

BIS2-A4

The Horror Under Wrekin

**A D&D LIVING GREYHAWK[®]
Bissel Regional Mini-Module**

Version 1

by Christopher Ravlin

In the township of Wrekin, something is wrong. You've been summoned by the Master of the House of Sense in a cloud of secrecy. What mystery could prompt such a summons, and why are you being sent in an official military capacity? A Living Greyhawk Bissel mini-module for characters levels 1-8 which counts a military scenario.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 you run your game. Be sure to 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 is 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 as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, 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.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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 game masters 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 will 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, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, 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 (i.e., animal companions, familiars, paladin's mounts, etc.) 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 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 PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 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 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. PCs who want their dog to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) 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 join them on this adventure. The DM controls that NPC.

Time Units and Upkeep

This is a standard mini-module set in Bissel and counts as a military scenario. Characters whose home region is Bissel pay one Time Unit to participate in this adventure; all others pay two Time Units. Adventurer's Standard Upkeep costs 12 gp (in region) or 24 gp (out of region). Rich Upkeep costs 50 gp (in region) or 100 gp (out of region). Luxury Upkeep costs 100 gp (in region) or 200 gp (out of region).

Adventure Summary and Background

The famed House of Sense located in the township of Wrekin has summoned the PCs. Wrekin is a key trade city filled with people from every race and ethnic background. Also, merchants from Bissel, Veluna and Ket often stop at this busy city. The House of Sense was created to provide a neutral, objective arbitrator for disputes of all kinds.

The party has been summoned under the mantle of the House of Sense because the mayor of Wrekin does not want the city to know what is going on. If word leaked out, there would be panic in the city.

Through military channels, the group has been contacted and told to get to Wrekin. If asked, they are going to the House of Sense to settle a wage dispute over wages not collected when guarding a merchant train. The characters themselves have no idea why they are really going to Wrekin. Military PCs are sent as part of their duty while non-military PCs are asked to undertake this job as a favor to the township of Wrekin. All PCs are led to believe they will also receive compensation for their work.

Encounter 1: Brother Julian Gwyfwindle, precept of the second order in the House of Sense, will meet the party. He will tell the party about a sudden plague of undead attacking merchant trains in the last several months. Investigation has revealed very little. They do know that the undead are organized, goal oriented and well disciplined. The only clue they have is something called "The Cult of the Black Tentacles". The House has set up a dummy merchant train and started rumors that it is full of riches. Rumors about the attacks and the undead are starting to circulate. The mayor wants this resolved as soon as possible.

Encounter 2: The wagon train is ready to leave and the party arrives to find city guardsmen putting on teamster livery. Captain Augustus Fromme of the city guard is acting as wagon master. He has been informed about the party and will let the party disperse themselves as they want. He has some information and ideas about the cult that he will pass onto the party if they ask.

Encounter 3: Middle watch of the second night brings the ambush for which the group has been waiting. The train is attacked by a group of

undead gnomes, led by an undead human. They are very disciplined and attack using superior tactics. After the battle, the party will find clues linking the Cult of the Black Tentacles to Evard the Necromancer. They also get information that the cult is operating throughout Eastern Bissel and Western Veluna. The leader of this "clutch" of the cult is referred to as Master Ezekiel Constantine. Upon hearing that name, Captain Fromme will not react well. He will tell the group that there was once an Ezekiel Constantine who was a staunch defender of Wrekin and member of the Silver Scythe. He was killed three years ago.

Encounter 4: Armed with the information from the ambush, the party returns to Wrekin to get more information about the Cult and Ezekiel Constantine. They can Gather Information, look in city records and investigate to get tactical information about Constantine. They will also find out where his tomb is located.

Encounter 5: Master Ezekiel Constantine greets his visitors. He was once a Cleric/Monk of Istus and devout member of the Silver Scythe. Agents of Evard captured and corrupted Constantine. He was sent to spy on Wrekin by his new master. Later, killed in battle, he was brought back from the dead as a ghost and made leader of this clutch of the Cult of the Black Tentacles.

Conclusion: The party returns to the city and is congratulated for their success. The city, through the House of Sense, will reward the group.

Introduction

If you like travel, military conscription has its perks. You are now traveling to the Township of Wrekin located on the eastern edge of Bissel. Wrekin is known as an active trade city and full of interest. Some of you are under orders from Captain Calob of Ram Battle to report to the famed House of Sense where you will be briefed on your mission. Those of you not in the Bissel military were given a lead on some work by Calob. The only other thing you were told was that if asked, you and your companions are traveling to the House of Sense to arbitrate lost wages on a recent caravan protection job.

Encounter One: House of Sense

The House of Sense is a large stone structure of impressive architecture and construction. The building is filled with well-appointed conference rooms where diplomats and negotiators settle disputes and negotiate contracts. For a modest fee, agents of the House of Sense will act as mediators. Upon your arrival you are escorted into a large room and told to wait. Making yourselves comfortable, it is not long before the door opens and a handsome, middle-aged man enters the room.

“Good morning, I am Brother Julian Gwyfwindle, Precept of the Second Order of the House of Sense. I am glad to see you arrived safely.”

The precept will greet each party member personally then sit at the end of the table. He will give the group the following information:

- Groups of highly disciplined undead have been raiding caravans for about 3 weeks.
- The undead have been humans and gnomes primarily, but their ragged garbs suggest that some were Velunite soldiers.
- The undead may be part of a group called the Cult of the Black Tentacles.
- The undead were wearing badges depicting a gravesite with black tentacles bursting free.
- A fake caravan has been formed with city guardsmen as guards. The party is to join that.
- The city guards on their own have been unable to defeat the undead and many fallen comrades have returned in later days to fight against the city.
- Rumors have been started that the fake caravan is laden with gold in hopes that any cult agents in the city will get word to their master and provoke an attack.
- This needs to be handled quickly and quietly before the populous finds out and panic spreads through the city.

The citizens of Wrekin will hold any members of the Order of the Silver Scythe or the Nightwatch in great esteem these days. The township is proud of any and all who fight against undead and the potential rise of Evard.

Encounter Two: Meet the Captain

Down in the city marketplace you easily find the caravan you are to escort. Despite the noisy, busy marketplace, this caravan is not hard to find. There are four wagons in the train and it is obvious that the people loading the “cargo” and hooking up the teams are not experienced teamsters. The man in charge is a large, well built man who is currently reading the riot act to a young man. The young man has worn his uniform under his teamster dress and it shows through several places. As you approach, the young man hurries away to fix his garments and the leader turns to you.

Captain Augustus Fromme, despite first impressions, is a likeable fellow. He has lost several good men in the raids and in their attempts to stop the undead. He is appreciative of the PCs’ presence and help.

Any advice short of setting up his men to die stupidly, Augustus will take. He will also allow the PCs to place themselves wherever they wish in the caravan. He also has the following information to give the party if they treat him with respect:

- There have been rumors of a death cult in the city for years.
- He believes there are living agents of the cult in the city but remain in secret.
- The attacks have erupted only recently and this speaks of trouble ahead if the cult becomes well funded due to the raids.

During the trip, the characters can make Gather Information checks to pick up additional information. Reveal the following information based on the results of their checks (they gain any information for which they beat the DC of the information):

DC 5: The undead use good tactics and often target leaders and spell casters first.

DC 10: Clerics are always attacked first if possible to reduce the chance to have them turn undead.

DC 15: The undead seem to be stronger than usual and turning them is more difficult.

DC 20: There is often a leader of each raiding party. He is usually a more powerful type of undead than the rest.

Encounter Three: Ambush

Middle of the second night brings the ambush the group has been waiting for. The caravan is attacked by a group of undead gnomes, led by an undead human. They are very disciplined and attack using superior tactics. They attack clerics first then spell casters and then monks.

After the battle, the party will find clues linking the Cult of the Black Tentacles to Evard the Necromancer (Player Handout 1). They also get information that cult is operating throughout Eastern Bissel and Western Veluna (Player Handout 2). The leader of this clutch of the cult is referred to as Master Ezekiel Constantine.

He has signed the scrolls in possession of the raid leader. Upon hearing the name Constantine, Captain Fromme will not react well. He will tell the group that there was once an Ezekiel Constantine who was a staunch defender of Wrekin and member of the Silver Scythe. He was killed three years ago.

Note: All of the undead were bolstered before the combat and are considered to have HD equal to the APL + 2 for purposes of turning them if their normal HD are lower than this number. This effect lasts for 5 rounds.

APL 2 (EL 2)

Zombies, Small (gnomes) (2): hp 9 each; see *Monster Manual* page 191.

Mazima, male human Ghoul Mnk1: CR 2; Medium-Size Undead; HD 2d12+1d8; hp 21; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 14, flat-footed 14) [+2 Dex, +2 natural, +2 Wis]; Atk +3 melee (1d6+1 and paralysis, bite) and +0 melee (1d3 and paralysis, 2 claws); SA paralysis, create spawn, unarmed strike 1d6 damage, stunning attack; SQ undead, +2 turn resistance, evasion; AL: CE; SV Fort +2, Ref +4, Will +7; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +10, Escape Artist +11, Hide +11, Intuit Direction +3, Jump +10, Listen +11, Move Silently +11, Search +6, Spot +7;

Dodge, Improved Initiative, Improved Unarmed Strike, Multiattack, Weapon Finesse (bite).

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fort save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn (Su): Any humanoid slain by a ghoul becomes a ghoul in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation.

APL 4 (EL 4)

Zombies, Small (gnomes) (4): hp 9 each; see *Monster Manual* page 191.

Mazima, male human Ghoul Mnk2: CR 3; Medium-Size Undead; HD 2d12+2d8; hp 25; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 14, flat-footed 14) [+2 Dex, +2 natural, +2 Wis]; Atk +4 melee (1d6+1 and paralysis, bite) and +1 melee (1d3 and paralysis, 2 claws); SA paralysis, create spawn, unarmed strike +1 UAB & 1d6 damage, stunning attack; SQ undead, +2 turn resistance, evasion; AL: CE; SV Fort +3, Ref +5, Will +8; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +11, Escape Artist +12, Hide +12, Intuit Direction +3, Jump +11, Listen +12, Move Silently +12, Search +6, Spot +7; Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Multiattack, Weapon Finesse (bite).

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fort save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn (Su): Any humanoid slain by a ghoul becomes a ghoul in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation.

APL 6 (EL 6)

Zombies, Small (gnomes) (6): hp 9 each; see *Monster Manual* page 191.

Mazima, male human Ghast Mnk3: CR 6; Medium-Size Undead; HD 4d12+3d8; hp 42; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 18 (touch 14, flat-footed 16) [+2 Dex, +4 natural, +2 Wis]; Atk +6 melee (1d8+1 and paralysis, bite) and +3 melee (1d4 and paralysis, 2 claws); SA stench, paralysis, create spawn, unarmed strike +2 UAB & 1d6 damage, stunning attack; SQ undead, +2 turn resistance, evasion, still mind; AL: CE; SV Fort +4, Ref +6, Will +9; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +12, Escape Artist +14, Hide +14, Intuit Direction +3, Jump +12, Listen +14, Move Silently +13, Search +6, Spot +8; Blind-Fight, Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Multiattack, Weapon Finesse (bite).

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

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fort save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Paralysis (Ex): Those hit by a ghost's bite or claw attack must succeed at a Fort save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis.

Create Spawn (Su): Any humanoid slain by a ghost becomes a ghost in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation.

APL 8 (EL 8)

Zombies, Small (gnomes) (6): hp 9 each; see *Monster Manual* page 191.

Mazima, male human Ghast Mnk5: CR 8; Medium-Size Undead; HD 4d12+5d8; hp 50; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 19 (touch 15, flat-footed 17) [+2 Dex, +4 natural, +2 Wis, +1 monk]; Atk +7 melee (1d8+1 and paralysis, bite) and +4 melee (1d4 and paralysis, 2 claws); SA stench, paralysis, create spawn, unarmed strike +3 UAB & 1d8 damage, stunning attack; SQ undead, +2 turn resistance, evasion, still mind, slow fall (20 ft), purity of body; AL: CE; SV Fort +5, Ref +7, Will +10; Str 13, Dex 15, Con -, Int 13, Wis 15, Cha 16.

Skills and Feats: Climb +14, Escape Artist +16, Hide +16, Intuit Direction +3, Jump +14, Listen +16, Move Silently +15, Search +6, Spot +8;

Blind-Fight, Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Multiattack, Weapon Finesse (bite).

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

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fort save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Paralysis (Ex): Those hit by a ghost's bite or claw attack must succeed at a Fort save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis.

Create Spawn (Su): Any humanoid slain by a ghost becomes a ghost in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation.

Encounter Four: Investigations

The battle with the fierce undead is over! The dead and wounded lay among the wagons waiting for help. Captain Fromme approaches you.

"I think we should head back to town so the wounded can be cared for and the dead laid to rest where they will not be animated. Also, we should report what we know."

The party is free to try and roam around and try to track the undead back to Constantine's Tomb (Wilderness Lore check DC 25). If they are successful, they will proceed directly to encounter five.

If they return to the city, the party can use Gather Information checks, look at old records, etc. to find information about Ezekiel. Have them make a series of checks and role-play where appropriate. This encounter can be used as a time eater if it is running fast. If they are successful in your estimation, give them Player Handout 3.

Encounter Five: Constantine

Making your way towards Constantine's tomb, you see obvious signs of fresh graves and shambling movement. The squat stone structure lies just ahead. The door is broken giving access to the interior. The inside of the tomb has been desecrated and the sarcophagus opened. A crude tunnel leads deep into the earth where a hideous stench originates. Following the crude tunnel underground, the smell continues to increase. Occasionally sputtering torches have been driven into the earth and they cast an eerie red glow into the tunnel. Up ahead the tunnel opens into a chamber. Movement can clearly be seen inside.

Constantine is inside, manifested and waiting. He has been totally corrupted and there is no chance at redemption. He will try to intimidate the party first, then offer them power if they choose to side with the cult. If neither of these plans have an effect or if the party attacks, he will attack. Constantine will target clerics first then monks and then other spell-casters. He fights to the death. After the battle a search of the area (DC 18) will reveal a small chest made from a human skull containing gold.

APL 2 (EL 4)

Master Ezekiel Constantine, male human Ghost Mnk1/Clr1 of Nerull: CR 4; Medium-Size Undead (Incorporeal); HD 2d12; hp 18; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (perfect); AC manifested 19 (touch 19, flat-footed 16) [+3 Dex, +3 Wis, +3 deflection(Cha)]; Atk +3 melee (1d4, corrupting touch [+1 melee, 1d4+1 damage vs. ethereal opponents]) or +1 melee (1d6+1, unarmed strike vs. ethereal opponents only) or +1 melee (2d4+1/x4, silver scythe vs. ethereal opponents only); SA manifestation, corrupting touch, stunning attack, rebuke undead 6/day, spontaneous casting; SQ undead, incorporeal, +4 turn resistance, rejuvenation, evasion; AL: LE; SV Fort +4, Ref +5, Will +7; Str 12, Dex 16, Con -, Int 10, Wis 16, Cha 16.

Skills and Feats: Concentration +4, Hide +11, Knowledge (Arcana) +4, Knowledge (Religion) +4, Listen +11, Search +8, Spot +11, Tumble +8; Improved Initiative, Improved Unarmed Strike, Martial Weapon Proficiency (Scythe).

Manifestation (Su): As ethereal creatures, ghosts cannot affect or be affected by anything in

the material world. When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells can also affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells only work on ethereal targets.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Str modifier to attack and damage rolls. Against material opponents, it adds its Dex modifier to attack rolls only.

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

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

Rejuvenation (Su): A ghost will restore itself after being destroyed in 2d4 days on a successful level check (1d20 + ghost's levels) against DC 16.

Spells Prepared (3/2+1; base DC = 13 + spell level): 0—[Resistance (3)]; 1st—[Cause Fear*, Bane, Doom].

*Domain spell. **Domains:** Death (death touch 1/day – spell-like ability which is a death effect; you must succeed at a melee touch attack against a living creature; when you touch roll 1d6 per cleric level; if the total at least equals the creature's current hit points, it dies); Evil (evil spells at +1 caster level).

Possessions: silver scythe.

APL 4 (EL 6)

Master Ezekiel Constantine, male human Ghost Mnk2/Clr2 of Nerull: CR 6; Medium-Size Undead (Incorporeal); HD 4d12; hp 30; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (perfect); AC manifested 19 (touch 19, flat-footed 16) [+3 Dex, +3 Wis, +3 deflection(Cha)]; Atk +5 melee (1d4, corrupting touch [+3 melee, 1d4+1 damage vs. ethereal opponents]) or +3 melee (1d6+1, unarmed strike vs. ethereal opponents only) or +4

melee (2d4+1/x4, silver mw scythe vs. ethereal opponents only); SA manifestation, corrupting touch, stunning attack, rebuke undead 6/day, spontaneous casting; SQ undead, incorporeal, +4 turn resistance, rejuvenation, evasion; AL: LE; SV Fort +6, Ref +6, Will +9; Str 12, Dex 16, Con -, Int 10, Wis 17, Cha 16.

Skills and Feats: Balance +6, Concentration +5, Hide +11, Knowledge (Arcana) +5, Knowledge (Religion) +5, Listen +11, Search +8, Spot +11, Tumble +10; Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Martial Weapon Proficiency (Scythe), Weapon Focus (Scythe).

Manifestation (Su): As ethereal creatures, ghosts cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells can also affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells only work on ethereal targets.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Str modifier to attack and damage rolls. Against material opponents, it adds its Dex modifier to attack rolls only.

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

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

Rejuvenation (Su): A ghost will restore itself after being destroyed in 2d4 days on a successful level check (1d20 + ghost's levels) against DC 16.

Spells Prepared (4/3+1; base DC = 13 + spell level): 0—[Resistance (4)]; 1st—[Cause Fear*, Bane, Doom(2)].

*Domain spell. **Domains:** Death (death touch 1/day – spell-like ability which is a death effect; you must succeed at a melee touch attack against a living creature; when you touch roll 1d6 per cleric

level; if the total at least equals the creature's current hit points, it dies); Evil (evil spells at +1 caster level).

Possessions: silver mw scythe.

APL 6 (EL 8)

Master Ezekiel Constantine, male human Ghost Mnk4/Clr2 of Nerull: CR 8; Medium-Size Undead (Incorporeal); HD 6d12; hp 42; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft., fly 30 ft. (perfect); AC manifested 19 (touch 19, flat-footed 16) [+3 Dex, +3 Wis, +3 deflection (Cha)]; Atk +7 melee (1d4, corrupting touch [+5 melee, 1d4+1 damage vs. ethereal opponents]) or +5 melee (1d8+1, unarmed strike vs. ethereal opponents only) or +6 melee (2d4+2/x4, +1 silver scythe); SA manifestation, corrupting touch, stunning attack, rebuke undead 6/day, spontaneous casting; SQ undead, incorporeal, +4 turn resistance, rejuvenation, evasion, still mind, slow fall (20 ft.); AL: LE; SV Fort +7, Ref +7, Will +10; Str 12, Dex 16, Con -, Int 10, Wis 17, Cha 16.

Skills and Feats: Balance +12, Concentration +5, Hide +11, Knowledge (Arcana) +7, Knowledge (Religion) +5, Listen +11, Search +8, Spot +11, Tumble +12; Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Martial Weapon Proficiency (Scythe), Weapon Focus (Scythe).

Manifestation (Su): As ethereal creatures, ghosts cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells can also affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells only work on ethereal targets.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Str modifier to attack and damage rolls. Against material opponents, it adds its Dex modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views the ghost must succeed at a Fort save (DC 16) or immediately suffer 1d4 points of permanent Str, 1d4 points of permanent Dex, and 1d4 points of permanent Con drain. A

creature that successfully saves against the effect cannot be affected by the same ghost's horrific appearance for one day.

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

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

Rejuvenation (Su): A ghost will restore itself after being destroyed in 2d4 days on a successful level check (1d20 + ghost's levels) against DC 16.

Spells Prepared (4/3+1; base DC = 13 + spell level): 0—[Resistance (4)]; 1st—[Cause Fear*, Bane, Doom(2)].

*Domain spell. *Domains:* Death (death touch 1/day – spell-like ability which is a death effect; you must succeed at a melee touch attack against a living creature; when you touch roll 1d6 per cleric level; if the total at least equals the creature's current hit points, it dies); Evil (evil spells at +1 caster level).

Possessions: +1 silver scythe.

APL 8 (EL 10)

Master Ezekiel Constantine, male human Ghost Mnk4/Clr4 of Nerull: CR 10; Medium-Size Undead (Incorporeal); HD 8d12; hp 54; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft., fly 30 ft. (perfect); AC manifested 20 (touch 20, flat-footed 17) [+3 Dex, +4 Wis, +3 deflection (Cha)]; Atk +9 melee (1d4, corrupting touch [+7 melee, 1d4+1 damage vs. ethereal opponents]) or +7 melee (1d8+1, unarmed strike vs. ethereal opponents only) or +8 melee (2d4+2/x4, +1 silver scythe); SA manifestation, corrupting touch, stunning attack, rebuke undead 6/day, spontaneous casting; SQ undead, incorporeal, +4 turn resistance, rejuvenation, evasion, still mind, slow fall (20 ft.); AL: LE; SV Fort +8, Ref +8, Will +12; Str 12, Dex 16, Con -, Int 10, Wis 18, Cha 16.

Skills and Feats: Balance +12, Concentration +8, Hide +11, Knowledge (Arcana) +10, Knowledge (Religion) +8, Listen +11, Search +8, Spot +11, Tumble +12; Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Martial Weapon Proficiency (Scythe), Weapon Focus (Scythe).

Manifestation (Su): As ethereal creatures, ghosts cannot affect or be affected by anything in the material world. When they manifest, ghosts

become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells can also affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells only work on ethereal targets.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Str modifier to attack and damage rolls. Against material opponents, it adds its Dex modifier to attack rolls only.

Frightful Moan (Su): The ghost can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will save (DC 17) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for one day.

Horrific Appearance (Su): Any living creature within 60 feet that views the ghost must succeed at a Fort save (DC 17) or immediately suffer 1d4 points of permanent Str, 1d4 points of permanent Dex, and 1d4 points of permanent Con drain. A creature that successfully saves against the effect cannot be affected by the same ghost's horrific appearance for one day.

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

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

Rejuvenation (Su): A ghost will restore itself after being destroyed in 2d4 days on a successful level check (1d20 + ghost's levels) against DC 16.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—[Resistance (5)]; 1st—[Cause Fear*, Bane, Doom(3)]; 2nd—[Desecrate*, Death Knell, Hold Person, Sound Burst].

*Domain spell. *Domains:* Death (death touch 1/day – spell-like ability which is a death effect; you must succeed at a melee touch attack against a

living creature; when you touch roll 1d6 per cleric level; if the total at least equals the creature's current hit points, it dies); Evil (evil spells at +1 caster level).

Possessions: +1 silver scythe.

Treasure:

The ghost's scythe can be recovered from the tomb or the PCs can leave it in honor of the dead.

APL 2 – loot (12 gp).

APL 4 – loot (42 gp).

APL 6 – +1 silver scythe (363 gp).

APL 8 – +1 silver scythe (363 gp).

Conclusion

If the PCs defeat Constantine:

Upon your return to the House of Sense, Precept Gwyfwindle congratulates you on your success. He tells you that the tomb will be consecrated with the hope that Ezekiel Constantine's soul is not lost to the darkness forever. He then tosses a pouch onto the table and says,

"Bonus money for a job well done! The city of Wrekin thanks you. May luck always shine upon thee."

If the PCs defeat Constantine, Captain Calob will award one PC (who is a member of the army) a commendation if they showed particularly outstanding leadership and honor during the mission (DM's choice, mark this on the Adventure Certificate). Success on the mission also results in each PC receiving a reward for their accomplishments:

APL 2 – 100 gp each; APL 4 – 175 gp each;

APL 6 – 250 gp each; APL 8 – 325 gp each.

If the party is unsuccessful:

Upon your return to the House of Sense, Precept Gwyfwindle invites you into one of the many conference rooms.

"Thank you for all that you have done and tried to do. Now we know what we are up against and perhaps we can finish the job you started. Your efforts have all but crushed the Cult of the Black Tentacle in this area but I am afraid that as long as Constantine is around, we are still in danger. Again, you have our thanks."

With that he leaves the room and you are free to go.

If the party is unsuccessful, they do not receive the rewards mentioned above.

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 Three

Defeating the ambushers

APL 2 – 60 xp; APL 4 – 120 xp;

APL 6 – 180 xp; APL 8 – 240 xp.

Encounter Five

Defeating Constantine

APL 2 – 120 xp; APL 4 – 180 xp;

APL 6 – 240 xp; APL 8 – 300 xp.

Roleplaying Bonuses

APL 2 – 0 xp; APL 4 – 0 xp;

APL 6 – 30 xp; APL 8 – 60 xp.

Maximum possible experience

APL 2 – 150 xp; APL 4 – 300 xp;

APL 6 – 450 xp; APL 8 – 600 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 treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthy possessions. Looting the bodies takes at least 10 minutes per 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 (i.e., 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 pieces 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 the 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. Because this is a Bissel Regional adventure, characters from Bissel can spend extra Time Units to practice professions or create items immediately after the adventure so this total could be modified under those circumstances.

Encounter Five

APL 2 – 12 gp; APL 4 – 42 gp;
APL 6 – 363 gp; APL 8 – 363 gp.

Conclusion

APL 2 – 100 gp; APL 4 – 175 gp;
APL 6 – 250 gp; APL 8 – 325 gp.

Adventure Maximums

APL 2 – 100 gp; APL 4 – 200 gp;
APL 6 – 300 gp; APL 8 – 600 gp.

Player Handout #1: Assault on the Caravan

Mazima,

You are to attack the caravan that left Wrekin early yesterday morning. My contacts in the city inform me that it contains tax money on its way to Pellak. We must secure that money for our cause. In addition, recover all bodies taken in the assault. The Great Lord needs more bodies if his army is to grow. Fail me and your suffering will last an eternity

Constantine

Player Handout #2: Cult Activities

Brothers and Minions,

The Great Lord has sent word: there is to be a meeting of all clutches of the Cult of the Black Tentacles operating in eastern Bissel in three months time. We are to bring whatever treasure we have accumulated and as many undead soldiers as we can raise.

The time for the Great Lord's rise is nigh! Rejoice! The enemies of Bissel will soon know that a new power will rule the lands and the people of Bissel will not kneel before any other country!

Be strong in you resolve! The Great Lord has already rewarded you with eternal life! Soon he will give us an even greater reward!!

Yours in blackest Undeath,

Master Ezekiel Constantine

Player Handout #3: History of Ezekiel Constantine

Ezekiel Constantine was a fierce and devoted defender of the township of Wrekin. He joined the city watch at age 15 and worked his way through the ranks of the watch. During that time he became devoted to the Baklunish God, Istus. Although Baklunish ways are often viewed with suspicion in this area, Constantine remained steadfast. His honesty and devotion to duty kept what might have been a career ending religious belief from becoming a liability.

When he became a sergeant, Ezekiel joined the Order of the Silver Scythe and became a monk. He left active duty in the city guard but as an adventurer still acted on behalf of the township. It was during his time as an adventurer that he became a fierce opponent to the agents of Evard the Necromancer and his minions.

On one particularly dangerous mission, he was attacked by some foul undead and killed. His body was recovered and he was interred in a mausoleum of honor near the edge of the township.