap in this area that releases gouts of poisonous vapor, which then circulated into several of the surrounding chambers. Though the toxin poses no threat to the undead, it proves deadly to living creatures, therefore disabling the trap provides the added advantage of removing the deadly vapor from the other chambers (area 15 and the hallways leading to areas 14 and 18). Creatures in the affected area must save once

per minute against the poison. Once the trap is disabled, its vapors quickly dissipate, decreasing the ungol dust poison's DC by -1 per round in all affected areas, until 15 rounds pass and the threat is entirely gone.

TOXIC BRAZIER TRAP

CR 5

Type mechanical Search DC — (sprung); Disable Device DC 20

EFFECTS

Trigger — (already sprung); Reset none

Effect multiple targets (all targets in room; never miss);
poison (ungol dust) Fortitude DC 15 negates, 1 Cha/1d6
Cha + 1 permanent Cha.

14. The Hanging Seer (EL 7)

In the center of a thirty-foot-diameter antechamber is a large green transparent crystal. Large iron chains extend from the crystal into the ceiling, holding it a few feet above the floor. Within the crystal is a heavily tattooed man dressed in a hooded robe of archaic style. A piece of the crystal is broken off, exposing the man's hand, and tiny fragments of the broken crystal are scattered about the floor.

A DC 10 Knowledge (religion) check identifies several of the intricate tattoos as sacred symbols of Pharasma, god of fate, death, prophecy, and birth. A DC 20 Knowledge (history) identifies his clothes as being at least a century out of date, probably longer.

Formerly a priest of Pharasma, the Hanging Seer accepted a hellish fate as the eternal guardian of Tar-Baphon's vault. When Drazmorg first arrived, the hanging seer attempted to defeat him, but woefully underestimated the necromancer's ability. Drazmorg was unable to kill the immortal priest but managed to drain him of all his powers, leaving him hanging helpless in his crystal, and using the Seer's body to store the undead spirit of one of his former allies.

In his current state, the Hanging Seer is unable to move or speak, though he can still communicate telepathically. As soon as PCs enter, he immediately attempts to contact them to warn them that a reckless necromancer broke the ancient seal entombing the Whispering Tyrant. In addition to understanding the history of the dungeon and the atrociousness of Tar-Baphon, he knows the following information:

- The Seal is one of several that keep the Whispering Tyrant imprisoned.
- There is a safe room in the dungeon that indicates the location of at least one other Seal.
- Tar-Baphon is aware the Seal is broken.
- He fears Tar-Baphon could well be strong enough to seize mental command of the necromancer who broke this Seal, and use him to locate and break the other ones.
- The invader has bound an undead spirit within him (the Seer) and from time to time he can sense the invader watching him through the spirit.



THE HANGING SEER

Creature: 1d4+3 rounds after PCs begin communicating with the Hanging Seer, their activities attract Drazmorg's attention. In retaliation, the necromancer calls forth the spirit of one of his most vicious former allies to destroy them. The spirit arrives by possessing the Seer's body. The next round, the crystal begins swaying menacingly. Within his prison shell, the seer's face contorts to a menacing snarl and he mentally spews forth curses in a fiendish tongue. On the following round, the spirit forces its way out of his body through his mouth (knocking him unconscious) and attacks.

TAZIMIR'S WRAITH

CR 7

hp 32; MM 258

Development: Once the wraith is dead, the PCs can rouse the Seer with any healing spell or a DC 15 Heal check. The expulsion of the wraith has weakened him but also restored a small amount of his power; he is able to cast up to three *restoration* spells and four *cure moderate wounds* spells, but he withholds them until the PCs agree to destroy the invader and either reseal the Vault (which



he believes is beyond their power) or collapse the tunnels leading to it (which is within their power). No ability the PCs have can free him from his prison, and he still feels duty-bound to watch over the Vault.

15. The Tallow Golem (EL 8)

Entering the room, a foul smoke clots the air that reeks of burnt animal fat. Drizzling from corner alcoves, streams of pallid wax pool across the floor from the two-foot-diameter stubs of once-massive candles, their sputtering wicks now moments from winking out. Beyond the alcoves is a semi-attached room filled with oversized metal and stone cogs. Blocking the path stands the hulking form of a misshapen humanoid creature seemingly carved from solid wax.

In his explorations, Drazmorg lit the candles here to see what would happen, but they had no magic. The power of the broken Seal turned the melted wax into a guardian creature. It is not friendly to Drazmorg or his undead followers.

Creature: Formed from the tallow of ancient funerary candles, this man-shaped construct guardian attacks any creature (living or undead) entering the room.

TALLOW GOLEM

CR 8

N Medium construct (*Tome of Horrors Revised* 222)

Init -1; **Senses** darkvision 60 ft., low-light vision; **Listen** +0, **Spot** +0

DEFENSE

AC 13, touch 9, flat-footed 13
(-1 Dex, +4 natural)

hp 75 (10d10+20)

Fort +3, **Ref** +2, **Will** +3

DR 10/adamantine and bludgeoning; **Immune** cold, construct immunities;

Weakness vulnerability to fire

OFFENSE

Spd 20 ft.

Melee 2 slams +9 melee (1d8+2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks absorption, improved grab

TACTICS

During Combat The tallow golem is a simple creature and continues to attack one target until it is destroyed, then moves on to another available target.

Morale The golem fights until destroyed.

STATISTICS

Str 15, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +7; **Grp** +9

SQ Construct traits

SPECIAL ABILITIES

Absorption (Ex): A tallow golem can break down and absorb fluids from a living victim by making a successful grapple check. If it pins the foe, it deals 1d4 points of Constitution damage each round the pin is maintained.

Improved Grab (Ex): To use this ability, a tallow golem must hit an opponent up to its own size or smaller with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the tallow golem establishes a hold.

Secret Door: This secret door requires no roll to notice it, as it is quite visible as a 20-foot-long section of stone wall that is slightly separated from the surrounding walls and ceiling. The gap is too small to allow creatures to see through to the other side, but a character using gaseous form can slip through it easily. On the south wall is a lever and a small cogwheel with a handle. If the lever is pulled, the western wall and a circular area of floor beneath it rotates 180 degrees in 3 seconds. A character on the spinning section may attempt a DC 20 Reflex save to hop off and remain in this room. Pulling the lever also causes the small cogwheel to spin rapidly as the moveable wall completes its rotation. Cranking the cogwheel winds up a spring mechanism in the floor; once fully wound (which requires 3 successful DC 15 Strength checks, each a full-round action) the lever returns to its original position with a loud click. Pulling the lever again causes the wall, floor, and cogwheel to spin as before. There is no way to manipulate the door-wall or its mechanisms from the west side; characters trapped on the west side of the door must break through it, travel the long way north and through area 13, or wait for others to activate the mechanism from this room.

Stone Wall: Thickness 6 inches, hardness 8, hp 90, Break DC 32.

Treasure: The tallow golem's heart is a hard mass of hard tallow and burnt wick fiber. It functions as a *tallowheart mass*.

16. Undead Storage (EL 6)

A large number of undead stand all over this large room, mainly huddled in the middle. Most are clearly zombies, a few are

TALLOWHEART MASS

Aura faint abjuration, conjuration, and transmutation; **CL** 5th

Slot none; **Price** 2,250 gp; **Weight** 1 lb.

DESCRIPTION

This disgusting mass of hardened beef tallow is always found divided into three parts, each with a different function. If you rub the first piece on a weapon it acts as a *potion of haste*. If you eat the second piece it acts as a *potion of cure serious wounds*. If you eat the third piece it acts as a *potion of protection from fire*, absorbing 60 points of damage before losing its effectiveness, but any round you take fire damage causes you to cough sticky black smoke like a pan of grease on fire (harmless to you or others but disturbing to see or experience). You can separate the three pieces of the mass without harming its properties. Each piece can only be used once.

CONSTRUCTION

Requirements Craft Wondrous Item, *cure serious wounds*, *haste*, *protection from energy*; **Cost** 1,125 gp, 90 XP.

obviously ghastrs. The zombies stand still, while the ghastrs shift about as if waiting for something to do. To the north and south are deep alcoves.

Drazmorg stores all of his "spare" undead here until he can find a use for them. They all have orders to attack any living creature that comes into view. The zombies are too mindless to understand more complex orders but Drazmorg told the ghouls to stay in this room and keep the zombies corralled if anything forced them to move elsewhere. If the ghouls spot anyone, they try to draw the PCs into sight of the zombies so the zombies are likely to see the PCs and join in the battle.

The copper-plated statues in the northern and southern alcoves are similar to the one in area 7, though the poses are more stoic, and the statues do not cover secret compartments.

HUMAN ZOMBIES (2)

CR 1/2

hp 26; MM 266

GHOULS (2)

CR 1

hp 13; MM 118

17. The Disciples (EL 8)

This strangely-shaped chamber is essentially an oblong room with six oval subrooms branching off of it at regular intervals. The ceiling here is 30 feet high and vaulted like a cathedral. Each of the small rooms has a short flight of stairs leading up to a narrow platform. Each platform has an intricately-carved, upright, closed sarcophagi and a set of large, broken iron chains that at one point probably held the sarcophagi shut.

Creatures: Architects built the sarcophagi to imprison the remains of six of Tar-Baphon's most promising disciples, all of whom were tried by the Shining Crusade and found guilty of the gristly slaughter of thousands of innocents. Backlash from the broken Seal animated them as undead and gave them the strength to break out of their stone coffins and merge into a strange composite creature. It becomes alert if it hears the PCs approach and attacks immediately if they linger in its room, but slinks after them if they leave quickly, trying to ambush them when they are distracted.

This horrid creature's limbs are composed of parallel bones from several humanoid creatures. Its head is a broken-and-fused amalgam of three skulls. Its ribcage numbers nearly twenty overlapping pairs of ribs, some of which are jutting out at odd angles. Its feet and hands are large and tangled like the roots of a great tree, made up of at least three hands and feet each. Withered intestine and dry sinew writhe in its empty gut and dangle from its open jaws.

Despite its unusual appearance it has the same statistics as a mohrg.

COMPOSITE DISCIPLE FREAK (MOHRG) **CR8**
hp 91; MM 189

18. The Vestibule (EL6)

You enter a vestibule with curved walls on the north side and square corners on the south. On either side sit two copper braziers partially filled with a sour-scented oil that does little to mask the nauseating scent of rotting flesh that seems to seep from the shale stone walls. In the center of the room is a wretched-looking creature, a desiccated human form with new-looking armor and weapons. Flies buzz about this creature's exposed flesh.

This creature was once Raksmit, Drazmorg's hired bodyguard, but is now another of his vile undead champions. He has the statistics of a normal mummy except instead of *mummy rot* he infects his targets with maggot fever, a powerful variety of filth fever complete with fly eggs and maggots that burrow in and out of the victim's wounds (same effect as filth fever except DC 20).

RAKSMIT, MAGGOT MUMMY **CR 5**
hp 55; MM 190

DEFENSE

AC 26, touch 10, flat-footed 26

+6 armor, +10 natural

Fort +6, **Ref** +4, **Will** +10

OFFENSE

Melee slam +11 (1d6+10 plus maggot fever) or

+1 longsword +12 (1d8+11)

TACTICS

During Combat When in combat, the hundreds of flies surrounding Raksmit hover near him in a noisy, filthy cloud. This has no effect but may trick the PCs into thinking the encounter includes a swarm creature. Any area attack that deals at least 5 hit points of damage kills the flies (but does not negate his ability to infect targets with maggot fever).

STATISTICS

Gear +1 chain mail, +1 longsword, cloak of resistance +2, 320 gp

SPECIAL ABILITIES

Maggot Fever DC 20, 1d3 days incubation, 1d3 Dex and 1d3 Con.

19. The Inner Hall

Beyond the doors stretches a 25-foot-long hallway. On either side, iron sconces line the walls set five feet apart. The candles in the sconces are unlit, though wax droplets beneath them seem to indicate they were recently extinguished. Centered on the far wall rests a five-foot-circumference stone plug, slightly recessed into the masonry. A pair of crossed iron bars mounted onto the western wall near the plug's face form a handle. Spiraling runes carved into the plug read "DEATH" in at least a dozen different languages.

A DC 15 Search or Disable Device check determines that the plug screws into place and can be turned using the handle. The plug is 10 feet thick and requires a DC 20 Strength check to get it in motion, though thereafter it only requires a DC 10 Strength check to keep going. The plug screws into the western wall, eventually becoming almost flush with it, and it can be unscrewed to close the passage just as easily as opening it. Drazmorg already passed through the plug, then commanded his minions to reseal it behind him to hide his passage.

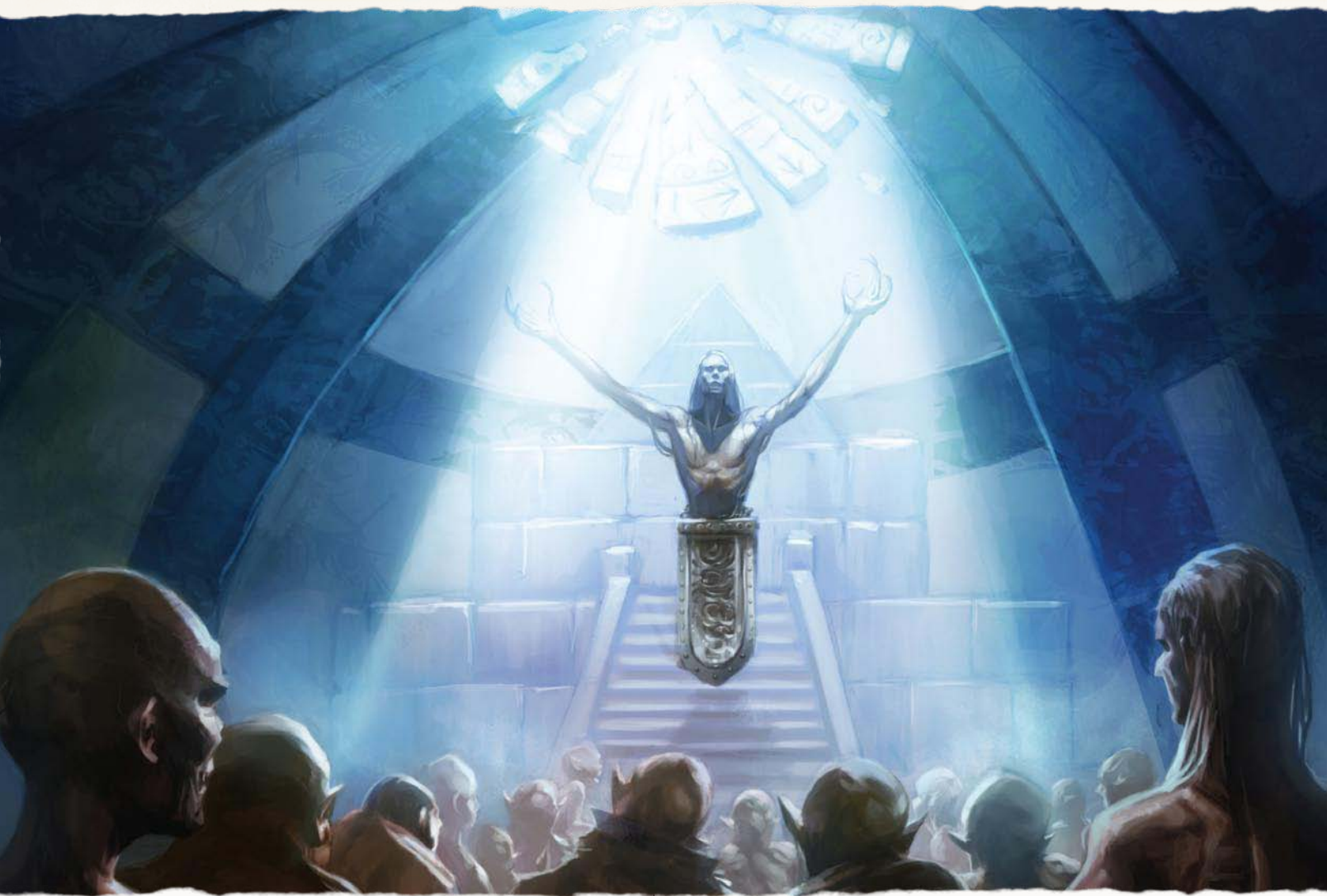
Screw Plug Door: Thickness 10 feet, hardness 8, hp 1800, Break DC —.

Treasure: The candles in the sconces are magical and function identically to *incense of meditation*. There are 14 candles in all, however they've been burnt to stubs and each retains no more than 2 hours of burn time left. While preparing spells the user must light a new candle stub every 2 hours consecutively to get the candles' benefit. Altogether the stubs are the equivalent of three complete pieces of incense.

20. The Outer Seal Room (EL 7)

The doorway bisects a huge curved passage. Its carved cylindrical walls bear thousands of Hallit runes and sigils.

There is no gravity within the ring, though a slow moving force current pulls all objects around the ring in a counter-clockwise motion (see levitation stream below). The entrance to the central chamber connected to the inner wall on the opposite side of the circle. Drazmorg uses prying eyes to



enable him to monitor the passage. As soon as he detects intruders, he commands his undead to attack and slay them.

The Motive Force: Powerful magic creates a stream of invisible force that pushes gently at everything in this corridor. Moving clockwise is considered difficult terrain as characters must push against this force; moving clockwise has no penalty or bonus. Loose objects under 30 lbs. slowly slide counter-clockwise at the rate of 5 feet per round.

Trap: In various positions throughout the passage hover six 2-foot-diameter, glyph-graven, crystalline spheres positioned approximately 45 degrees apart relative to area 21; determine the first one's current position with a 1d8 roll (1 = north, 2 = northwest, and so on) and position the others clockwise from there. Each sphere weighs 20 pounds and is rolled along by the motive force effect. When a living creature comes within 20 feet of a sphere, it suddenly rockets towards them, slamming into its target and knocking them

backward as if making a bull rush attack. Treat the force of the sphere's bull rush as if it has a Strength of 20. The spheres shatter on impact, dealing 4d6 sonic damage. A *silence* spell neutralizes any sphere in its area so it can be disabled or destroyed harmlessly; a successful dispel magic destroys a sphere (make a separate check against each sphere in the area dispel). Drazmorg's team set off two of these traps before hurrying along to the center of the Vault.

EXPLOSIVE CRYSTAL SPHERES (6)

CR 1

Type magical **Search** DC 26; **Disable** Device DC 26

EFFECTS

Trigger proximity; **Reset** none

Effect Atk +10 melee; bull rush (1d20+5) plus 4d6 sonic

An exit to the chamber lies at the opposite side of the circle on the inner wall. It seals with another screw plug identical to the one in area 19 and opens to a smaller curved passage which doubles back and ends at yet another screw plug.

21. The Inner Seal (EL 11)

The opening leads into a rotunda formed from tremendous limestone blocks. A ten-foot-tall dais rises from the center of the room, supporting a concentric mini-ziggurat of layered, rune-covered gear—even those with no magic can feel the supernatural energy pulsing from the thing.

On either side of the dais, a half-flight of stairs ascends from the floor to the largest gear. Colored chalk streaks the walls, floor, and ceiling with arcane symbols and patterns, and sickly-scented oils burn from carefully placed braziers made from human skulls. Scattered throughout the room flop the decaying parts of dozens of battered undead corpses, all bearing bloodless gashes and sundered limbs. These flop and undulate unnaturally, scattered beneath him like fish in a net.

Above the strange seal hovers a horrifically decomposed humanoid. The lower half of his body is gone, leaving only guts and his dangling spine encased in a weird, glass-like receptacle filled with sickly-colored fluids bolted into his chest. Tubes made from intestines and other compounds rise from the fluids attaching to his face, neck, and arms. He preaches loudly, bellowing obscene liturgies from a strange book to a worshipful audience of rotting corpses. Dark energies seep from the ziggurat, caressing the surrounding undead.

Within this chamber lies the broken Seal of Tar-Baphon. There are eight cogwheels in all, each about a foot thick and decreasing in diameter from 35 feet at the base to 10 feet at the apex. Each cog turns separately, and when set to a precise pattern, the Seal opens, similar in function to a giant combination lock.

Creatures: Drazmorg converted the Seal chamber into his holy temple. He flies about, reading aloud from the *Whispers of the Immortal* as if the words were his own. Enraptured with his words, six ghouls bow beneath his command. Of course, much of the display is for show, as Drazmorg frequently uses the *staff of all-sight* to monitor the approaching PCs by scrying on his undead minions, and he is well aware of the PCs arrival. As soon as anyone enters the chamber, he commands his ghoul slaves to attack.

GHOULS (6)

CR 1

hp 13; MM 118

TACTICS

During Combat Drazmorg commands the ghouls to first attack those opponents who threaten him directly.

Morale The ghouls fight until destroyed.

DRAZMORG THE DAMNED

CR 10

Male human dread wight; Cleric 3/Wizard (necromancer) 3/
Mystic Theurge 2 (*Advanced Bestiary* 95)

LE Medium undead (augmented human)

Init +2; **Senses** blindsense 60-ft.-radius, darkvision 60 ft.

Listen +2, Spot +2

Aura evil

DEFENSE

AC 24, touch 12, flat-footed 23

+4 armor, +2 Dex, +4 natural, +4 shield; *entropic shield*

hp 70 (8d12)

Fort +6, **Ref** +6, **Will** +13

Immune undead immunities

OFFENSE

Spd 5 ft., fly 60 ft. (perfect)

Melee slam +6 (1d4+2 plus energy drain)

Space 5 ft.; **Reach** 5 ft.

Special Attacks energy drain

Cleric Spells Prepared (CL 5th)

3rd—*contagion*^D (DC 15), *invisibility purge*, *meld into stone*

2nd—*darkness*, *death knell*^D (DC 14), *desecrate*^{*}, *spiritual weapon*

1st—*curse water*, *deathwatch*, *entropic shield*^{*}, *obscuring mist*, *inflict light wounds*^D

0—*create water* x2, *guidance*, *resistance*^{*}, *virtue*

Wizard Spells Prepared (CL 5th)

3rd—*lightning bolt* (DC 17), *ray of exhaustion* (DC 18), *vampiric touch*^N (DC 18)

2nd—*detect thoughts*, *false life*^{*N}, *ghoul touch* (DC 17), *scorching ray* (DC 16)

1st—*burning hands* (DC 15), *chill touch*^N (DC16), *magic missile*, *ray of enfeeblement*^N (DC 16), *shield*^{*}

0—*detect magic*, *read magic*, *mage hand*, *message*

Prohibited Schools Enchantment, Illusion

TACTICS

Before Combat With all the wards on the outer part of the chamber, Drazmorg is well aware of PCs as they near his sanctum. Given the opportunity, prior to combat he casts *desecrate*, *entropic shield*, *false life*, *invisibility purge*, *resistance* and *shield*. All these spells are figured into his statistics and are marked with an asterisk in his spell list.

During Combat Drazmorg flies above his worshipers and attacks using ranged spells, starting with *lightning bolt* and *spiritual weapon*. He prefers rays, which allow him to use his Weapon Focus feat. He saves his touch spells for when opponents get too close, combining them with slam attacks.

Morale Drazmorg arrogantly believes he cannot be defeated, but if badly injured he uses *meld into stone* to hide and heal himself with *inflict* spells before returning to fight. He then battles until defeated.

Base Statistics **AC** 21, touch 12, flat-footed 19 (+5 armor, +2 Dex, +4 natural); **hp** 60; **Fort** +4, **Ref** +4, **Will** +11; **Melee** slam +5 (1d4+1 plus energy drain)

STATISTICS

Str 12, **Dex** 14, **Con** 0, **Int** 19, **Wis** 15, **Cha** 16

Base Atk +4; **Grp** +5

Feats Combat Casting, Craft Wondrous Item, Improved Counterspell, Scribe Scroll^B, Weapon Focus (ray)

Skills Concentration +9, Craft (ironworking) +6, Craft

[HUNGRY ARE THE DEAD]

(alchemy) +11, Decipher Script +12, Diplomacy +5, Heal +4, Knowledge (arcana) +14, Knowledge (history) +7, Knowledge (religion) +13, Knowledge (the planes) +4, Move silently +10, Sense Motive +8, Spellcraft +13

Languages Common, Infernal

SQ command/rebuke undead, undead traits

Combat Gear *staff of all-sight* (24 charges), *stasis crucible*

SPECIAL ABILITIES

Undead Allegiance (Su) Drazmorg can automatically command all ghosts within 30 feet as a free action. Ghosts never attack Drazmorg unless compelled.

Create Spawn (Su) A creature killed by Drazmorg's energy drain ability rises as a dread wight in 1d4 rounds. A dread wight created in this manner is under Drazmorg's command and remains so until either it or Drazmorg is destroyed.

Energy Drain (Ex) A creature struck by Drazmorg's slam attack gains one negative level. The DC for the Fortitude save to remove the negative level is 17.

DRAZMORG'S STASIS CRUCIBLE

Aura Moderate Transformation; CL 12th

Slot chest and legs; **Price** 23,000 gp

DESCRIPTION

This device looks like a giant glass tube set within a protective iron cage. The glass tube is scrawled with hundreds of mystic sigils and filled with strange tubes and fluids. Bolts around the iron lip of the tube allow it to be fastened into the wearers flesh, while dozens of tubes and probes connect to the wearer's upper body. The device is designed for a creature lacking a lower body or at least missing its legs; it can only effectively be used by undead, as a living creature would almost certainly die from the item grafting itself to his body and removing extraneous flesh to do so (though the character could be raised from the dead or animated as an undead after this death). When properly attached, you may fly at speed 30 (perfect maneuverability). You gain a +4 armor bonus to AC.

CONSTRUCTION

Requirements Craft Wondrous Item, *fly*, *mage armor*;
Cost 11,500 gp, 920 XP

DRAZMORG'S STAFF OF ALL-SIGHT

Aura Strong Divination (scrying); CL 9th

Slot —; **Price** 25,000 gp

DESCRIPTION

This long, gnarled staff looks like several bones fused together and encased in desiccated, gray skin. It appears as if grown from living flesh and bone, then mummified. At the top of the staff, a clump of sinew clasps a spherical object. When the command word is spoken and two charges are expended,

the sinew folds back revealing the petrified eyeball of some mammoth beast. The petrified eye functions in a similar fashion to a *crystal ball*, allowing the user to see events through the eyes of his minions. Drazmorg can use his staff to project his voice from any minion he is currently scrying through, allowing him to usher warnings and threats over great distances, as well as command his spawn. It loses this ability after its charges are consumed.

In addition, the staff allows the use of the following spells:

- *clairaudience/clairvoyance* (1 charge)
- *detect scrying* (2 charges)

The staff is linked to Drazmorg and the seeping energy of the broken Seal. When Drazmorg dies, the staff bends and twists like a wounded snake, then shudders and becomes inert, its eye open and staring. The petrified eyeball retains some of its power, functioning as an *eye of scrying*, and can be pried or cut out of the "dead" staff without harming its abilities.

CONSTRUCTION

Requirements Craft Staff, *clairaudience/clairvoyance*, *detect scrying*, *scrying*; **Cost** 12,500 gp, 1,000 XP

EYE OF SCRYING

Aura moderate divination (scrying); CL 7th

Slot none; **Price** 6,000 gp; **Weight** 7 lb.

DESCRIPTION

This bloodshot eye is larger than a grown man's fist. Its vivid green iris suggests strange depths, and is unnerving to look at for too long. Once per day you may use it to cast *clairaudience/clairvoyance*. If you can cast *scrying*, you may use the eye as your focus object for the spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *clairaudience/clairvoyance*; **Cost** 3,000 gp, 240 XP

Aftermath of Battle

Once the PCs kill Drazmorg, a foul wind blows outward from his corpse and then dissipates, after which the lingering necromantic energy suffusing this area is gone. Any undead created by the breaking of the Seal remain functional. Freed from Drazmorg's control, the remaining undead here are able to leave the dungeons and eventually make their way into the forest and other areas. The PCs may decide to clear out any areas they missed, and seeing active undead there should make them realize that Lucimar has probably not reverted to his normal self either.

Meeting with Lucimar

Lucimar senses the end of Drazmorg and the fading of the power of the Seal. This disappoints him, as he had hoped to be able to tap into this energy himself, but he thinks he might still be able to find treasures or other necromantic items in



the vicinity of the Seal, and with the dungeon's master slain he expects little trouble from the undead there. If the PCs look healthy when they exit the ruin he avoids them for a while, preferring to attack at night if he thinks they'll remain in the area, or avoids them entirely if he believes they don't plan on coming back. If they look beat or tired (and note that some may be suffering from negative levels because of the Drazmorg fight), he senses an opportunity and attacks them.

LUCIMAR

CR 9

Male undead worg-bodied Wizard 9 (necromancer)

LE Medium undead (augmented human)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Listen +1, Spot +1

DEFENSE

AC 22, touch 12, flat-footed 20

(+2 Dex, +4 *mage armor*, +2 natural, +4 *shield*)

hp 66 (including 14 from *false life*) 4d10+8 plus 5d4+10

Fort +7, **Ref** +5, **Will** +6

OFFENSE

Spd 40 ft.

Melee bite +7 (1d6+3)

Special Attacks Spells, trip

Necromancer Spells Prepared (CL 9th):

5th—empowered *fireball* (DC 17), *blight*^N (DC 20)

4th—*dimension door*, *enervation*^N (2, DC 19), *empowered ghoul touch*^N (DC 19)

3rd—empowered *shocking grasp*, *empowered ray of enfeeblement*^N (DC 18), *vampiric touch*^N (2), *sleet storm*

2nd—*blindness/deafness*^N (DC 16), *false life*^N, *ghoul touch*^N (DC 17), *spectral hand*^N, *summon swarm*

1st—*mage armor*, *ray of enfeeblement*^N, *shield*, *true strike*, *ventriloquism*

0—*flare* (2, DC 14), *light*, *read magic*, *touch of fatigue*^N (DC 15)

Prohibited Schools enchantment, transmutation

TACTICS

Before Combat Lucimar tries to have *false life* and *mage armor* cast on his person as much as possible (the copies of these spells in the above spell list are in addition to the ones he already cast). If he expects a fight, he casts *shield*.

During Combat Lucimar initiates combat with an empowered *fireball* and (if time) an *enervation* or two, hoping to weaken opponents before engaging in physical attacks. Whenever possible, he enhances his bite attack with spells such as *empowered ghoul touch*. If wounded he uses *vampiric touch* to regain hit points on his next attack.

Morale Lucimar is bent on seizing the vault. If the PCs overwhelm him prior to the adventure, he begs for his life, offering to aid them with what he can and flees at first opportunity. If facing the PCs after their fight with Drazmorg, Lucimar fights until he has 10 hit points or less, at which point he tries to use *dimension door* to get away. If prevented from escaping, he pretends to shake off the negative energy and gain control of himself again, at

which point he begs them for help (suggesting taking him to a healing temple or a powerful druid), hoping to get a free moment later to get away.

Base Statistics Once his *mage armor* and *shield* spells run out, his armor class drops to AC 14 (12 touch, 12 flat-footed). If his *false life* spell runs out, his hit points decrease by 14.

STATISTICS

Str 17, **Dex** 15, **Con** 15, **Int** 19, **Wis** 11, **Cha** 9

Base Atk +4; **Grp** +7

Feats Empower Spell^B, Eschew Materials, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Focus (necromancy)

Skills Bluff +5, Knowledge (arcana) +15, Knowledge (history) +10, Knowledge (nature) +10, Knowledge (religion) +14, Knowledge (the planes) +7, Listen +1, Move Silently +3, Spellcraft +17 (+19 necromancy), Spot +1, Survival +0 (+4 when tracking by scent)

Languages Abyssal, Common, Goblin, Infernal

Gear waterproof bag, spellbook (all prepared spells plus 0—all cantrips; 1st—*cause fear*, *identify*, *shocking grasp*; 2nd—*blindness/deafness*, *invisibility*, *mirror image*, *see invisibility*; 3rd—*displacement*, *explosive runes*; 4th—*dimension door*; 5th—*magic jar*)

Concluding the Adventure

If the PCs defeat Drazmorg, they've stopped a radical and potentially dangerous threat to the region, but news of the broken Seal is still ominous and unsettling. If they recover the copy of *Whispers of the Immortal*, they can take it to the Academiae to have it analyzed. Yet the wizard's school is filled with dozens of sly eyes, and many of its students and instructors seek power and might pose threats to those they believe might know even the least of Tar-Baphon's secrets.

If the PCs fail to defeat Drazmorg, he continues to build his undead armies and fortify the Vault. When its residual energy is depleted (taking 3 to 4 weeks) he goes on the offensive, trying to gain additional followers by attacking Falcon's Hollow. If Drazmorg finds the safe room (area 7a) and its documentation, he slowly accepts that he isn't the reincarnation of the Whispering Tyrant, but continues with his work under the altered belief that he is Tar-Baphon's savior, and launches a personal crusade to release the lich-king from his prison.

If Drazmorg dies, the undead and other creatures in this lair remain for a time, though the living monsters (such as the gibbering moulder), and intelligent undead like the ghouls and festrogs eventually leave in search of food. These creatures will prey on forest animals, the logging camps, and even Falcon's Hollow unless they are slain or driven off.

If Lucimar survives and Drazmorg is killed, the worg-necromancer siphons what power he can from the broken Seal. He uses this energy to alter his body into something more useful, becoming a creature resembling an undead, hybrid-form werewolf while still retaining the ability to

use a worg-like form. Once he has a shape more suitable for humanoid gear, he salvages what equipment he can from the Vault and kobold lair, then begins planning a suitable revenge against Yras Nine-Eyes, his rival at the Academiae who forced him into worg form. Yras is a mage of some repute and may be a present or future enemy, contact, or mentor of the PCs in some way. If the PCs are friendly to Yras, Lucimar's attempts to kill him may be an adventure hook, perhaps starting with Lucimar interrupting a meeting with the PCs to unleash some terrible spell. Because he can move about quickly with *dimension door* (and later *teleport*, as he and the PCs advance in level), Lucimar can be a recurring villain, showing up just long enough to annoy the PCs by killing a key contact or stealing a valuable necromantic item. Note that unless the PCs attacked him for no reason outside the Vault, Lucimar doesn't bear the PCs any ill will, and finds their frequent crossing of paths amusing. If confronted about his story of being a "simple awakened animal corrupted by necromancy," he admits he was lying but commends the PCs on their success, and as there was no harm done to either side he is willing to let bygones be bygones. He may even become an important contact for the PCs at the Academiae, assuming they don't mind doing business with an evil, monstrous, undead necromancer. If the PCs

deliberately and continually interfere in his vengeance against Yras or in his later plans (which, like most necromancers, involves acquiring magical loot, building a small army of undead, and claiming a piece of territory somewhere). he turns against them. He is willing to accept a few setbacks—Lucimar is evil but practical, and his ordeal as a worg has made him more cautious about provoking people who might turn out more powerful than he expected, so he would rather negotiate with the PCs and achieve an amiable settlement than be pushed into combat when he's outnumbered and outclassed.

On a happier note, Lady Cirithana's help against the attacking zombies, and her ministrations to the injured and sick as a consequence of those battles, earn her the respect of the townsfolk present that day. The leaders of Falcon's Hollow may still dislike her and want her to leave their town, but their whispered words and dirty looks no longer have any effect on most of the locals.

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FESTROG

From the shadows steps forth a hideously malformed corpse with a crooked spine and bent limbs wrapped with thick folds of sinewy muscle. Its hairless, gray-green flesh erupts with large, swollen pustules. As soon as it senses you, it drops to all fours and rushes forward, hungrily its snapping oversized jaws like a rabid dog.

FESTROG

CR 1

NE Medium undead

Init +1; **Senses** Darkvision 60ft. Scent; Listen +1, Spot +1

DEFENSE

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 natural)

hp 13 (2d12+5)

Fort +0, **Ref** +1, **Will** +4;

Immune undead immunities

OFFENSE

Spd 30 ft. (50 ft. on all fours)

Melee bite +4 (1d6+3 plus feed) and 2 claws -1 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Special Attacks Diseased Pustules, Feed, Trip

TACTICS

Before Combat Festrogs use their scent ability to detect and track down living opponents. They stalk prey cautiously and intelligently, attempting to gain the perfect position to charge and tackle their query.

During Combat Consummate hunters, festrogs drop to all fours, barrel down on their opponents, and latch on with their teeth. Using their trip attack, they knock targets prone and feed on them. Once a festrog tastes living flesh it is oblivious to all other creatures and continues attacking that creature until it or the opponent dies. Bolstered by temporary hit points from feeding, it shrugs away attacks while relying on its rupturing pustules to ward off assailants.

Morale Festrogs are fearless, hunting and feeding until destroyed.

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +1; **Grp** +4

Feats Track

Skills Climb +4, Hide +4, Jump +8 (+12 on all fours), Listen +3, Move Silently +4, Spot +3, Survival +5

Languages Common

SQ Scent, four-footed run, undead traits

SPECIAL ABILITIES

Diseased Pustules (Ex): When the festrog takes damage from a piercing or slashing weapon, its boils rupture, squirting the attacker with pus-like fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils (DC 11, incubation 1 day, 1d4 Con).

Feed (Su): Every time a festrog makes a successful bite attack it feeds on its opponent's flesh and gains 5 temporary hit points.

Trip (Ex): A festrog that hits with its bite after making a charge attack on all fours can attempt to trip the opponent (+4 bonus) as a free action without making a touch attack or an attack of opportunity. If the trip fails, the opponent cannot attempt to trip the festrog.

Four-Footed Run (Ex): A festrog can run on all fours at speed 50 if it doesn't hold or carry anything in its hands. When running on all fours it is treated as if it had the Run feat.

ECOLOGY

Environment Any land or water

Organization solitary, pair, gang (3–5), or pack (6–11)

Treasure None

Alignment NE

Advancement 3–6 HD (Medium)

Festrogos are aberrant undead creatures spawned by the spontaneous death and mutation of corpses caused by the release of negative energy associated with planar bleeding, the destruction of potent artifacts, or even certain magical attacks by powerful undead. Sometimes called dog-ghouls for their ability to run on all fours, this name often causes opponents to misinterpret their abilities and grossly underestimate their intelligence.

Ecology

A festrog is a deformed ghoulish humanoid wrapped with tight bands of muscle, so powerful it appears to have warped and contorted the creature's bone structure. The creature bears a human-like face with an elongated skull and a tremendous lower jaw filled with serrated shark-like teeth. Driven by unearthly hunger to consume living flesh (though it will eat carrion or long-dead corpses if it cannot find fresh meat), the festrog hunts constantly. Whatever it devours merely decomposes in its stomach, giving it a slightly gas-bloated appearance. Its tainted, corpse-like flesh is disease-ridden and covered in hundreds of welted boils, some swollen to the size of a halfling's fist.

The *create undead* spell can create festrogos as if they were ghosts. The caster must be able to cast *contagion*, have access to that spell in a scroll or other magic item, or work with another caster who has access to the spell; creating the festrog expends the prepared *contagion* spell, uses an appropriate spell slot, or a charge from the magical source. If the corpse to be animated died of necrotic boils (the disease that festrogos spread) the *contagion* spell is not necessary.

Habitat & Society

Festrogos inhabit remote areas near those places where they were slain. Most gather in small tribes, based on whatever loose affiliations they might recall from when they were alive, and choose dwellings in sunless areas easily defended with group tactics. Like ghouls, they tend to skulk about graveyards, though they prefer ones with tombs and mausoleums so they can hide during the day. They hunt nocturnally in packs, preferring open areas like plains, farmlands, or open forests where they can track down prey with few places for them to run or hide. These packs wander semi-nomadically, often traveling miles beyond their dwellings in the pursuit of mortal flesh.

Variants

The entropic power of negative energy often produces a strange variety of mutations. While the diversity of these effects doesn't warrant creating new stat blocks for each variant, there are specific details worth noting.

Menadoran Festrog: Adventurers journeying to remote locations high in the Menador Mountains report encounters with festrog-like undead formed from the

warped flesh of more primal creatures such as ogres, hill giants, and trolls. Their social and hunting behavior is similar to normal festrogos, though they possess far less intelligence and apply only minimal use of organized tactics. When attacking opponents, they sometimes break into a bizarre feeding frenzy, becoming almost impossible to stop. Menadorans are Large (including all normal modifiers for this size change), have two additional hit dice, and have Intelligence 2 or 3 at best.

Living Festrog: These abominable variants remain partially alive, stuck in a half-transformed state between life and undeath. Some experience no symptoms of this change for weeks, then spontaneously become ravenous for fresh meat and rapidly gain their monstrous abilities. They are identical to standard festrogos except they have the aberration type instead of the undead type. The turn undead ability repels them like a fear effect but cannot destroy them outright. They cannot heal naturally but negative energy heals them. Perhaps more frightening than normal festrogos, living festrogos require food to survive, thus they hunt even more frequently and voraciously than their undead kin. If killed, the creature may rise as an undead festrog the next night.

High Festrog: On occasion, when a powerful human transforms into a festrog, he retains enough of his former memories to retain his former class abilities. Such festrogos continue to develop their character classes, and often evolve into powerful undead adversaries. Thankfully, there exist only a few reports of encounters with high festrogos.

Beastkin Festrog: Not all festrogos arise from the corpses of humanoids; sometimes the corpse of an animal or a more unusual quadruped is sufficient. The natural posture for these festrogos is to be on all fours, but they can stand on their hind legs and use their simple clawed hands to manipulate things in the manner of humanoids. Most beastkin festrogos are barely more intelligent than common animals but the stranger ones tend to be as cunning as a typical festrog made from a human corpse. Pathfinders have seen lion-festrogos, wolf- and worg-festrogos, even a howler-festrog, and one explorer in Numeria reports encountering a barghest-festrog leading a tribe of goblin-festrogos on the edge of the Worldwound.

Vampire-Festrog: While there are no festrogos known to possess true vampirism, there are some who hunger for blood rather than meat. These vampire-festrogos may be the result of humanoids turned into vampires or vampire spawn in an area conducive to forming festrogos. They flush bright red when they have fed recently, fading to a bruised blue-black when deprived of their favorite food. Some vampires (particularly nosferatu, see *Pathfinder #8* page 88) use them as "hounds" to hunt prey or guard their lairs. Vampire-festrogos given a steady supply of vampire blood tend to gain fast healing and turn resistance like their masters.



Seelah

FEMALE HUMAN PALADIN 6

ALIGN LG INIT +0 SPEED 20 ft.

ABILITIES

| | |
|----|-----|
| 16 | STR |
| 10 | DEX |
| 16 | CON |
| 8 | INT |
| 13 | WIS |
| 12 | CHA |

DEFENSE

| |
|---|
| HP 53 |
| AC 22 |
| touch 10, flat-footed 22 |
| Fort +9, Ref +3, Will +4 |
| SQ aura of courage, divine health, remove disease 1/week, special mount |

OFFENSE

Melee +1 longsword +11/+6 (1d8+4/19–20)
Ranged mwk composite longbow (+3 Str) +7/+2 (1d6/x3)
Special Attacks lay on hands (6 hp per day), smite evil 2/day, turn undead 4/day (+3, 2d6+4, 3rd)
Spell-like abilities (CL 6th):
 At Will—detect evil
Spells Prepared (CL 3rd):
 1st—divine favor (2)

SKILLS

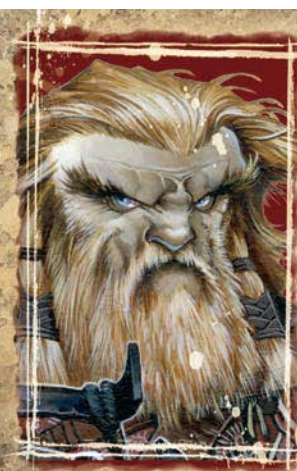
| | |
|----------------------|----|
| Knowledge (religion) | +6 |
| Ride | +4 |
| Sense Motive | +8 |

FEATS

Cleave, Mounted Combat, Power Attack, Weapon Focus (longsword)



Combat Gear holy water (4), wand of cure light wounds (50 charges), amulet of health +2, potion of cure serious wounds, potion of lesser restoration; **Other Gear** backpack, dagger, +1 full plate, +1 heavy steel shield, 20 arrows, rations (4), silver holy symbol, 233 gp



Harsk

MALE DWARF RANGER 6

ALIGN LN INIT +4 SPEED 20 ft.

ABILITIES

| | |
|----|-----|
| 14 | STR |
| 18 | DEX |
| 15 | CON |
| 10 | INT |
| 12 | WIS |
| 6 | CHA |

DEFENSE

| |
|---|
| HP 43 |
| AC 18 |
| touch 14, flat-footed 14 |
| Fort +8, Ref +10, Will +4 (+2 vs. poison, spells) |
| SQ animal companion (badger), wild empathy |

OFFENSE

Melee mwk greataxe +9/+4 (1d12+3/x3)
Ranged +1 heavy crossbow +12 (1d10+1/19–20) with +1 flaming bolt (6) +13 (1d10+1 plus 1d6 fire/19–20) with +1 undead bane bolt vs. undead (6) +15 (1d10+4 plus 2d6/19–20)
Special Attacks favored enemy +4 (giants), favored enemy +2 (undead)
Spells Prepared (CL 3rd):
 1st—longstrider, summon nature's ally I

SKILLS

| | |
|---------------|-----|
| Heal | +10 |
| Hide | +13 |
| Listen | +10 |
| Move Silently | +13 |
| Spot | +10 |
| Survival | +10 |

FEATS

Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Rapid Reload, Track, Weapon Focus (crossbow)



Combat Gear antitoxin, potion of cure moderate wounds (2), potion of pass without trace (2), smokestick, tanglefoot bag; **Other Gear** backpack, bedroll, cloak of resistance +1, gloves of dexterity +2, 30 bolts, +2 leather armor, rations (5), signal whistle, tea pot, 91 gp



Kyra

FEMALE HUMAN CLERIC 6

ALIGN NG INIT -1 SPEED 20 ft.

ABILITIES

| | |
|----|-----|
| 13 | STR |
| 8 | DEX |
| 14 | CON |
| 10 | INT |
| 16 | WIS |
| 12 | CHA |

DEFENSE

| |
|---------------------------------------|
| HP 43 |
| AC 19 |
| touch 9, flat-footed 19 |
| Fort +10, Ref +2, Will +11 |
| SQ +1 caster level for healing spells |

OFFENSE

Melee +1 scimitar +7 (1d6+2/18–20)
Ranged mwk lt crossbow +4 (1d8/19–20)
Special Attacks greater turning 1/day, turn undead 4/day (+3, 2d6+7)
Spells Prepared (CL 6th, +3 ranged touch):
 3rd—prayer (2), searing light*
 2nd—bull's strength, heat metal* (DC 15), lesser restoration, spiritual weapon (2)
 1st—bless, command (DC 14), cure light wounds*, remove fear, shield of faith (2)
 0—detect magic (2), light (2), read magic
 * domain spell (Healing, Sun)

SKILLS

| | |
|----------------------|-----|
| Concentration | +11 |
| Heal | +11 |
| Knowledge (religion) | +9 |

FEATS

Great Fortitude, Iron Will, Martial Weapon Proficiency (scimitar), Weapon Focus (scimitar)



Combat Gear holy water (3), wand of cure moderate wounds (17 charges); **Other Gear** backpack, +2 chainmail, cloak of resistance +1, healer's kit, +1 heavy steel shield, scroll of restoration, 10 bolts, +1 scimitar, silver holy symbol (everburning torch), 116 gp



Merisiel

FEMALE ELF ROGUE 6

ALIGN CN INIT +5 SPEED 30 ft.

ABILITIES

| | |
|----|-----|
| 12 | STR |
| 20 | DEX |
| 12 | CON |
| 8 | INT |
| 13 | WIS |
| 10 | CHA |

DEFENSE

| |
|---|
| HP 30 |
| AC 20 |
| touch 15, flat-footed 20 |
| Fort +4, Ref +10, Will +4 (+2 vs. enchantment) |
| Defensive Abilities evasion, uncanny dodge, trap sense +2; immune sleep |

OFFENSE

Melee +1 rapier +11 (1d6+2/15–20)
Ranged dagger +9 (1d4+1/19–20)
Special Attacks sneak attack +3d6

SKILLS

| | |
|----------------|-----|
| Climb | +8 |
| Disable Device | +8 |
| Hide | +12 |
| Jump | +8 |
| Listen | +8 |
| Move Silently | +11 |
| Open Lock | +9 |
| Search | +8 |
| Spot | +8 |
| Tumble | +15 |

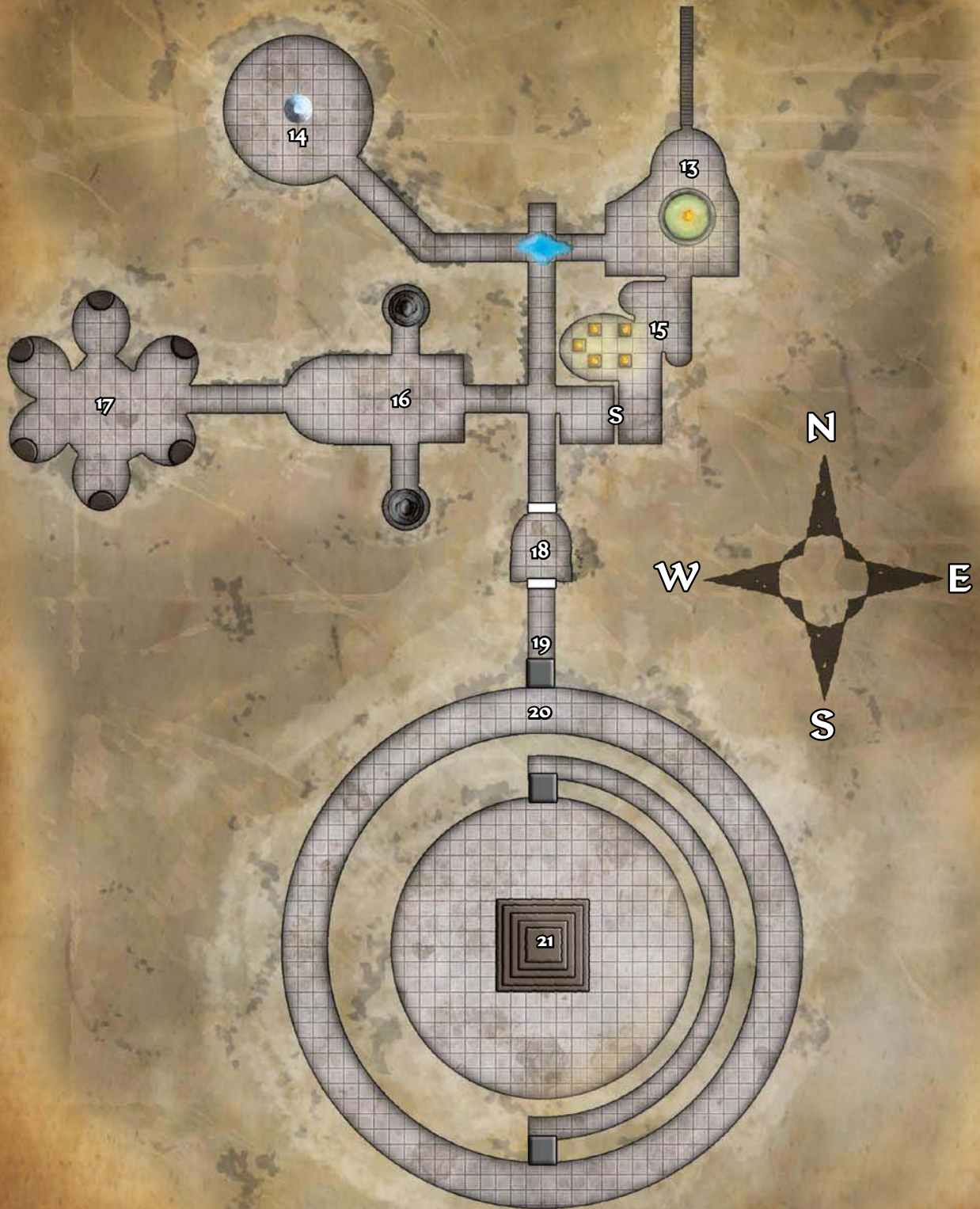
FEATS

Dodge, Weapon Finesse, Weapon Focus (rapier)



Combat Gear potion of cure moderate wounds, potion of invisibility, thunderstone; **Other Gear** amulet of natural armor +1, backpack, cloak of resistance +1, daggers (6), gloves of dexterity +2, grappling hook, +1 rapier, +1 studded leather armor, silk rope, thieves' tools, 131 gp

Vault Level 2



One square = 5 feet

RAVENOUS FOR HUMAN FLESH

Pathfinder Module

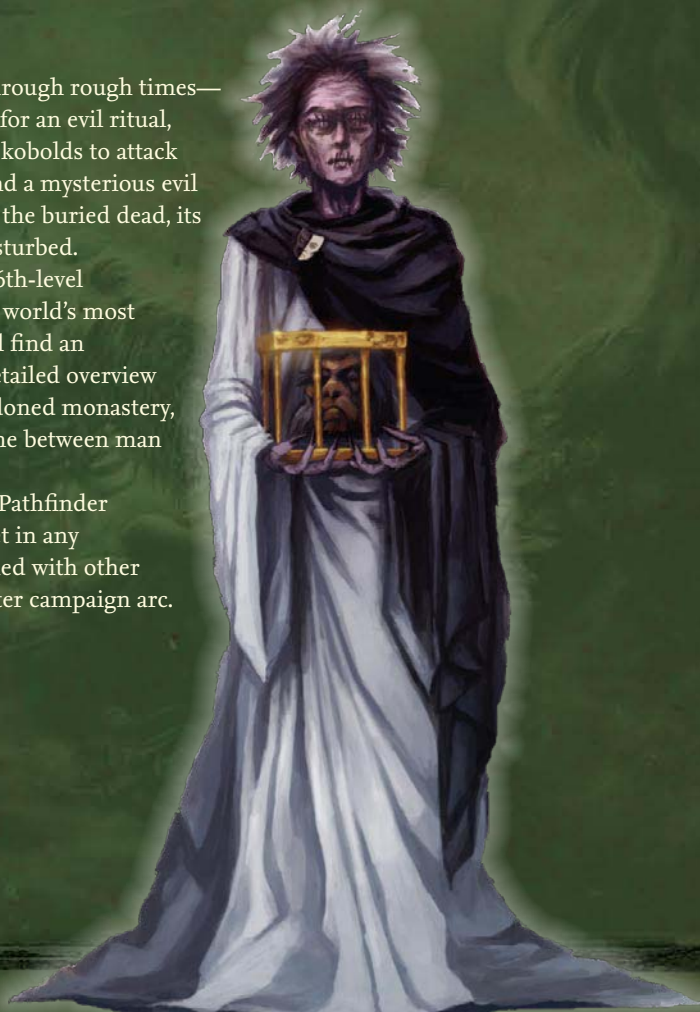
D4: Hungry Are the Dead

The logging town of Falcon's Hollow has been through rough times—first a kobold tribe abducted the town's children for an evil ritual, then an unknown force reanimated the defeated kobolds to attack the town. Now a horde of zombies approaches and a mysterious evil gathers power in the north, tainting wildlife and the buried dead, its presence hinting at ancient evils better left undisturbed.

Hungry Are the Dead is dungeon adventure for 6th-level characters, compatible with the 3.5 edition of the world's most popular roleplaying game. Within its pages you'll find an introduction to the town of Falcon's Hollow, a detailed overview of an undead-filled tomb hidden under an abandoned monastery, and a new ghoul-like monster that crosses the line between man and beast.

This adventure is set in a remote forest in the Pathfinder Chronicles campaign setting, but can easily be set in any game world. It can be used on its own or combined with other adventures in the D series to create an even greater campaign arc.

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