

The Hungry Undead

Living Kingdoms of Kalamar
Retail Adventure Adaptation

Harvest of Darkness

By Andrew Garbade

This is a dungeon-crawl type of adventure. It generally requires between 4 to 6 hours for completion, though different groups may play and move through the adventure at varying speeds.

NPC and Monster information may be found in the **Encounter** document for this adventure. Campaign certificates may be found in the **Cert** document for this adventure.

Scaling this adventure for different ATLs:

The number of enemies in each encounter is consistent for every ATL, only the difficulty increases. The amount of experience reward is the same regardless of character level or ATL. A copy of Core Rulebook III is required for some of the encounters.

How to use this document:

All important information and treasure is listed by the adventure section, and experience is calculated at the end of the document. Additionally, all certs are listed with location and gp value.

There are many changes to the amount and type of treasure that characters may find. The only treasure listed in this document are those items that would have some material value if sold to NPCs. If an item appears in the adventure, but it is not in this document, then the characters should not discover it.

Introduction to Adventure

The characters may be hired to find some lost explorers, investigate rumors of strange lights (campfires), or even asked to mark a land boundary far located far from civilization. The Judge should create a legitimate and believable reason for the characters to be near the Byth Mountains.

Some characters may be hesitant to participate in the adventure due to role-playing restrictions on "grave robbing" - i.e. paladins, clerics, etc. Another hook that may be used is that divinations have pointed to the rise of an evil power in the region, and the characters are needed to investigate, and if possible, end the threat. The dying man in the opening scene could also provide some guidance beyond his

box-text speech indicating that the evil power is located inside the tomb. The Judge should try to work with characters to understand their motivations and beliefs, then try to craft the adventure hook suitably.

Adventure Hook

This encounter occurs as written for all APLs, though Jorvan can be saved if any of the characters cast *remove curse* followed by some kind of healing (magical or mundane). In this adaptation, Jorvan has been cursed so that his body's wounds cannot be healed, thereby preventing his stabilization.

Arrival at Sleeping Bear Rock

1) Entrance to the Tombs

The Sturm Wolves do not appear in this adventure.

2) Outer Sanctuary

Occurs as written.

3) Primitive Burial Chamber

As written.

Treasure:

Ancient Bronze Shortsword, 30 gp sale value

4) Temple of the Sharjani

As written.

5) Sepulcher of the Seven Kings

5a) Tomb of Janir Kodajy

The magic helm is part of a curse that has been placed on Janir Kodajy. It has a moderate *abjuration* aura if detected. Janir remains comatose as long as the helm rests on his head. Removal may only occur if the helm is targeted by a *dispel magic* or *dispel good* (automatically succeeds). Alternatively, a **Strength check DC 25** literally breaks Janir's neck in half, effectively removing the helmet from the body, allowing it to animate (the head does not re-grow).

The creature's stats remain the same, whether or not it has a head, if revived.

All ATLS

Janir Kodajy

5b) Tomb of Drağ Unjari

As written.

5c) Tomb of Jani Javiji

As written, though the scroll case is empty.

5d) Unnamed Tomb

As written.

5e) Tomb of Ranjar the Great

As written, except the longsword is non-magical and rusted (note that it does bludgeoning damage in the Encounter document). Ranjar attacks the characters as long as they remain inside the Sepulcher of the Seven Kings. Contrary to the text, Ranjar only moves around this immediate section of the crypt if he does not have anyone to attack; he does not pursue characters into area 4.

All ATLS

Ranjar

Treasure:

Uncut Gem Necklace, 200 gp sale value

5f) Unnamed Tomb

As written.

5g) Unnamed Tomb

As written.

6) Chamber of the Blind Mage

As written, except changes to treasure (see below). The rubies and ashes are non-magical. Anyone who eats or inhales the ashes

suffers the effects as noted (note the difference between “tasting” and “eating” as well as “sniffing” and “inhaling” – one may be used for role-play purposes in an attempt to identify them; the other may similarly be used for role-play purposes by players of characters with extremely low Wisdom scores).

Treasure:

Ruby x2, 50 gp sale value each

Banner, 25 gp sale value

7) Southern Chamber

7a) Tomb of Jarbyr Raji

Trap (EL 2): When the body explodes into dust, have everyone within 20 feet make a **Fortitude save DC 12** and a **Reflex save DC 10**. Failing the Fortitude save indicates that the character has inhaled some dust, and they suffer 1d2 temporary Con damage. Failing the Dexterity check means that some dust got into the character’s eyes, and they suffer -1 on all skills and attacks. This lasts until the eyes are rinsed (pouring water on their eyes, Heal check DC 12, etc.)

Treasure:

Gold mesh necklace, 50 gp sale value

Ancient silver dagger, 25 gp sale value

7b) Empty Sarcophagus

As written.

7c) Empty Sarcophagus

As written.

8) Grand Chamber of Lord Krajan

As written.

Treasure:

Gold funerary shroud, 50 gp sale value

Various ancient equipment, 250 gp sale value

Merciless longspear x2, 26 gp sale value each (certed)

Shield of the Merciless, 1,500 gp sale value (certed)

9) Empty Crypt

As written.

10) Incomplete Tomb

As written.

11) Temple of the Purple Heavens

The altar is evil, and detects as such. Anyone moving to within 10 feet of the altar must make a **Will save DC 16** or be *shaken*. The effect ends if the character leaves the room, but it returns if they re-enter. Characters who make the **Will save** are immune to the shaken effect, but they may be injured by the trap.

Trap (EL varies; automatic reset; damage varies; Search 25; Disable Device N/A): Anyone touching the altar suffers ATLd6 damage as negative energy drains their life force. The character may attempt a **Fortitude save DC 17** to take half damage. For example, a character playing at ATL 5 who touches the altar would suffer 5d6 damage.

If a character is injured by the altar, the dark red strands begin glowing and a light red haze fills the space. This haze is magical (weak *abjuration*), but is completely harmless. Judges who wish to scare their parties are encouraged to create an array of symptoms the characters suffer when subjected to the haze; these effects cannot have any game impact, but role-playing effects are acceptable.

An injury from the altar may be healed, but it leaves a dark red scar on the body (certed). Different PCs may touch the altar and suffer the injury, but a single character may only be affected one time per day. The haze is the same if one or six characters touch the altar.

Destroying the altar does not result in an explosion. If destroyed, pieces no longer have the unsettling effect (causing the *shaken* condition) or the trap.

12) The Great Crypt

This room contains four enemies.

All ATLS

Lesser Sharjani x4

Roll 1d4 for each of the creatures. This is how many rounds after the characters enter the room before each of the Sharjani wake up. No more than two (total) should awaken in the first and second round after the characters enter.

Combat begins on the round after the first Sharjani awakens.

There is no treasure in this room.

13) Hall of the Thousand

As written.

13a) Treasury

Poison Needle Trap (EL 2): primary damage is 1d4 temporary Dex, secondary damage is 1d4 temporary Str and 1d4 temporary Con.

Treasure:

Silver arrows x20, 80 gp sale value (certed)

Metamagic Rod, Lesser Extend, 1,750 gp sale value (certed)

Winter's Bite, 1,200 gp sale value (certed)

Various coins worth 216 gp in a small wooden chest

14) Cave

As written.

15) Sturm-Wolf Lair

This lair has been collapsed. The Sturm-Wolves will appear in another campaign event.

Experience Points

Encounter 5a: Defeat or avoid Janir Kodajy	100 xp
Encounter 5e: Defeat or avoid Ranjar the Great	100 xp
Encounter 7a: Avoiding or disarming trap	50 xp
Encounter 11: Avoiding or disarming trap	50 xp
Encounter 12: Defeat Lesser Sharjani	200 xp
Discretionary Role-playing	150 xp
Encounter 6 "bonus": DID NOT eat or inhale ashes	50 xp
Total Possible Experience	600 xp

Characters 5th level and higher receive double the listed xp awards. Total possible experience for those characters is 1200.

Treasure summarySale value of all possible items:

Ancient Bronze Shortsword	30 gp
Uncut Gem Necklace	75 gp
Ruby x2 (50 gp each)	100 gp
Banner	25 gp
Gold mesh necklace	50 gp
Silver dagger	25 gp
Gold funerary shroud	50 gp
Various ancient equipment	100 gp
Merciless longspear x2 - cert	52 gp
Shield of the Merciless - cert	1,500 gp
Silver arrows x20	80 gp
Metamagic Rod, Lesser Extend	1,750 gp
Winter's Bite	1,200 gp
Chest of coins	76 gp
Total Item Sale Amount:	5,113 gp

Purple Scar

After touching an evil altar deep within a Dejj burial mound, a small portion of this character's life force was lost. The character permanently loses 1 hit point. It may not be healed or restored by anything less than a *miracle* or *wish* spell. A jagged purple scar remains as a reminder of the incident.

Merciless Longspear

This ancient longspear is crafted entirely of bronze, increasing its weight, and reducing its range. The creators were very cunning, however, and the added mass also increases the damage inflicted (this bonus damage is applied before any multipliers).

Weapon	Dmg (M)	Crit	Range	Weight
Merciless Longspear	1d8+2	x2	5 ft.	13 lbs.

Shield of the Merciless (+1 heavy wooden shield)

This heavy wooden shield is scratched, dented, chipped, and seems to be in very poor repair. It has a strange emblem on it that may have once been a dragon in flight, but is now little more than faded splotches of old paint. When equipped, this shield allows the wielder to transfer some or all of the enhancement bonus from his Armor Class to his attack roll(s) as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the shield's enhancement bonus at the start of his turn before making any other action, and the effect on attack roll(s) lasts until his next turn.

Silver arrows

There are 20 masterwork silver arrows in a slender darkwood quiver.

Metamagic Rod, Lesser Extend

This small translucent rod appears to be made from thick glass. Blue and white smoke seems frozen inside, but when used, the contents roil and churn violently for a number of seconds.

Winter's Bite (+1 rapier)

The translucent blade of this rapier appears to be made of ice rather than metal. It is cold to the touch, and a glove must be worn to wield the weapon proficiently (failure to wear a glove imposes a -4 penalty to hit). Strangely, the cold nature of the weapon also provides some protection against similar damage, granting *cold resistance 2* to the wielder. The hilt seems to be steel, though it has been painted a glossy light blue. The scabbard is made from pure white ivory, encrusted with sapphires and etched with silver.