

NYR2-07



THE OUTPOST

A One-Round D&D[®] LIVING GREYHAWK[®]
Nyrond Regional Adventure

Version 1

by Brandon Gillespie

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland; **Art:** Matt Yarro

Tensions have been strained on the Almorian borders with Ahlissa. A recent project was started by the military to build outposts along the Harp River. However, this was immediately ground to a halt as the scouting surveyors disappeared. Rumors claim everything from demons, vampires, and ravening monsters. The call has gone out; can Nyrond's finest adventurers clear the area so building can continue? An adventure for characters levels 3 to 10.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Nyrond. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

The community of Tomkin has greatly increased in size with the arrival of Company Four. The scouting group, which was performing the initial surveying and excavation, happened upon the grave guard. The grave guard is the key component of this adventure. It is a special undead construct, which can project itself multiple times, thus leading to some misunderstanding that it had been vanquished. Before running the adventure, the description and strategy of the grave guard should be carefully reviewed.

The scouting group had coordinated with a local resident of Tomkin, a fellow by the name of Orn, to communicate with Company Four when it arrived, and for him to provide direction to the building site. When Company Four arrived, Orn was to be sent ahead to show some scouts the path, but was unable to go because of a mishap on his farm. In his stead he sent a friend (Lerries).

Unfortunately, neither Lerries nor the scouts returned, and in fact met their demise at the hands of the grave guard. The next day Orn and some more scouts were sent again and this time did return, telling tales of horror, destruction, and a cold darkness which seeped into their bones as they mounted the hillside. Unknown to them, the hill is under the permanent effects of a *desecrate* spell.

The commander of Company Four, Captain Mortgard, put out the call for adventurers to investigate and clear the threat from the hill before the engineering company moves in to begin construction. Another group of adventurers had accepted the call and proceeded to the outpost. However, they have not been seen for over a week, and it is believed they have also fallen to the curse of the crypt. This is further complicated since the first group accepted the guilt stricken farmer Orn as a guide and henchman.

The grave guard attacked the first group of adventurers in the antechamber, the same place it attacked the surveyors. They lost one of their members in this encounter, but also believed they had dispatched the grave guard. They investigated the first crypt, found the entrance to the second crypt, where they discovered what was assumed to be the primary resident of the crypt along with much treasure. This treasure was pillaged and they left the tomb. However, the grave guard returned and attacked their campsite.

Two more of the adventurers were killed before the grave guard was again vanquished. The farmer Orn and a thief, Bemorren, were the remaining survivors. Bemorren stabbed Orn in the back and made off with as much of the remaining treasure as he could. Orn was not yet dead, and managed to drag himself down the hill, but expired soon thereafter near a tree at the base.

The real crypt of Ingtominicus has yet to be discovered, and the grave guard is not destroyed.

The crystal, which houses Merise's soul, fractured when it collided with a pedestal during its orbit (see the description of the Sanctuary for more details). Although she was not completely freed, she is able to build up her reserves and project out of the crystal, sneaking past the grave guard, and trying to call for help. Sometimes the locals would see her spirit wandering the forest. The sidebar below provides information on using Merise in the adventure.

The characters arrive in the community of Tomkin at the end of the workday. Although refugees from the wars have bolstered its size, this collection of houses and buildings can barely be called a hamlet, and does not have an inn. The common store (Harold's) also provides two rooms for rent and is a general meeting place for the locals. Surrounding the common store are a few houses and an open area for regional gatherings. During the night Merise approaches the characters, whoever may on watch, and implores them to help. It takes half a day to reach the hill, whether traveling by horseback or on foot, because there is no road and they must follow woodland paths and recently forged trails.

As the characters arrive at the hill, they encounter the corpse of Orn, holding a note addressed to his wife.

Proceeding up the hill the characters find the remains of the adventurers, having become quite ripe by this point. The grave guard first attacks the characters when they are investigating the top of the hill. Afterward, the characters presumably investigate the tomb. When in the second crypt the grave guard appears again, this time engaging the trap. The characters have to puzzle out the clues, and determine that they need to actually dig through the wall of the first crypt, as there is no secret door, it is a wall.

The characters should break through the wall to the third crypt, where they can find their way to Ingtominicus' private chambers. They first enter the Library, where the grave guard appears again, this time calling forth some ghouls already present in the room and sending them to attack the characters.

The tomb of Ingtominicus used to be the private chambers of a very powerful wizard. Because of this and the unique nature of the grave guard, there are a few stumbling blocks within to be aware of:

- There is a death trap in a short-circuited *mirror of teleportation*.
- Ingtominicus' summoning chamber was also sealed with large warnings by the cultists during the conversion of the crypt. This is because it has a trapped chaos beast within. It is possible to ignore the warnings, break the seal and enter the chambers. Fighting the chaos beast requires an extra Time Unit.
- It is possible to kill the physical form of the grave guard without fully destroying it, at which point it may simply regenerate again. This can be troublesome on the return trip if the characters are using the armor as proof of destroying the grave guard.

It is important to keep track of game time while the characters are in the crypt. Every minute spent searching, taking twenty, and so forth, is more time for the grave guard to regenerate. Also, do not forget that the crypt is under the effects of *desecrate* spell and the grave guard has *turn resistance +2* hit dice.

Timing is also important. It is easy and can be quite fun to spend a lot of time in roleplaying. If the adventure is being run in a standard time slot, no more than a half hour should be spent in Tomkin and getting to the hillside, and Merise should be brought into the game sparingly.

The adventure is designed as a bit of a horror story. The characters should be uncertain and always uneasy about what is happening. They do not know what to expect because of confusing and conflicting rumors in Tomkin. They do not recognize the enemy, since it is unique to the adventure. Try to always heighten the sense of unease and horror, but don't go overboard, as having the characters flee and never solve the mystery is not a desired result. A cheap trick, useful for enhancing the suspense of an encounter is when things are getting tense, ask the characters to roll a d20 and report the results, but do nothing with them. Hint that it may be a

Listen or Spot check, but since nobody is told anything, apparently they were not successful. Only do this once or twice. It is also useful for the judge to make Search and similar checks for the characters, rather than letting them roll, and thus be able to gauge if they were successful based on how well they rolled.

The Ghost of Merise

Merise was the favorite of Ingtominicus' concubines. As part of his death ceremony, Ingtominicus sacrificed her and captured her spirit in the Onyx Key, before turning the dagger on himself and casting his spirit into the same artifact. She appears throughout the adventure to help add flavor, to explain what happened with Ingtominicus, and to provide hints if the characters are stuck. Be careful when bringing her into the game, as it can easily add extra time to the length of the adventure. If there is concern about time, only bring her in as necessary to provide hints or where she is described in a room.

Merise is a very old ghost who is trapped in a fractured stone. She speaks Elven, Ancient Suloise or a severely accented and old form of Common. Her conversation is always jarring and spoken in a fragmented manner. She cannot maintain long conversations, and easily digresses into seemingly nonsensical gibberish.

While she is lucid, her main motivation is to tell the characters what she knows about Ingtominicus and the Onyx Key of Tharizdun. Ingtominicus disclosed its dark purpose to her before she was slain. However, she does this slowly, not divulging all of the information in the first or second encounter. She also beseeches them to hurry and free her from captivity, is not able to tell them very much about the crypt layout, and has no knowledge of any traps or other dangerous encounters in the crypt.

Some things she may say, when digressing out of a conversation include, but are not limited to:

- "Think not the King did banish thee, but thou, the King."
- "In the harvest time, we would dance through the forests and collect all the berries we could find!"
- "Her bed is a river; there she lies, a pearl"
- "The mane of the lion is white?"

During the Suloise and Baklunish exodus following the two cataclysms, many groups spread throughout the Flanaess. One cult of Suloise led by the powerful wizard Ingtominicus had early warnings of the destruction and was able to escape unscathed. They fled deep into the wilderness of the Flanaess and settled near a river with plans to establish a new dominion. A stronghold was built atop a hill, located within the current domain of Almor, and for many years this cult exerted their will upon the tribesmen and refugees of the region (starting at -383CY).

Toward the end of his reign, Ingtominicus found a dark artifact: the Onyx Key of Tharizdun. Originally the cultists were followers of Beltar. However, the powerful artifact slowly corrupted Ingtominicus and he began to secretly worship Tharizdun. He spent time carefully

investigating the purpose of the artifact, and came to believe that it could be used to release Tharizdun from his imprisonment.

During this time Ingtominicus began to lose his sanity. He became more reclusive, and feared his death because he would have to face his spurned deity Beltar. His poisonous attitude seeped into the cult and it began to fall apart.

Ingtominicus was not able to fully learn how to use the Onyx Key to free Tharizdun. What he did learn was how to trap souls within the key and keep them from passing into the next life. He also believed this was reversible, and decided to entomb his own soul in the device. He partially feared the wrath of Beltar, but also believed his followers would follow in his works and free Tharizdun. In a dark ceremony in his private sanctuary below the keep he sacrificed his favorite concubine Merise and captured her spirit in the Key, before turning the dagger on himself and casting his spirit into the same device.

When the few remaining cultists found what had happened, they decided it was best to seal the artifact in the chambers with Ingtominicus, and protect the tomb from ever being entered again. They burned the keep to the ground and left the area, hoping to find other refugee Suloise they could join. In the intervening years Beltar bolstered the strength of the tomb by adding a permanent desecration effect.

Some time later grave robbers discovered a hidden passage in the hillside of the ruins. Exploring the passage they found entry into the remaining cellars of the keep. Within the cellars a false wall was discovered and removed, which led to the tomb of Ingtominicus, along with the grave guard that had been created to eternally protect it. Yet greed was a stronger lure, and tales told of great treasure to be found. The legend of this tomb grew throughout the local region along with tales of its dark guardian, but this was not enough to stop grave robbers from pillaging the tomb. Eventually the legend faded as no more treasure was to be found.

Hundreds of years later, the Prelacy of Almor was crushed during the Greyhawk wars. The Kingdom of Nyrond collected up the remnants, but because of strained relations with Allissa, a new project was begun to find locations and build outposts along the border. A good location was selected on a small hill near the Harp River, and initial surveying and excavation began. The Royal Army dispatched the Third Legion, Second Division, Company Four to build and eventually occupy the outpost, and to settle the area with Nyrond interests.

However, before the Army Company could arrive, the entire scouting group mysteriously vanished. Some who were sent to investigate the site have not returned. The Army managed to scout the site but found nothing of value in the remains of the encampment. Locals claim the ruins are cursed, citing many tales of monsters and darkness. Because of this the military forces cannot occupy the hillside until the mystery has been solved.

Near the construction site is the farming township of Tomkin. Because of its lack of military value, it managed

to remain unscathed during the Greyhawk wars. It has become the temporary residence of Company Four until the matters are resolved and the outpost is completed. The Company's headquarters are in one of the vacant estate houses in Tomkin.

INTRODUCTION

The characters have found a posted notice in Mithat calling forth the bold Adventurers of Nyrond to help Nyrond's Army Legions by clearing out the dark denizens of a construction site. Explain this and read or paraphrase the following:

The pay seems good, and just for a little extermination? Of course, it is out in the middle of nowhere, on the border with Allissa. Almor does seem to be improving. Why, on your way here you only came across a few refugees. The journey wasn't too bad, and even though you passed many burned out buildings and towns, they were all old, with trees and other vegetation growing through them. As you approach the town of Tomkin you are surprised to find no war-ravaged buildings. Upon closer inspection it is probably because there wasn't much here for the armies to destroy. A few larger buildings poke above the trees, out of place among the remaining farming hovels and impromptu refugee shelters. On second thought, this place barely qualifies as a town. It may be a good idea to hurry this along, collect your money and get back to civilization. The notice said to report to Army Company Four's command post in the village of Tomkin for further information. You think you can make out a tent through the trees behind one of the houses. Perhaps one of the locals can give you directions.

ENCOUNTER 1: THE COMMUNITY OF TOMKIN

Tomkin is a very old town, originally just a cluster of buildings for a small farming estate. Over generations the estate was divided among heirs into smaller and smaller portions. Eventually a group of hutches and hovels for the working peasants grew up around the few larger houses of the ruling families; these have recently grown as some refugees settled in Tomkin. Most locals are working-class, and if lucky they own a small farming plot. Many people claim ancestry with the original family estate, although only a few have title to the remaining larger parcels of land.

Four large houses make up the core of the town, surrounding a common area. One of these houses has been abandoned since all of the heirs died in defense of Almor during the Greyhawk Wars (the Valmont Estate). The property has defaulted to the Nyrond Crown, which has been allowing the locals to farm the land while the house has stood vacant, until Company Four recently occupied it.

The other two buildings are the home of the two remaining remnants of the original family; the third is a

newer building that is a common store. Harold Wolton is the owner, and his family lives above the store. He also has a barn out back, which he rents to some of the other farmers.

The characters arrive in Tomkin in the afternoon, at the end of the working day. If the characters press their interest at the Military Post (the Valmont Estate) they are greeted, but the Captain Karus Mortgard cannot see them until the morning, he has already settled his daily affairs and is looking forward to the evening fire at Harold's.

The characters can inquire throughout the town and learn any of the following rumors. Roleplay is best, but if necessary roll 1d6 to randomly select from the following list:

- 1: Werewolves live at the hill, and take anybody who comes close and makes them a werewolf as well. (False)
- 2: Demons from the Greyhawk wars took shelter in the hillside, and are now feeding on anybody foolish enough to venture near. (False)
- 3: Undead crawl forth from the hill at night to drink the blood of livestock and anybody found outside of their homes. (False)
- 4: The dead victims of the evil can be seen wandering the forest in anguish, lamenting their fate. (Somewhat True: the ghost of Merise can be found sometimes)
- 5: Orn and the original adventurers didn't have a chance, and are also dead. (False, they are all dead except for the thief Bemorren)
- 6: Anybody who ventures to the hill falls sick and dies soon after (False, although approaching the hill causes most good people to feel weak and sick because of the effects of the desecrate spell).

NIGHTTIME ENCOUNTER

During the nighttime one of the characters has an encounter with Merise. The encounter occurs roughly around two hours past midnight. Whoever is on watch at the time is the best candidate. If nobody is on watch, select a character that awakens from sleep in order to see Merise.

She appears before the character(s) in a ghostly form but does not present an offensive stature. Turning her succeeds only in sending her away, as her soul is still trapped in the Onyx Key. If the characters attack her, turn her or otherwise are threatening to her, she flees and they lose both the communication and experience. She tries to communicate with the characters, but can only speak Elven, ancient Suloise or a horribly broken old-form of Common. Even then, her sentences are stunted and faintly jarring. She starts by telling the characters that it is "through a way for doors which is not real but veiled in muralis," muralis being the mural.

If the characters try to engage her in conversation, or better yet in Elven, she tells them that she is trapped by the Wizard King Ingtominicus, and that nobody has yet found the true crypt. Before too long, she weakens and returns to her tomb.

T1. HAROLD'S COMMON STORE

Harold's Common Store is one of the few two story buildings in Tomkin. Harold Wolton immigrated to the area from Nyronnd after the war, with enough money to build a large common store and establish a home for his younger sister and his son (his wife died during childbirth). His store has since become a focus point for the community. Although Harold's is not an inn, he does have two spare rooms, which he rents to travelers. Harold's also sells ale and beer in the evenings and is a nightly gathering place for the weary farmers. Generally the common soldiers do not visit Harold's, but the officers of the Company can be found within during the evenings.

Harold hired a baker from Rel Mord, by the name of Acelyn. She bakes bread for the local community, and helps run the store for Harold. Harold and Acelyn have slowly grown fond of each other, although they refuse to admit it and still maintain a professional but comfortable relationship.

Harold closes the store in the afternoon, roughly from four to five, but keeps the common area open to the community, and they just need to enter through the side door. Ale and beer is available on an honor basis, although he is having second thoughts about this, with the arrival of Company Four, and there are no barmaids. Characters inquiring are directed to the wall where a keg of ale and beer is available, with an open flagon full of coins and are told the cost is 4 commons (cp) a pull, to be deposited in the flagon. Harold can provide some of the day's bread, cheese and mutton to the characters, if they inquire about a meal.

In the evening, the common room is full of locals socializing and gaming. They are congenially friendly to the characters, if the characters are open. Characters that are covert and suspicious are treated cautiously. Harold and Acelyn can also be found in the room, and Captain Karus Mortgard has taken up what is becoming his usual post near the fire, surrounded by a few locals willing to chat with him.

Finally, some of the women folk are in the corner commiserating with one of their own. She has deep bags beneath her eyes and looks generally miserable. Her friends have dragged her to Harold's in an effort to lift her spirits. She is Rima, and is the wife and unknowing widow of Orn. Her young children and the absence of her husband have worn her ragged. Her worrying about the future as she begins to fear the worst for her husband is plainly evident in her face.

This encounter can be fun and entertaining for both the characters and the DM. Most of the rumors, if not all of them, can be acquired at Harold's. If the characters inquire at other locations throughout the town, keep some of the rumors aside for later use.

T2. CHAPEL OF PHOLTUS

The chapel of Pholtus is a humble building with a large room approximately 20 feet wide by 30 feet long, and has

a painted wooden statue of Pholtus at the far end. The statue is from the Prelacy of Almor, and is of Pholtus with his arms wide open to his followers, rather than the blindfolded Pholtus from the Church of the Blinding Light in the Pale. Behind the main chamber are private quarters. The chapel is maintained by Brother Aros, a younger cleric who survived the wars as an acolyte and inherited warden-ship of the chapel after his mentor passed away two years ago.

He can provide no information about the original group of adventurers, but can provide some general information about Rima and her husband Orn, as any local cleric would know of his flock.

Aros has a hobby of local history, and if anybody inquires he can provide some knowledge about the ancient Suloise who ruled the region. He has found a few ancient Suloise relics, and from conjecture with other texts believes there was a group of displaced Suloise tyrants who held the region in an iron fist immediately after the cataclysm, but they mysteriously disappeared after a short period of time. During their stay they were known for raiding local regions and taking slaves, especially maidens.

T3. VALMONT HOUSE: COMPANY FOUR HQ

The Valmont House is the largest of the three estate houses, as it was the original estate house, being roughly the size of a Victorian mansion. It has been boarded up until recently. There are no servants for the house, and most of the windows are still boarded and stamped with the royal seal. Company Four has taken up residence in the fields behind the estate, with the officers occupying the house.

Guards are posted at the house at all times. If the characters press matters after hours, the guards communicate from within, but entrance is denied.

Any time the characters visit the Valmont house it may come out that the characters are the "second group" to take up the mission.

Characters inquiring during the working day can speak with the Captain. He provides them with a contract outlining their mission in detail, summarized as follows:

- The parties involved will investigate and determine the cause of problems, hereafter referred to as scourge, at the hill where the outpost is to be built.
- The scourge and all unsavory creatures occupying the hill or surrounding area are to be eradicated.
- The parties are to return with proof of the cleansing of the scourge. Presuming task one, two, and three are completed, each member will receive a reward (APL 4: 100 gp, APL 6: 200 gp, APL 8: 400 gp, APL 10: 800 gp).
- If the parties return without proof of cleansing, but do provide information that may lead to the future cleansing of the scourge, they will each receive a minor reward of 30 gp.

- Any pillage found which is not already owned by the Crown of Nyronnd can be claimed by the involved parties, subtracting the Crown's fifth (this varies for out of region characters, and those characters that are not Licensed Adventurers).

Captain Mortgard gives them a map to the construction site of the future outpost, and tersely provides them with what information he already knows. It is more likely that they get better information from him during the evening at Harold's, over a cup of Ale.

Captain Karus Mortgard is in charge of Company Four. He has been with the Legions all of his life, managed to survive the Greyhawk wars, has never married, and likely should have retired years ago. He is a little surly but not necessarily grumpy, just set in his ways. He has taken a liking to the community of Tomkin and is considering finally retiring in the area after the outpost is completed.

T4. SERINE HOUSE

The Serine house is empty with the exception of a servant and the elderly matron of the family. The rest of the family is in the fields.

T5. ERLYNN HOUSE

The Erlynn House has a young mother with children in the house, the husband is away on a trip to Mithat and the grandfather is in the fields overseeing farming.

T6. HOVEL

These are all similar in design. They are small one or two room buildings with a fireplace. Chickens and other animals usually wander around the house.

ENCOUNTER 2: THE GRAVE GUARD

The grave guard is a special undead, and is the core focus of this adventure. It first appears at the hillside of the outpost. As it appears in multiple places throughout the crypt, its actions are provided as an overview in this section. Full statistics on the grave guard can be found in Appendix I: NPCs.

FIRST CONTACT: OUTSIDE THE CRYPT

The grave guard first attacks on the top of the hill, near the edge of the cave-in. This encounter is intended more to shakeup the characters than to cause any real damage. Provide *Player's Handout: The Horror* to the players. The grave guard should scare everybody, invoke darkness, inflict some hits and then disappear quietly. It dissipates if its hit points are reduced below half, and only stays in combat for three rounds (including the first surprise round).

SECOND CONTACT: THE SECOND CRYPT

The grave guard appears again in the Second Crypt, but this time engages the trap and immediately flees.

THIRD CONTACT: THE LIBRARY

When the grave guard appears in the library it does not cast darkness, but instead calls forth the undead already hiding in the room. It immediately flees if necessary, but can also stay in the back "directing" the undead and generally being frustrating to the players. It does not attack, and dissipates if attacked.

FOURTH CONTACT: THE HALLWAY

The grave guard appears and attacks the characters before they reach the door to the Sanctuary. This time, the grave guard fights until its projection is destroyed.

FIFTH CONTACT: THE SANCTUARY

The grave guard remains unanimated in a far alcove next to the statue of Beltar. It waits until they approach the sarcophagus, and then leaps forward only giving the characters enough time to see it briefly before it invokes darkness (the fear effect does not work until it is animated, and it should always keep at least one darkness effect for this encounter). It fights the characters to the end.

APL 4 (EL 7)

☛ **Grave Guard** (*desecrate*): hp 37; see Appendix I.

APL 6 (EL 9)

☛ **Grave Guard** (*desecrate*): Grave guard Ftr2; hp 51; see Appendix I.

APL 8 (EL 11)

☛ **Grave Guard** (*desecrate*): Grave guard Ftr4; hp 65; see Appendix I.

APL 10 (EL 13)

☛ **Grave Guard** (*desecrate*): Grave guard Ftr6; hp 79; see Appendix I.

Grave Guard Tactics

When attacking, the grave guard draws its greatsword cutting loose with a fiendish roar, giving everybody a chance to see what they face in order to heighten the Frightful Presence effect, purely circumstantial, and then immediately invokes *darkness*. If trying for surprise it waits until after *darkness* is cast to draw its sword. It attempts to trip and entangle victims in the darkness with its chains, drag them to itself or close on them, and attack with its greatsword.

If the characters need it, the curse of the grave guard's sword (its growling and noise) can help the characters when darkness is cast. A successful Listen check (DC 17) provides the benefits of the Blind-Fight feat for the round. The check must be made every round. It is up to the DM as to how noisy the sword is being, and if the check is even allowed.

If destroyed, but still able to heal, the grave guard likely remains unanimated until an opportune moment presents for it to attack.

Arriving at the Outpost

It takes a half-day of journey to reach the outpost. The terrain in the surrounding area is slightly hilled with farming land near the township and light scrub brush and periodic copses of trees as they get farther from Tomkin. Most of Almor has been experiencing a drought this season, and the countryside is fairly dry. Despite this, it just rained the night the characters were in Tomkin.

The hill for the outpost borders the Harp River, and is 100 feet high. Remnants of the original castle can be found with a successful Search check (DC 15). They are rough mounds in the shape of walls and other foundations.

The hill is under a curse, with effects that duplicate the *desecrate* spell. This gives all undead a +1 bonus to attack, damage and saving throws and a -3 Charisma modifier to any Turning attempts, and all undead gain +1 hit point per hit dice. Any undead have already been adjusted in their stat blocks. All of these effects are doubled in the sanctuary due to the presence of the altar. While it is good to heighten the sense of danger and the cold feeling of approaching the hill, the effects of *desecrate* start at the top of the hill. Characters attempting to discern the means of the curse can make a Knowledge (religion) check (DC 20), or cast *detect magic*, followed by successful Spellcraft check (DC 22).

ORN

As the characters arrive at the base of the hill, they encounter a deep stench of rotting flesh and find the remains of Orn with his note. The note is scribbled on parchment in mud and blood, and is wrapped around a pouch of gold and gems. A successful Decipher Script (DC 5) or a successful Intelligence check (DC 15) reveals the contents of the note. If successful, provide the character with *Player's Handout: The Note*. Keeping Rima's gold and gems gives the character the Curse of Orn.

Returning the note to the Captain, along with a witness of Orn's death, is enough information to have a warrant of arrest placed for the adventurer Bemorren, and to have his adventuring license revoked.

ATOP THE HILL

At the top of the hill is the construction site. A burned out pyre is on one side of the hillside, with the skeletal remains of the surveyors. There are 12 bodies if anybody counts. The first group of adventurers built the pyre. Three more decaying bodies lie in a row to the side of an

old campfire (a female wizard, male druid, and a male fighter). Miscellaneous gear is around the campfire, but no animals are in sight. If the characters count the gear they find enough for five individuals. Searching the gear (DC 10) also reveals a sack of treasure (gems, golden candlestick, coins) from the second crypt left behind by Bemorren in his rush to leave. Be careful of characters that may get sidetracked trying to find out what happened to the first group of adventurers. Anybody trying to track Bemorren can follow his trail down to the Harp River with a successful Track check (DC 30) since it has rained, where he apparently made a raft. All of the horses from the original adventurers have wandered off.

When the characters investigate the cave-in, the grave guard attacks. For details on this attack see *Encounter 2: The Grave Guard*.

To one side of the hill is a collapsed tent from the original surveyors. There is a desk and other implements inside the tent. Most of the contents have been too long exposed to the weather for any great use. If anybody searches on the tent, they are able to find a water soaked logbook with a successful Search check (DC 10). The last entry is just barely decipherable. Provide *Player's Handout: The Logbook* to the character that found it.

Near the tent are surveying marks and the start of an excavation. Picks and shovels are scattered around the site. Any character with a Craft (mason) or similar skill inspecting the area notices the implements.

ENCOUNTER 3: THE CRYPT OF INGTOMINICUS

ENTERING THE CRYPT

It is a 10-foot descent through the cave-in and another 8-foot drop to the floor of the antechamber. The floor is littered with debris from the cave-in. A successful Climb check (DC 10) without ropes is required to avoid falling. With ropes a check result of 1 is a failure considering the rubble at the bottom and the rough descent.

C.I. Antechamber

As you climb down the rubble pile and into the room, the heavy wet stench of rotting carrion grinds its way into your nostrils. Small bits of blackened rotting flesh are scattered throughout the room, and you catch a glimpse here and there of what may be larger body parts. The only notable feature of the chamber is a looming rough black hole, which has been chiseled and hacked into the south wall.

This 20-ft. by 15-ft. room with an 8-ft. ceiling is where some of the surveyors and previous adventurers met their end at the hands of the grave guard. All characters need to make a successful Fortitude save (DC 15) to stay in the room with no modifiers. Failure means that while they are in the room they have a -1 modifier to all attacks and saves. If they fail below DC 10, they are also retching and lose all actions for one round. There is nothing of great interest in this chamber.

C2. The First Crypt

This low-ceilinged room has obviously been looted long ago. The shattered remains of shelves and pedestals litter the floor. In the center of the room is an open sarcophagus; its lid is broken in two. Bas-relief murals cover all of the walls.

This is also a 20-ft. by 15-ft. room with an 8-ft. ceiling. The murals are full height and life-size, showing various scenes including the following:

- **South Wall:** a king enthroned, sitting over his subjects in a vaulted chamber (directly across from entrance hole). Some ancient Suloise writing is on the wall, identifying the figure as Ingdominicus.
- **West Wall:** a group fleeing a fiery catastrophe from the sky (to the right of the entrance).
- **East Wall:** the king holding a dragon enthralled with a spell (to the left of the entrance).
- **North Wall:** A mass of people in a large chamber, bowing toward the viewer.

The entrance to the third crypt is through the wall across from the entrance, which has the mural of the king sitting enthroned over his subjects. In the background of the scene is a large doorway, built immediately over the area in the wall, which must be removed. This is not a secret door; it is a walled-up and hidden passage. Automatic checks for race do not apply, but do give a circumstance bonus (+4) to anybody trying to discern the nature of the passage. The wall is one foot thick, consisting of unmortared stone, but which has been compressed together with time. The bas-relief mural was applied outside of the stone. Anybody tapping on the wall can discern a slight difference where the door is located. Searching the room does not find a secret passage. However, searching the doorway and making a successful Search check (DC 15) leads the characters to believe there may be a passage on the other side of the wall. Any stonecunning or similar abilities provide a +4 bonus to this Search check as well.

It takes the characters three hours to break through the wall without tools, but if they remember the construction site above and retrieve tools it only takes 60 minutes. Anybody with stonecunning, masonry, or similar stone-working abilities can cut the time in half on a successful skill check (DC 5).

Merise also makes an appearance in this room. If the characters are having a hard time she can point to the doorway, walk through the wall at the point of the passage or just flat out tell them where to go.

There was a false bottom in the sarcophagus, which was discovered by the previous adventurers. It is not replaceable, and was broken inward. The shaft into the second Crypt has nothing to assist in descending, but it is only 20 feet to the floor.

C3. The Second Crypt

This chamber appears to be a mirror of the upper crypt. Signs of recent intrusion are apparent in the thick dust. Pedestals are toppled, empty chests loom open and items are obviously missing.

An opened sarcophagus is close to the north wall. The murals are similar to the above crypt, but with the addition of gilding. The one difference from the room above is each corner has a large gaping hole in the floor, leading away at a steep angle.

All things of value have been removed from this chamber. There is a desiccated corpse still in the sarcophagus, and it obviously had a staff with it at one time. The only difference between the murals is the upper mural of the King in audience has a doorway, but the lower mural does not. Any character investigating the lower mural and the upper mural can make an Intelligence check (DC 10) to recognize this.

The holes are part of the trap. They are roughly 4 feet wide, and are the head of an angled shaft, starting in part of the wall and part of the floor. They lead down a shaft, which drops approximately 15 feet and then curves around and up 25 feet to where it stops, and only small vent holes remain. These smaller holes at the end of the shafts are to allow water to equalize if the trap is engaged, and vent to the upper crypt, and out on the hillside.

On the ceiling are many small marble-size orbs, integrated as part of the design of the ceiling in a pattern of circles radiating out and around the entrance shaft. A detailed search reveals they are more than just part of the ceiling. They are actually the marble form of dust of dryness after it has absorbed the water. They have been attached to the ceiling in a manner in which they can be disengaged and all fall to the ground, releasing hundreds of gallons of water. The trigger for the trap is a small part of the mural of worshipers, on the north wall, which can be pushed inward.

After the characters have had some time to investigate the clue of the room, the missing door in the mural, and as they begin investigating the trap, the *grave guard* appears and engages the trap.

While the trap engages immediately, the onset delay defines how long it takes for the room to equalize and the shafts to fill with water. Because of the torrent of water, anybody in the room must make a swim check every round during the onset delay (4 rounds) to avoid being sucked into the holes (APL 4: DC 10, APL 6: DC 15, APL 8: DC 20, APL 10: DC 25). Anybody pulled into the holes must begin the effects of drowning, and cannot swim out until after the onset delay has completed and the water has equalized. After the onset delay is complete, the room is filled, and anybody still in the room must start making drowning checks, until they leave the room. Because of the nature of the trap, it is unlikely any character has the opportunity to prepare to hold their breath.

A failed Disabled Device triggers the trap. However, in order to successfully disable the device several minutes must be spent preparing to carefully catch the marbles as they fall, before they strike the ground. If things have delayed to this point, the *grave guard* appears during preparation and engages the trap.

APL 4 (EL 5)

⚡**Flood Trap:** CR 5; mechanical device; touch trigger; no reset; multiple targets (all targets in second crypt); never-miss; onset delay 4 rounds; water; Search (DC 15); Disable Device (DC 24)

APL 6 (EL 7)

⚡**Flood Trap:** CR 7; mechanical device; touch trigger; no reset; multiple targets (all targets in second crypt); never-miss; onset delay 4 rounds; water; Search (DC 20); Disable Device (DC 27)

APL 8 (EL 9)

⚡**Flood Trap:** CR 9; mechanical device; touch trigger; no reset; multiple targets (all targets in second crypt); never-miss; onset delay 4 rounds; water; Search (DC 25); Disable Device (DC 30)

APL 10 (EL 11)

⚡**Flood Trap:** CR 11; mechanical device; touch trigger; no reset; multiple targets (all targets in second crypt); never-miss; onset delay 4 rounds; water; Search (DC 30); Disable Device (DC 35)

THE THIRD CRYPT

The third crypt is the only part of the original keep remaining. Ingtominicus had it created as his private study and laboratories. The cellar was the servant's entrance to his study; and when Ingtominicus died, the cellar was turned into the first two false crypts.

Four rooms make up the third crypt: A library (C5), a workshop (C8), a summoning chamber (C7) and the sanctuary (C9). The *grave guard's* primary form is in the Sanctuary.

C4. The Entrance

The cleared passage leads forward five feet and then drops 80 feet to the main level of the third crypt. There is nothing to assist in descending into the crypt. Originally there was a mechanism for the servants to raise and lower themselves, but it was removed before sealing the crypt. The shaft ends in a small 10-foot hallway, which leads to a wooden door.

C5. The Library

The door from the entrance opens into a well-appointed study with a high ceiling. The musty scent of old dust with an underlying cloying smell fills the room. All of the walls are lined in cobwebby bookshelves. A grand fireplace fills the west wall, with three chairs facing it. In the east corner is a stand with what appears to be a shrouded mirror. A table is in the center of the room. The south wall houses the doorway you stand within. Across the room is another door.

After all of the characters enter this 25-ft. by 25-ft. room with a 14-ft. ceiling, the *grave guard* appears on the far side

and calls forth his minions. From the chairs around the fireplace two ghosts leap forth and attack. The *grave guard* stays as it can to provide direction, but immediately dissipates when attacked.

APL 4 (EL 5)

👻**Ghosts (desecrate)** (2): hp 30, 30; see Appendix I.

APL 6 (EL 7)

👻**Ghosts (desecrate)** (2): Ghost Rog2; hp 40, 40; see Appendix I.

APL 8 (EL 9)

👻**Ghosts (desecrate)** (2): Ghost Rog4; hp 50, 50; see Appendix I.

APL 10 (EL 11)

👻**Ghosts (desecrate)** (2): Ghost Rog6; hp 60; see Appendix I.

The mirror is a broken magical portal with a feedback time-loop. Read aloud the following for anybody removing the shroud and looking into the mirror:

A lavish bedchamber can be seen through the reflective surface of the mirror. As you examine the chamber from afar you see the flickering of flames, which begin to lick up the tapestries and appointments of the room. In no time at all, the room is engulfed in flames so severe you can almost feel the radiating heat. It is abruptly cut short as a large flaming beam crashes into the mirror. The scene shatters into millions of fragments and the mirror goes dark for a moment... followed by the original bed chamber appearing again as the scene repeats itself...

This is a teleportation device originally used by Ingtominicus to travel from his study to his private chambers. When the castle was burned the other half was destroyed, leaving this end in a partially broken circuit. Anybody who wishes to enter the mirror can make a Wisdom check (DC 10). If they succeed, inform them that they get a bad feeling about entering the mirror. If they persist and press into the mirror, they are transported back in time to the room, right as the collapsing ceiling destroyed the portal. They can immediately turn and leap back into the mirror. If they do this, the character returns to the room, in the past, since the mirror was not yet destroyed, and the *grave guard* kills them (don't bother roleplaying this). The other characters see an extra skeleton suddenly appear, torn to pieces, on the floor in front of the mirror. The skeleton can be *resurrected*, but not raised because it is nearly 1000 years old. Check with the Nyrond Judges guide for the nearest cleric that can cast *resurrection*. As of 592CY there are three: one in Rel Mord, Mithat and Oldred. The cost for a *resurrection* is 3200 nobles (gp) or 10 Influence Points with the relevant church.

The bookshelves contain many dusty and rotten tomes, all unusable and destroyed. A glazed case on the east wall, across from the fireplace, contains additional books and items, which have been protected from the years. The case is locked, but not trapped requiring a successful Open Lock check (DC 5) to open. Within can be found two shelves filled with books and items. The lower shelf contains several historical texts documenting parts of the Ancient Suloise Empire, before the cataclysm, a journal from Ingtominicus and some small, carved statuary bookends. The upper shelf looks to have contained more books at one point, but now only contains a single book with Draconic writing on the spine.

The single book is a spellbook left behind because it was trapped and considered too dangerous to carry around. It has a clasp on it with a sigil. A successful Decipher Script check (DC 10) or the ability to read Draconic reveals the sigil is a warning for danger on opening the book. The spellbook is trapped to explode when opened, in a manner, which does not harm the spellbook. Although the warning exists for the trap, a Search check is still required to find how it actually functions before the Disable Device check can be attempted.

APL 4 (EL 4)

✦ **Trapped Spellbook:** CR 4; magical device; open trigger; automatic reset; spell effect (*lightning bolt*, 5th-level wizard, Reflex Save [DC 16] half damage, 5d6 electrical); Search (DC 29); Disable Device (DC 29)

APL 6 (EL 6)

✦ **Trapped Spellbook:** CR 6; magical device; open trigger; automatic reset; spell effect (*lightning bolt*, 9th-level wizard, Reflex Save [DC 18] half damage, 9d6 electrical); Search (DC 29); Disable Device (DC 29)

APL 8 (EL 8)

✦ **Trapped Spellbook:** CR 8; magical device; open trigger; automatic reset; spell effect (*chain lightning*, 11th-level wizard, Reflex Save [DC 20] half damage, 11d6 electrical to target nearest plus 6d6 electrical to each to up to eleven secondary targets—bolts unable to find a target will instead hit inanimate objects in the room); Search (DC 29); Disable Device (DC 29)

APL 10 (EL 10)

✦ **Trapped Spellbook:** CR 10; magical device; open trigger; automatic reset; spell effect (*chain lightning*, 14th-level wizard, Reflex Save [DC 20] half damage, 14d6 electrical to target nearest plus 7d6 electrical to each to up to fourteen secondary targets—bolts unable to find a target will instead hit inanimate objects in the room); Search (DC 29); Disable Device (DC 32)

C6. Hallway

This is a 10-ft. by 25-ft. hallway with a 10-ft. ceiling. Doors are on each side and on each end. The door to the summoning chamber is sealed in a special manner. As the characters approach the door to the sanctuary, the *grave guard* appears to attack again and fights to the demise of its Projection.

C7. Summoning Chamber (APL 6+ only)

The door to this chamber has blocks pounded into it, and has a large wax seal across its outer edge by the handle. Embedded in the seal is a small note of warning in Ancient Suloise. A successful Decipher Script check (DC 20) or the ability to read Ancient Suloise reveals a terse note: “Great Danger, Enter at your own risk,” followed by three words in draconic. A successful Decipher Script check (DC 10) or the ability to read Draconic reveals the name “Greater Chaos Beast”.

This is where Ingtominicus summoned and crafted his creations. Before he expired, Ingtominicus was studying a chaos beast in hopes it would lead him to understand the secrets of the Onyx Key of Tharizdun. The chaos beast is still trapped within the chamber, and can be tackled if an extra Time Unit is spent determining how to bring down the barrier.

The room is roughly 25 feet long and 25 feet wide, with a 10-ft. ceiling. The far end is actually a primordial summoning pit with arcane runes around it. The chaos beast appears much larger than would be expected, and it has spread its entire bulk across the barrier to better see who may be entering the room. This should be a warning to the characters that the Chaos Beast has been gathering a little entropy over the years.

Anybody looking into the room finds themselves immediately under the gaze of hundreds of eyes among gibbering mouths, tentacles and other unspeakable bits of chaos pressed up against a magical barrier. The barrier can be brought down once the proper formula and key is determined. This takes at least a week, and requires an extra Time Unit be spent. If in a time constrained setting this encounter should likely be avoided. This encounter should also probably be avoided if the party does not have a cleric capable of casting *restoration*.

The chaos beast has been gathering entropy over the thousand or so years it has been confined. Because of this, it is much greater than other chaos beasts. Once the chaos beast is dispatched its carefully collected remains and Ingtominicus' notes on the chaos beast, found on the other side of the barrier, can fetch a small price with the Royal University of Rel Mord.

APL 6 (EL 10)

✦ **Chaos Beast, Advanced:** hp 98; see Appendix I.

APL 8 (EL12)

✦ **Chaos Beast, Advanced:** hp 126; see Appendix I.

APL 10 (EL 14)

➤ **Chaos Beast, Advanced:** hp 154; see Appendix I.

C8. Workshop

As the door opens, the acrid smell of old water rolls up from a staircase. In its depths you can hear faint dripping.

The characters can descend most of the way down the staircase to the workshop; the last three stairs are covered in water. The workshop is filled with two feet of water.

Most of the workshop has decayed and collapsed into the toxic water, which is also infected with the *Shakes Disease* (Contact DC 13; Incubation 1 day; 1d8 Dex). Anybody touching the water must make a save to resist the *Shakes*. Anybody foolish enough to ingest the water also chances a *Blinding Sickness Disease* (Ingested DC 16; Incubation 1d3 days; 1d4 Str; Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded) as well as the *Shakes*. If any character that did not pay Adventurer's Standard Upkeep contracts a disease, make note of the disease on their Adventure Certificate, as it is not automatically cured after the adventure is over.

Characters searching the chamber find many tables, shelves and miscellaneous jars and containers with rotten contents of no value. A successful Search check (DC 15) reveals a nearly disintegrated bag containing six gray loun stones.

C9. Sanctuary

Through the gloom it appears the surfaces of this chamber are covered in bone-white marble. A vaulted ceiling leads down the chamber, carrying echoes of even the faintest sounds. The far end appears to widen, and through the gloom you can make out what appears to be a large statue. In front of the statue is a black sarcophagus. Several alcoves can be seen.

This is a sanctuary to Beltar, which is roughly 45 feet long and 15 to 25 feet wide, with a vaulted 25-foot ceiling. Two alcoves are on each sidewall of the chamber, and two are on each side of the statue at the far end. The alcoves on the side contain high quality statues. The alcoves to each side of the large statue of Beltar each contain a suit of armor similar in construction.

In front of the statue of Beltar is a white marbled altar with the Onyx key of Tharizdun upon it. Before the altar is a sarcophagus, holding the remains of Ingtominicus.

The key is a frightening and indescribable carving of evil, which requires all good characters to make a Will save (DC 10) when within 5 feet or when inspecting the key, or they are shaken for one round. Anybody touching the artifact must make a Will save (DC 15) or they are enthralled with the artifact for 1d8 rounds and can make no action. *Detect magic* shows the artifact possesses deity levels of power. It has two crystals orbiting it, which emit a low hum. One crystal orbits erratically (the crystal containing Merise).

The *grave guard* is one of the suits of armor in the alcove to the east side of Beltar. As the characters approach the sarcophagus, the *grave guard* invokes darkness and animates to attack.

After the *grave guard* is dispatched, Merise appears. She implores them to destroy the Onyx Key without delay. The key can be struck with a weapon or cast to the ground with great force (Strength, DC 10), to shatter it. While holding the key the crystals continue to orbit, but maneuver around the bearer.

When the Onyx Key is destroyed, read or paraphrase the following.

A loud thunderclap reverberates through the chamber, shaking dust from the walls as the Onyx Key shatters into millions of pieces. Dark vapors congeal from the shards into the aged ghost of Ingtominicus. His lips curl in hatred as he faces you and howls, "WHY?!" Before he can go on, he turns in fear. The statue of Beltar is moving. It steps toward Ingtominicus while enlarging, her face distorting as her jaw widens like the maw of a snake. In one bound she leaps over the ghost of Ingtominicus, her distorted mouth engulfing him just before she crashes to the ground and breaks into several large pieces which slide across the room.

Once the statue of Beltar shatters into pieces, the *desecrate* curse is lifted.

CONCLUSION

After the Onyx Key is destroyed, the characters have free reign to pillage most of the crypt. An extra Time Unit can be spent to clear out the chaos beast if so desired.

When dividing treasure, before passing out Adventure Certificates, ask what everybody is doing with the bag of treasure from the corpse of Orn. Once the decision is made, it cannot be changed. It is ok for only a few of the characters to keep the treasure, and it can be divided above the normal treasure cap for the adventure. Those characters keeping the treasure receive the curse of Orn.

Then ask if anybody wishes to keep the greatsword of the *grave guard*. They cannot look at the certificate, they cannot know the value of the greatsword, but they can use *detect magic* to discern its power level, but not that it is cursed. Once somebody decides to keep the greatsword, the Adventure Certificates can be shown.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 2+: The Grave Guard

Defeat the grave guard.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Encounter 3/C3: The Second Crypt

Survive the flood trap.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Encounter 3/C5: The Library

Defeat the ghosts.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Disarm the trapped spellbook.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 3/C7: Summoning Chamber

Spend the extra TU and defeat the chaos beast (APL 6+ only).

APL 4	0 XP
APL 6	60 XP
APL 8	120 XP
APL 10	180 XP

Discretionary Roleplaying Award

Good roleplaying and investigation.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1500 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10

minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 2: (Atop the Hill)

Gather up and keep treasure from previous (now deceased) adventurers.

APL 4:	L: 0 gp; C: 100 gp; M: 0
APL 6:	L: 0 gp; C: 150 gp; M: 0
APL 8:	L: 0 gp; C: 230 gp; M: 0
APL 10:	L: 0 gp; C: 345 gp; M: 0

Encounter 3/C5: The Library

Recover the preserved Suloise books and artifacts.

APL 4:	L: 200 gp; C: 0 gp; M: 0
APL 6:	L: 200 gp; C: 0 gp; M: 0
APL 8:	L: 200 gp; C: 0 gp; M: 0
APL 10:	L: 360 gp; C: 0 gp; M: 0

Encounter 3/C7: Summoning Chamber (APL 6+ only)

Defeat the chaos beast and take his remains, and the notes regarding him to the university of Rel Mord.

APL 4:	L: 0 gp; C: 0 gp; M: 0
APL 6:	L: 300 gp; C: 0 gp; M: 0
APL 8:	L: 500 gp; C: 0 gp; M: 0
APL 10:	L: 850 gp; C: 0 gp; M: 0

Encounter 3/C8: Workshop

Find the bag of dull gray ioun stones.

APL 4: L: 25 gp; C: 0 gp; M: 0
APL 6: L: 25 gp; C: 0 gp; M: 0
APL 8: L: 25 gp; C: 0 gp; M: 0
APL 10: L: 25 gp; C: 0 gp; M: 0

Encounter 3/C9: Sanctuary

Recover the ancient armor and statues.

APL 4: L: 175 gp; C: 0 gp; M: 0
APL 6: L: 225 gp; C: 0 gp; M: 0
APL 8: L: 370 gp; C: 0 gp; M: 0
APL 10: L: 520 gp; C: 0 gp; M: 0

Conclusion

Reward for destroying the grave guard if proof is provided.

APL 4: L: 0 gp; C: 100 gp; M: 0
APL 6: L: 0 gp; C: 100 gp; M: 0
APL 8: L: 0 gp; C: 375 gp; M: 0
APL 10: L: 0 gp; C: 800 gp; M: 0

OR

Provide information regarding the grave guard.

APL 4: L: 0 gp; C: 30 gp; M: 0
APL 6: L: 0 gp; C: 30 gp; M: 0
APL 8: L: 0 gp; C: 30 gp; M: 0
APL 10: L: 0 gp; C: 30 gp; M: 0

Total Possible Treasure

APL 4: 600 gp
APL 6: 1000 gp
APL 8: 1700 gp
APL 10: 2900 gp

Rima's Gold and Gems

Keeping any amount of this money nets the character the Curse of Orn (see below).

APL 4: L: 0 gp; C: 200 gp; M: 0
APL 6: L: 0 gp; C: 300 gp; M: 0
APL 8: L: 0 gp; C: 400 gp; M: 0
APL 10: L: 0 gp; C: 500 gp; M: 0

ADVENTURE CERTIFICATE NOTATIONS

Grave Guard Greatsword (APL 8 and 10 only)

A blackened +1 greatsword with iridescent folds in the steel, this is the favored weapon of the *grave guard*. It also has some drawbacks. It is a cursed sword, and cannot be discarded, traded or passed onto any other person following the normal cursed item rules. The owner also does not realize it is cursed; they just like it, a lot. It always leaps into hand when attempting to draw any weapon, regardless of selection, and a successful Will save (DC 15) is required to avoid this effect. It detects as evil, and emits a fiendish roar when drawn, negating any surprise. In combat or combat-like situations, it growls (-10 to any Move Silently checks in combat). It also forces a character to engage in combat, if presented with a combat-like or tense situation, requiring the character to

make a successful Will save (DC 10) to avoid the compulsion. It also dislikes sunlight, and passes this light sensitivity to its owner. Direct sunlight is painful, as if with a raw sunburn, and the owner does their best to avoid sunlight. It loses its +1 enhancement bonus when in direct sunlight, and in these cases it is treated as merely a mastework greatsword. Finally, it has a "Soul Tap," which means anybody killed while cursed with this sword can only be returned to life with a *resurrection* or *true resurrection* spell, as *raise dead* is not sufficient.

The Curse of Orn - The character is given this curse if they keep Orn's treasure intended for Rima. Characters who have this curse will exhibit and imply an extraordinary amount of greed in such a way that whenever purchasing mundane items for upkeep (consumable items, accommodations, etc) they must pay double the normal rate. This is presented in game terms by the character always having to pay double the normal cost of Upkeep until the curse is removed, and other in-game expenses are also amplified. The curse cannot be removed through a normal remove-curse. The only way to remove the curse is to spend 1 time unit and return any portion of Rima's Treasure they possess to her in Tomkin. Amount of Rima's treasure retained: ____ gp.

Spellbook of Ingtominicus - The character has had access to a spellbook with the following spells from the *Tome and Blood*. They may spend the appropriate TU to write one of these spells into their spellbook, paying all normal costs.

2nd - *disguise undead*, *familiar pocket*, *filter*, *ice knife*; 3rd - *arcane sight*, *corpse candle*, *enhance familiar*, *feign death*, *ice burst*, *negative energy burst*; 4th - *acid orb*, *fortify familiar*, *mass darkvision*; 5th - *ghostform*, *spirit wall*; 6th - *mass fly*.

APPENDIX I: NPCS

ENCOUNTER 2: THE GRAVE GUARD

APL 4 (EL 7)

☛ **Grave Guard (desecrate):** CR 7; Medium-size undead; HD 5d12; hp 37; Init +5; Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +8 melee (2d6+5/19-20, greatsword) or +6 melee (1d4+2, chain slam); Face/Reach 5 ft. by 5 ft./5 ft (10 ft. with chain); SA Darkness, fearful visage, improved grab, projection (200 ft.); SQ Undead, blindsight, damage reduction (5/-), fast healing (1 hp/3 minutes), sunlight sensitive, turn resistance +2; SV Fort +2, Ref +3, Will +7; Str 16, Dex 12, Con –, Int 13, Wis 14, Cha 15.

Skills and Feats: Hide +9, Intimidate +10, Intuit Direction +6, Listen +10, Move Silently +9, Search +5, Spot +10; Combat Reflexes, Improved Initiative, Weapon Focus (greatsword)

Possessions: masterwork greatsword

APL 6 (EL 9)

☛ **Grave Guard (desecrate):** Grave guard Ftr2; CR 9; Medium-size undead; HD 5d12+2d10; hp 51; Init +5; Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +10 melee (2d6+5/19-20, greatsword) or +8 melee (1d4+2, chain slam); Face/Reach 5 ft. by 5 ft./5 ft (10 ft. with chain); SA Darkness, fearful visage, improved grab, projection (200 ft.); SQ Undead, blindsight, damage reduction (5/-), fast healing (1 hp/3 minutes), sunlight sensitive, turn resistance +2; SV Fort +5, Ref +3, Will +7; Str 16, Dex 12, Con –, Int 13, Wis 14, Cha 15.

Skills and Feats: Hide +10, Intimidate +12, Intuit Direction +6, Listen +10, Move Silently +10, Search +5, Spot +10; Combat Reflexes, Expertise, Improved Initiative, Improved Trip, Weapon Focus (greatsword)

Possessions: masterwork greatsword

APL 8 (EL 11)

☛ **Grave Guard (desecrate):** Grave guard Ftr4; CR 11; Medium-size undead; HD 5d12+4d10; hp 65; Init +5; Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +12/+7 melee (2d6+6/19-20, greatsword) or +10/+5 melee (1d4+2, chain slam); Face/Reach 5 ft. by 5 ft./5 ft (10 ft. with chain); SA Darkness, fearful visage, improved grab, projection (200 ft.); SQ Undead, blindsight, damage reduction (5/-), fast healing (1 hp/3 minutes), sunlight sensitive, turn resistance +2; SV Fort +6, Ref +4, Will +8; Str 16, Dex 13, Con –, Int 13, Wis 14, Cha 15.

Skills and Feats: Hide +11, Intimidate +12, Intuit Direction +6, Listen +10, Move Silently +11, Search +6, Spot +10; Combat Reflexes, Dodge, Expertise, Improved Initiative, Improved Trip, Mobility, Weapon Focus (greatsword)

Possessions: +1 greatsword*

*See Treasure Summary for additional information.

APL 10 (EL 13)

☛ **Grave Guard (desecrate):** Grave guard Ftr6; CR 13; Medium-size undead; HD 5d12+6d10; hp 79; Init +5; Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +14/+9 melee (2d6+6/17-20, greatsword) or +12/+7 melee (1d4+2, chain slam); Face/Reach 5 ft. by 5 ft./5 ft (10 ft. with chain); SA Darkness, fearful visage, improved grab, projection (200 ft.); SQ Undead, blindsight, damage reduction (5/-), fast healing (1 hp/3 minutes), sunlight sensitive, turn resistance +2; SV Fort +7, Ref +5, Will +9; Str 16, Dex 13, Con –, Int 13, Wis 14, Cha 15.

Skills and Feats: Hide +11, Intimidate +12, Intuit Direction +6, Listen +10, Move Silently +11, Search +6, Spot +10; Combat Reflexes, Dodge, Expertise, Improved Critical (greatsword), Improved Initiative, Improved Trip, Mobility, Weapon Focus (greatsword)

Possessions: +1 greatsword*

*See Treasure Summary for additional information.

ENCOUNTER 3: THE CRYPT OF INGDOMINICUS

C5. The Library

APL 4 (EL 5)

☛ **Ghasts (desecrate) (2):** CR 3; Medium-size undead; HD 4d12; hp 30; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d8+2 and paralysis, bite) and +2 melee (1d4+1 and paralysis, 2 claws); SA Stench, paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +2, Ref +4, Will +7; Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8; Multiattack, Weapon Finesse (bite)

APL 6 (EL 7)

☛ **Ghasts (desecrate) (2):** Ghast Rog2; CR 5; Medium-size undead; HD 4d12+2d6; hp 40; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d8+2 and paralysis, bite) and +3 melee (1d4+1 and paralysis, 2 claws); SA Stench, paralysis, create spawn, sneak attack (+1d6); SQ Undead, +2 turn resistance, evasion; AL CE; SV Fort +2, Ref +7, Will +7; Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +8, Escape Artist +10, Hide +10, Intuit Direction +5, Jump +8, Listen +10, Move Silently +9, Search +8, Spot +10; Dodge, Multiattack, Weapon Finesse (bite)

APL 8 (EL 9)

☛ **Ghasts (desecrate) (2):** Ghast Rog4; CR 7; Medium-size undead; HD 4d12+4d6; hp 50; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +9 melee (1d8+2 and paralysis, bite) and +5 melee (1d4+1 and paralysis, 2 claws); SA Stench, paralysis, create spawn, sneak attack

(+2d6); SQ Undead, +2 turn resistance, evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +9, Will +8; Str 13, Dex 16, Con –, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +10, Escape Artist +13, Hide +13, Intuit Direction +7, Jump +10, Listen +12, Move Silently +12, Search +10, Spot +12; Dodge, Multiattack, Weapon Finesse (bite)

APL 10 (EL 11)

☛ **Ghasts (desecrate) (2):** Ghast Rog6; CR 9; Medium-size undead; HD 4d12+6d6; hp 60; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +10 melee (1d8+2 and paralysis, bite) and +6 melee (1d4+1 and paralysis, 2 claws); SA Stench, paralysis, create spawn, sneak attack (+3d6); SQ Undead, +2 turn resistance, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +4, Ref +10, Will +9; Str 13, Dex 16, Con –, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +12, Escape Artist +15, Hide +15, Intuit Direction +9, Jump +12, Listen +14, Move Silently +14, Search +12, Spot +14; Dodge, Mobility, Multiattack, Weapon Finesse (bite)

C7. Summoning Chamber

APL 6 (EL 10)

☛ **Chaos Beast, Advanced:** CR 10; Large outsider (chaotic); HD 14d8+42; hp 98; Init +5; Spd 20 ft.; AC 17 (touch 10, flat-footed 16); Atk +17 melee (1d4+6, 2 claws); Face/Reach 15 ft. by 15 ft./10 ft.; SA Corporeal instability; SQ Immune to transformation, immune to critical hits; SR 15; AL CN; SV Fort +12, Ref +10, Will +9; Str 22, Dex 13, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +20, Escape Artist +15, Hide +11, Jump +18, Listen +14, Spot +14, Tumble +15; Combat Reflexes, Dodge, Improved Initiative, Mobility

APL 8 (EL 12)

☛ **Chaos Beast, Advanced:** CR 12; Large outsider (chaotic); HD 18d8+54; hp 126; Init +5; Spd 20 ft.; AC 17 (touch 10, flat-footed 16); Atk +19 melee (1d4+6, 2 claws); Face/Reach 15 ft. by 15 ft./10 ft.; SA Corporeal instability; SQ Immune to transformation, immune to critical hits; SR 15; AL CN; SV Fort +14, Ref +12, Will +11; Str 22, Dex 13, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +22, Escape Artist +17, Hide +14, Jump +20, Listen +16, Spot +16, Tumble +18; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack

APL 10 (EL 14)

☛ **Chaos Beast, Advanced:** CR 14; Large outsider (chaotic); HD 22d8+66; hp 154; Init +5; Spd 20 ft.; AC 17 (touch 10, flat-footed 16); Atk +22 melee (1d4+6, 2 claws); Face/Reach 15 ft. by 15 ft./10 ft.; SA Corporeal instability; SQ Immune to transformation, immune to critical hits; SR 15; AL CN; SV Fort +16, Ref +14, Will +13; Str 22, Dex 13, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +24, Escape Artist +20, Hide +17, Jump +22, Listen +18, Spot +18, Tumble +20; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (claws)

APPENDIX 2: NEW RULES

GRAVE GUARD

Medium-size Undead

Hit Dice: 5d12 (32 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 19 (+1 Dex, +8 natural)

Attacks: Greatsword +6 melee, Slam (chains) +5 melee

Damage: Greatsword 2d6+4, Slam (chains) 1d4+1

Face/Reach: 5 ft by 5 ft / 5 ft (10 ft chains)

Special Attacks: Darkness, fearful visage, improved grab, projection (200 ft.)

Special Qualities: Undead, blindsight, damage reduction (5/-), fast healing (1 hp/3 minutes), sunlight sensitive, turn resistance +2

Saves: Fort +1, Ref +2, Will +6

Abilities: Str 16, Dex 12, Con –, Int 13, Wis 14, Cha 15

Skills: Hide +9, Intimidate +10, Intuit Direction +6, Listen +10, Move Silently +9, Search +5, Spot +10

Feats: Combat Reflexes, Improved Initiative, Weapon Focus (greatsword)

Climate/Terrain: Tomb

Organization: Single

Challenge Rating: 7

Treasure: None

Alignment: Neutral Evil

Advancement: By character class (usually Fighter)

The grave guard is an undead creature created by ancient Suloise to defend a sealed tomb. To facilitate this, it is given several special abilities, foremost of which is the ability to project itself outside the bounds of the tomb. This gives it the ability to stay at the core of the sealed tomb, while still defending it on the periphery. Destroying the projection does not hurt the grave guard, it just affects how long before it can project again. This has led to many people believing they have destroyed the grave guard, when in actuality all they have done is destroy its projection.

The grave guard is frightful to behold, and appears the same when projected as when seen in its primary form. It is created from a full suit of armor, the blood of four sacrifices and has the soul of a slain warrior bound into it. It appears as a suit of armor containing a nebulous skeletal form. When viewed in its primary form, it has the option of appearing inanimate and similar to any other armor of similar construction. Close inspection reveals a ruddy biological material on its inner surface, and the lack of chains. When it animates, it fills out the armor and extrudes chains to be used as whip-like appendages with which it can grapple.

Characters can make a Knowledge (undead) check (DC 25 to gain marginal information, DC 30 to gain better information), as it is a rare form of undead outside of ancient Suloise.

Combat

The grave guard prefers to thwart would-be pillagers outside of the tomb, before they get an opportunity to damage or desecrate what it is guarding. It attempts to project and thwart any invaders as soon as it is able, but also employs different tactics each time it projects. The grave guard has Locked Gauntlets, making it very hard to disarm.

Darkness (Sp): The grave guard can cast *darkness* a number of times per day equal to its Hit Dice divided by two, rounded down.

Fearful Visage (Ex): A grave guard unsettles its foes with its mere presence. The ability takes effect automatically when the grave guard appears. Creatures within a radius of 30 feet are subject to the effect, and must make a Will save (DC 10 + grave guard's HD + grave guard's Charisma Modifier). On a failure the creature is shaken for 4d6 rounds. A creature that successfully makes the save is immune for 24 hours.

Improved Grab (Ex): The grave guard extrudes as part of itself several spiked chains, originating from its back. In order to use Improved Grab, it must first hit with an appendage (one of the chains). It only attacks with one chain at a time, but if one becomes entangled or grappled, it allows it to disconnect and fall to the ground, and instead uses one of the other chains.

Projection 200 ft. (Ex): The grave guard can project itself 200 feet from its primary form in any direction. Walls and other non-magical barriers do not stop the projection effect. A Projection is substantial and can be destroyed normally. If it is turned, it immediately disappears, but can re-project as soon as the turning duration is over (10 rounds). Destroying a projection through turning is the same as destroying it through conventional means.

Essentially, treat the Projection as a second grave guard, only lacking the Damage Reduction of the primary form. Damage done to the Projection does not hurt the primary form of the grave guard, but must be tracked separately for the Projection and "healed" by the Projection at the grave guard's regeneration rate (1/3 min).

Any damage done to its projected form is regenerated at its normal Regeneration rate. The grave guard can project itself when it has any number of positive hit points, but generally does not project unless the projection has at least 25% of its hit points, unless the situation is dire.

Blindsight (Ex): The grave guard can maneuver and fight as well as a sighted creature with a range of 30 feet, when in darkness or its targets are invisible.

Damage Reduction 5/- (Su): The grave guard has Damage Reduction 5/- in its primary form. This Damage Reduction is for all forms of damage, including spell effects.

Fast Healing 1 hp/3 minutes (Ex): The grave guard heals all damage quickly (one point for every three minutes, or 10 points in 30 minutes, or 20 points in 1 hour). This applies to both the projected form and its primary form. When it is below zero in its primary form, it appears as an empty suit of armor. It is possible for the grave guard to heal to full hit points before re-animating the armor.

Regeneration for the projections always begins at zero, regardless of how much damage a projection may have sustained. If the primary form's hit points are below zero, it immediately clatters to the floor in a pile of armor. At this point it can be destroyed if the armor is attacked. It has a hardness of 10 and 60 hit points (any extra damage which was given to the creature to drop it below zero is immediately applied to the armor's hit points). If the armor is not destroyed, the grave guard is able to heal. Destroying the armor is the only way to completely kill the grave guard. A turning result that destroys the undead also completely destroys the grave guard, though it leaves the armor intact.

Sunlight Sensitive (Ex): The grave guard is sensitive to sunlight, and is disoriented when directly exposed to sunlight (or sunlight creating effects, such as the daylight spell). It only has partial actions when in direct sunlight, both in its projected form and its primary form. Its darkness ability negates any negative effects from sunlight, as long as it remains in darkness. For this reason it avoids projecting outside during the daytime.

Turn Resistance +2 (Su): when resolving a turn attempt, the grave guard is effectively two Hit Dice greater than its listed Hit Dice.

APPENDIX 3: COMPANY FOUR

Company Four is a specialized military group from the first Division of the Third Legion of the Nyrond Army. Company Four is focused on construction projects. It has 98 personnel, broken into units based on their specialization. There is one commander with a staff of six people (lieutenant, herald/scribe, standard-bearer, surgeon, page, and a cook); an engineering unit of 20 specialists including architects, surveyors, blacksmiths and masons; an archery unit of six people; and four light cavalry and 61 Infantry who are also used as general builders. Many of the enlisted men of the Company also have brought their spouses and children, making the total size of the company closer to 200 people.

PLAYER'S HANDOUT: THE NOTE

A note hastily scrawled on parchment in mud and blood, reading:

*Money to Rima
Bemorren Traitor
Kill Death, Returns*

PLAYER'S HANDOUT: THE LOGBOOK

A water soaked logbook, which is mostly destroyed and unusable. The final entry in the center of the book is just legible:

... ground caved-in, we thought a sinkhole unusual on hilltop... Markus and Cedrec fell into cave-in, we felt a cold presence and saw a demon for just a moment. Just being near it was enough to unman all of us and we fled. Their screams did not last long. It is a great evil within the hill. We are breaking camp and hope to leave the area before the sun sets.

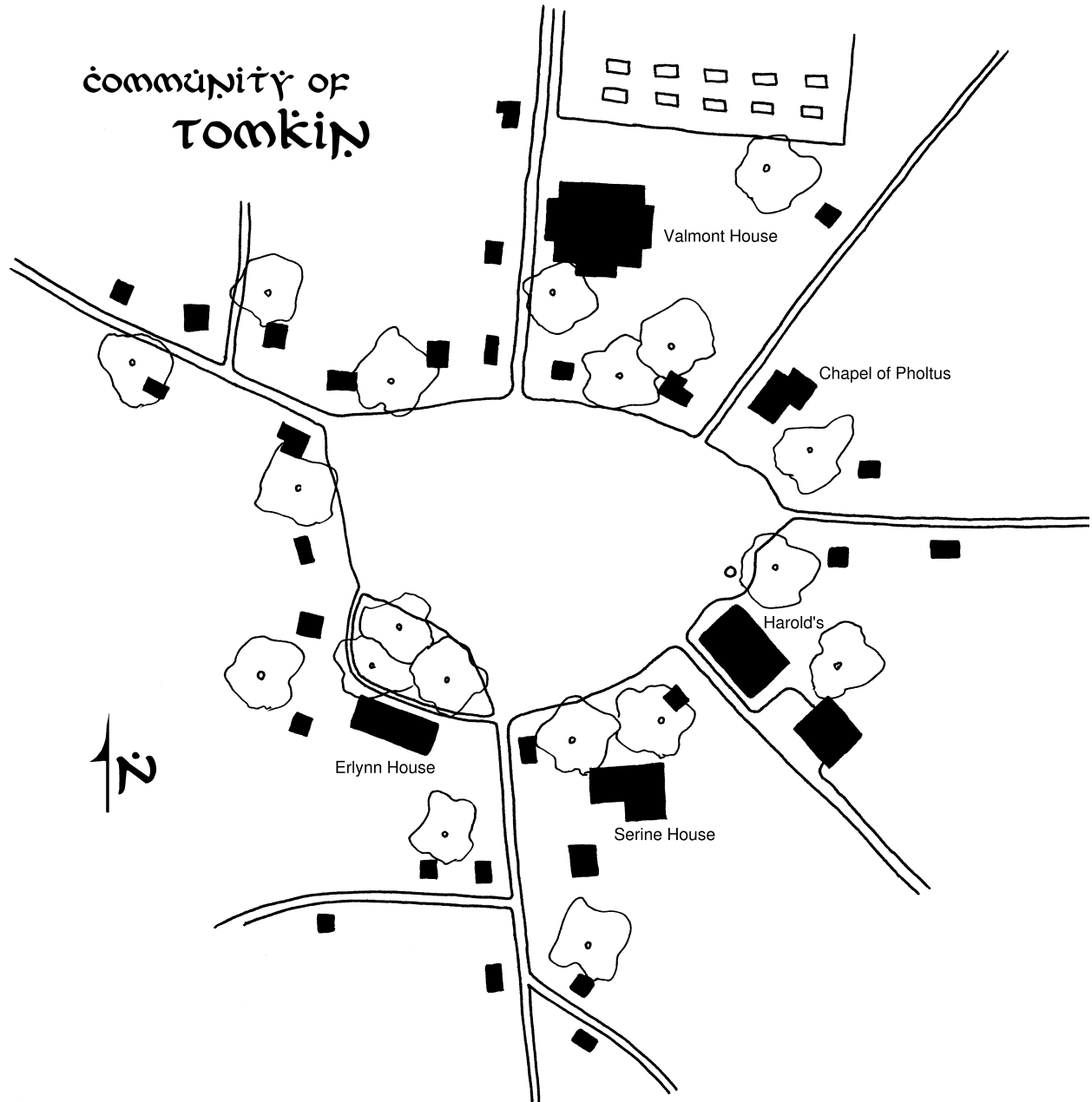
PLAYER'S HANDOUT: THE HORROR

By Matt Yarro



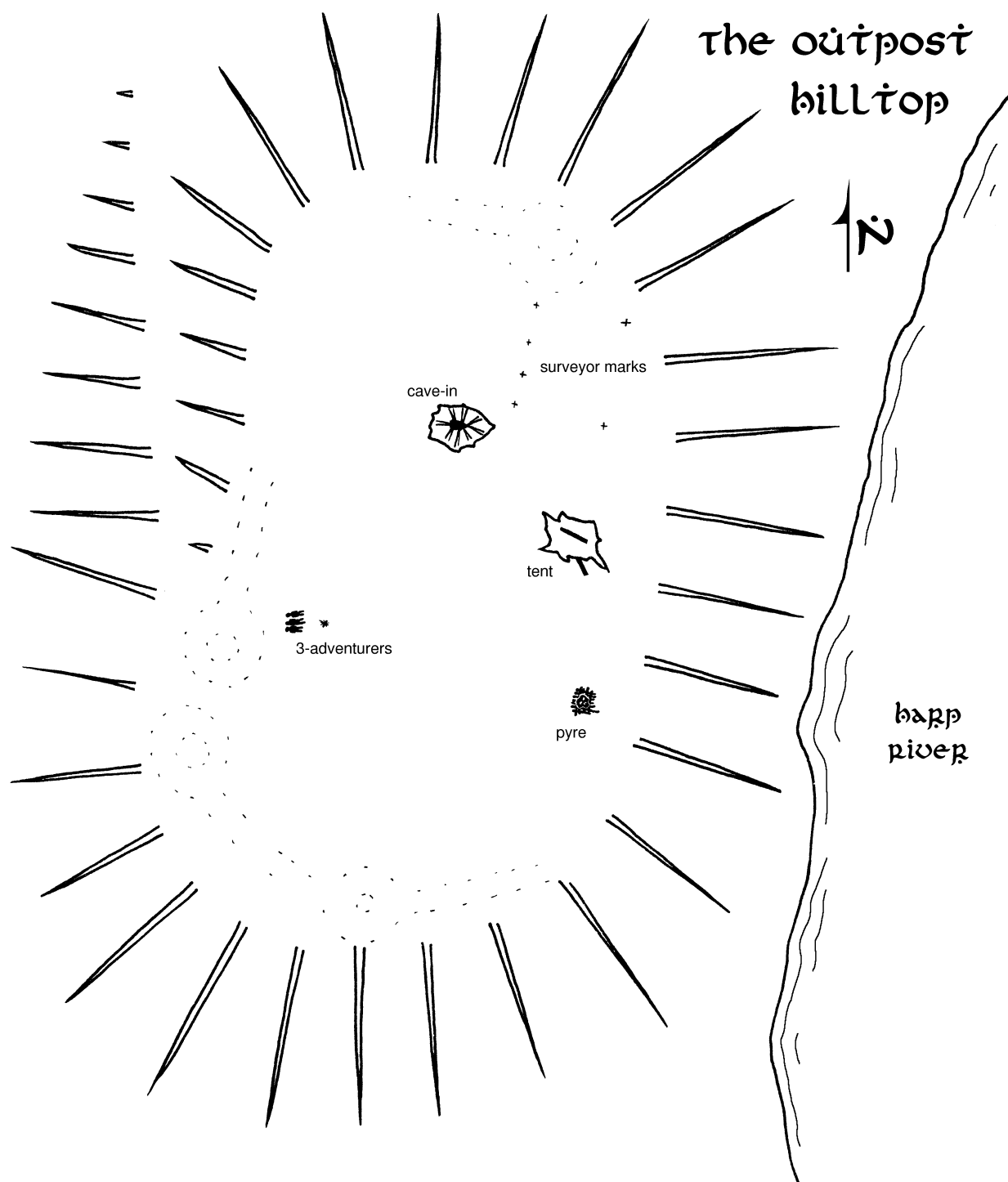
DMS MAP 1

By Brandon Gillespie



DMS MAP 2

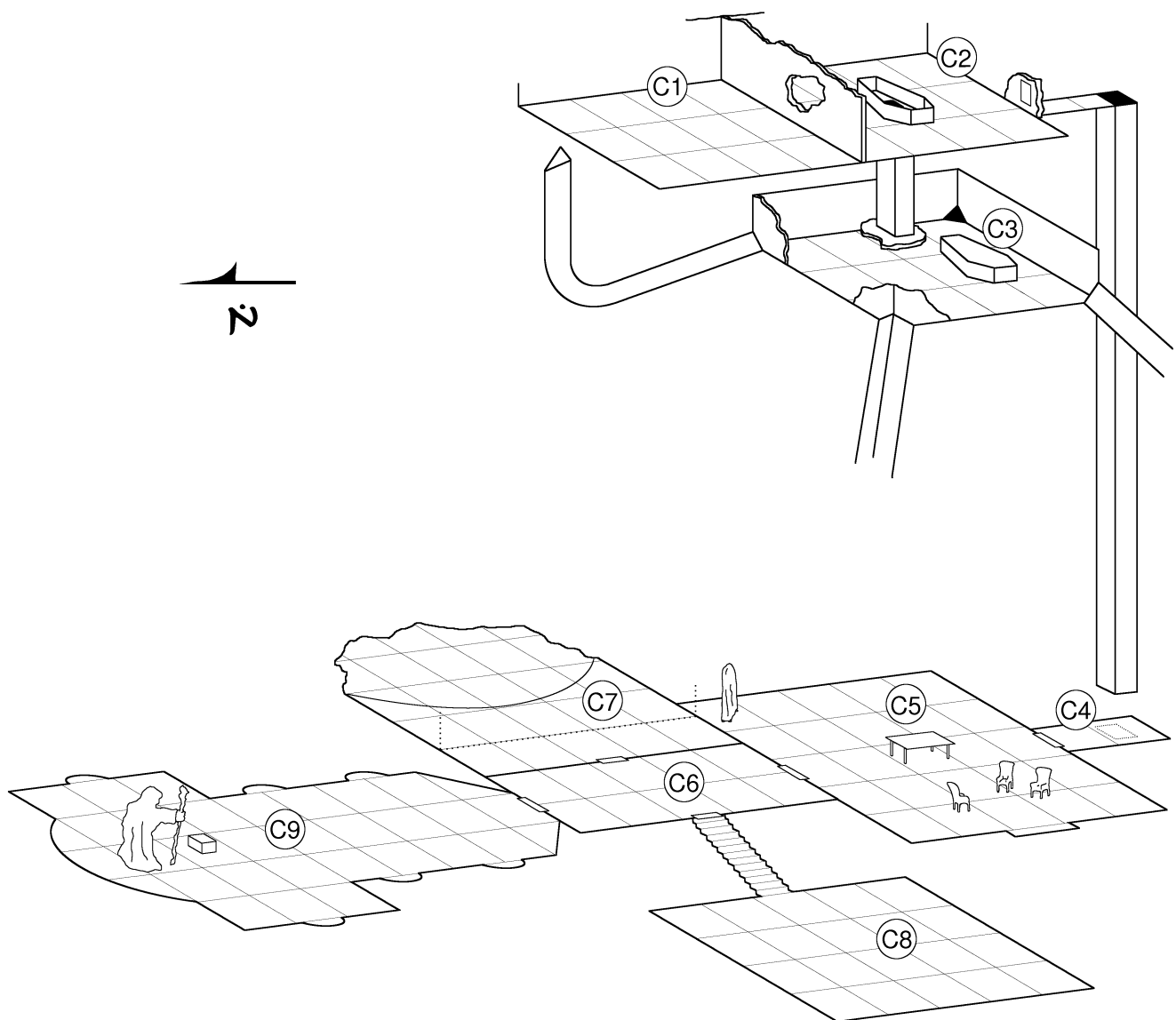
By Brandon Gillespie



DMS MAP 3

By Brandon Gillespie

the tomb of INGTOMINICUS



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—daze, ray of frost, read magic; 1st—mage armor, sleep.

Spellbook: 0—all of them; 1st—charm person, mage armor, magic missile, sleep, summon monster I.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—detect poison, guidance, read magic; 1st—bless, protection from evil*, shield of faith.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.