

What Lies Beneath

A One-Round D&D 3rd Edition Living Greyhawk
Adventure

by Neil Ikerd

The characters arrive in a small town to find an elaborate funeral where the guest of honor is staked and beheaded by villagers reeking of garlic. The graveyard is over run by who knows what kind of evil, and the last troupe to try cleansing the graveyard all mysteriously disappeared. An adventure for characters levels 1-8.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and 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 convention coordinator wants information as to 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 them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the **scenario**. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1

Adventure Summary and Background

Overview: The characters arrive in a rural village during a funeral ceremony. It is raining. Bizarre rituals take place at the funeral, including a staking and a beheading. The graveyard is actually home to a band of ghouls. The ghouls' lair is in the tomb of a local hero. Here they have been stockpiling items looted from the graves. Returning items of significance will earn the gratitude of the priest as well as a non-magical item(s).

Introduction: The characters are unable to find any shops or businesses open, as the entire town is attending a funeral on a rainy afternoon. This all begins early in the afternoon

(Encounters 1 and 2 are inter-changeable in the timeline)

Encounters 1: Exposition, Meeting the townsfolk. Following the service, all the attendees return to the local tavern. Here the characters can learn of the lost adventurers, the bitten mage, the stranger, and the respectful half-elf.

Encounter 2: Exposition, meeting the priest. Galamar gives the PCs as much information as possible. He can tell them of the death of the old priest, the stranger in black, and the bitten mage.

Encounter 3: The graveyard. The PCs find exhumed graves, empty caskets, and footprints. Some of these footprints are made with boots, others by skeletal feet, and yet others by bare human feet. All are easy to follow, since the rain has softened the ground. This will occur in a different part of the graveyard from the funeral.

Encounter 3: The tomb. While investigating the graveyard, the PCs should enter the tomb of Hagron, a paladin who died while helping to repel an invasion of rampaging orcs during the Greyhawk Wars. He was given a hero's burial in this tomb built specially for him. The tomb's foundation is a much older crypt. An end panel in the funeral bier has been worked loose to allow access to the crypt below. This area is also the lair of the ghouls who have been haunting the graveyard.

Encounter 4: The crypt. Beneath the tomb is a small crypt with several rooms. Each room contains some type of monster or obstacle. The center room contains a sarcophagus with the body of a long dead mage, and the secrets he took to his grave.

Conclusion: The characters reveal their findings to the priest. If they return the heirloom items to the church for redistribution to the families, they will receive a valuable treasure.

History: The trouble began about two months ago following the arrival of a dark stranger in the night. After the stranger's departure, the horse he sold the local priest died of lung rot. Shortly thereafter the priest died of a heart attack, and then something began digging up graves and leaving empty coffins in the graveyard. A month later, a party of young adventurers disappeared in the graveyard. One member of their group was found a couple of miles away, dead in the forest with four puncture wounds in her neck. Soon after, the "grave robbing" worsened.

This is an adaptable LIVING GREYHAWK scenario. Contact your Regional Triad (contact information available at www.livinggreyhawk.com) for specific information on how to adapt this adventure to your home region. Your triad will provide you with an Adaptation Sheet, which will dictate needed changes to make this adventure playable in your Home Region.

Some adventures simply are not appropriate for all regions. It's possible that your Regional Triad will not wish to adapt this adventure to your region. In that case, or in case you cannot or do not contact your Regional Triad, you may run this adventure as a "Default Core" adventure set in an unassigned or wild region. In this case, run the adventure essentially "as written." Do not attempt to "change history" in a nation that is not an assigned Triad region.

An Adaptable Scenario played as a "Default Core" scenario costs 2 Time Units. An Adaptable Scenario played as a regional event per the Triad's Adaptation Sheet costs 1 time unit for native characters, and 2 time units for visitors.

Introduction

(10 Minutes)

The characters have arrived in a small village seeking shelter from the rain. The entire town has gathered for a funeral. The unfortunate is a young woman (19 years old) who died from bites inflicted by a rabid dog. The dog was killed after the attack. The woman is neither particularly beautiful nor wealthy (evidently a farmer's daughter). Despite these facts, the funeral is conducted with much ceremony and ritual, as the casket and body are blessed. As the ceremony draws to a close two men approach the casket. One is wielding an axe, the other a stake and mallet. All except the priest turn away from the casket as the 2 men stake and behead the body. Read or paraphrase the following:

You have been walking in the rain for six hours. It was raining when you woke up. You ate your lunch in the rain over an hour ago. The sky is endlessly gray and dreary. The rain falls softly and gently. There is no wind to drive it, nor to dissipate it. All you can think of is finding a sheltered tavern with a warm fire and strong ale. Perhaps the village up ahead will offer some respite from the elements. Your longing

thoughts of warmth are interrupted by the sounds of what seems to be a funeral dirge in the distance.

Moving toward the sound, you come across a low stone wall surrounding the village graveyard. Beyond this wall is a sizable crowd, maybe a hundred folk in all. Looking down the hillside and over the procession you see a plain young woman lying in an open casket. The woman is dressed in a rough cloth tunic and a simple brown peasant's dress. She wears no jewelry. Despite these things, the woman's funeral is elaborate. There are runes inscribed upon the casket, and the priest invokes several blessings of Pelor upon the woman. Strangely, he also asks for protection from the darkness and its children as part of his benediction. The priest's tempo increases and the volume of his voice rises as two men approach the casket. One is carrying a large axe, the other a wooden stake and mallet.

Allow the players a few moments to react, but the most they can do is come down from the hill and toward the progression.

The crowd turns away from the casket as the men approach. The man with the mallet drives the stake into the woman's heart. The axe falls, separating the woman's head from her body. The casket is quickly closed and nailed shut. The priest then anoints the casket with water and closes his benediction with a final plea to Pelor for protection. The crowd shuffles silently away from the graveyard and head towards the center of town. Their deed done, the two men set aside their axe and mallet and begin lowering the casket into the ground, finally taking up shovels and filling in the dirt.

Characters making a Spellcraft (DC 13) or Knowledge (religion) (DC 15) check will realize that the runes inscribed on the casket carry no true dweomer. They will also realize that the only invocation with any magical power was the final plea for protection. This was a protection from evil spell cast upon the casket itself (Spellcraft DC 16). Any PCs attempting to talk to the attendees will be politely put-off. The attendees wish to go to the local tavern and share memories of the young woman, Teelana. If the PCs approach the gravediggers, one is a deaf-mute and the other is a man of few words who does not want to discuss the afternoon's proceedings. He will recommend the PCs go talk to either the townsfolk or the priest, Father Galamar (Encounter 2). Teleena was a well liked young woman who frequently came in to town to sell fruits and vegetables from her gardens or buy small necessities for her father's home.

Encounter One Gentle Rain Tavern

(45-60 minutes)

The attendees return to the village. Each is wearing a holy symbol (Pelor) carved of wood. If any of the villagers are asked about what has happened here, they will respond with a noncommittal answers—either, “I don't want to talk about it here” or, “Let's at least get out of the rain”. If the villagers are approached at the local inn/tavern

following the funeral, they are friendly, if somewhat subdued. The inn has a strand of garlic hanging over the door, and all of the patrons reek of that plant. Talk in the tavern will eventually center on the whole bizarre business got started some two months ago.

If the PCs seek reward or compensation for helping the villagers, Nalik will offer the PCs free room and board for the night if they will check out the graveyard in the morning. He does this after giving them a reproachful look and making several disparaging remarks half under his breath. If the PCs offer to help without seeking a reward, he gladly offers them a week's room and board (drinks not included).

NPCs in the Tavern:

Nalik the tavern keep (male Human Com 3; sense motive +4, diplomacy +2) is an older man (late 50's), slender of build with straight brown hair and an expanding bald spot on the back of his head. His voice is strong but moderated in volume. He distinctly remembers the dark stranger:

Aye, I'm tellin ya, it was that accursed demon sorcerer that caused all this. Came in from nasty storm he did and looking like a shadow walkin' in here. Covered from head to toe in a cloak so black it could have been cut from the night itself. Walks right up here to the bar and in a quiet raspy voice he asks me for something hot to drink. I reluctantly serve him up a mug of hot spiced cider and start to tell him it will be 2 coppers when suddenly he moves his hand, and poof, a pouch of coins appears on the counter. Then he tells me, take what I need to cover a full dinner, a decanter of hot cider, and a room. Now I don't traffic with sorcerers an all, so I'm not so sure, but I can see as he ain't gonna get it out, and I ain't gonna go poor. So I takes 10 silvers, and he tells me to take it again, and have a serving girl bring his food and show him to his room. So I takes another 10 and tells Morweena to take it up for 'im. Then poof, just like that the bag is gone again, he never even moved. She comes back down quickly enough and returns to work after collecting her tip from me. About 4 hours later he comes down, asks where he can buy a good riding horse. I tells him that the only good horse in town belongs to Father Turim, who lives in the temple at the edge of town. He says nuthin' and just walks out. I never once saw his face.

Nalik will be able to tell the PCs that the visitor looked to be about 5 ft. 2 in. tall and very slight of build. The visitor's clothes were all black and finely crafted, right down the spurs on his boots. Gloves hid his hands and the cowl of his robe completely hid his face from view. The man stayed in the tavern for about 4-5 hours and left in the middle of the night. The visitor then went to see the former priest, Father Turim.

Morweena (female human Com 1; Tavern Girl, married) is an older girl, maybe in her mid 20's. She is kind of stocky and pretty in a plain sort of way. Her brown hair falls to her shoulder blades. She speaks with a slight stutter, which becomes more pronounced if she is

embarrassed. If she is asked about the stranger she will recall some information about him:

Well, he didn't say anything to me. I led him up to his room, opened the door, he indicated with his hand that he wanted his food on the table by the window, then dismissed me by turning his back on me. As I left the room, I literally lost track of him in the shadows; it was the strangest thing. The next morning I checked his room, all was exactly as it had been when he arrived, save that the roast fowl was gone as well as the cider. The bed hadn't been slept in; there were no water spots where he should have hung his cloak. It was as though someone had eaten there, but that was all.

Several of the patrons will talk about the stranger, but no new information can be gained; though many swear he was a demon, or part shadow. One young patron will bring up the missing group of adventurers. Tragus is a boy of about 11, he hero-worships strong warriors, possibly because he is so small and thin, standing just a hair over 4 feet and weighing just over 65 pounds. He will tell the PCs the following:

Well, there were these other adventurers that came through about a month ago, said they would help with the problems we were having at the graveyard, though nobody talks about it much. Welgas, he was a big guy, used this sword that must've been 2 feet taller than me, he told me that he would take care of them baddies. So one night he and his three buddies—one was even smaller than me—went into the graveyard. Ain't nobody seen nuthin' of em since. Some even says the problem is worsen now than it was then.

Others will talk about the adventurers, there were 4 altogether: Welgas, a male human fighter; Ayani, a male halfling rogue; Vortak, a male Dwarven cleric; and Kayim, a human female wizard. They arrived in town about a month ago. They were interested in the stories about the graveyard, and offered to remove the evil menace. They set out about dusk one evening and entered the graveyard. The next morning there were signs of struggle, and blood on a few headstones, but no sign of the hardy young adventurers. Later that day, a local woodsman (Garik) found the body of Kayim in the forest.

Garik (male human Com 2, Track, Wilderness Lore +5) is a woodsman and trapper. He lives on the far edge of town where he has a small tannery and smokehouse. He is freshly shaven, as the small nicks on his face and neck will testify to. If questioned about his finding of Kayim he will tell this tale:

"I had been out checking my trap. I was checking a larger one that I use for foxes and coyotes when I discovered something most strange. Apparently this young woman had been running from something when she stumbled into the trap. It grabbed her ankle and she fell forward striking her head against a tree root, which broke her neck. As I looked her over, she had obviously been in a rather nasty fight. Her clothes were torn and she had several gashes that showed signs of early infection. The most curious though, was a large bite

mark upon her neck. It was as if 4 large fangs had punctured her neck, and rather than ripping it out, had been forced to release it. She was very lucky to have survived a bite like that, it's sad that her luck ran out so soon."

The only other information he could provide would be the location of where he found the body. This will reveal no clues. Kayim's body was burned along with her gear, the villagers fearing she would rise as some sort of vampiric creature.

If anyone is asked specifically about any visitors before the mysterious man in black, they will remember a lone adventurer who came through two days prior. He was friendly and nice, a half-elf whose name no one can remember. He sought the guidance of Father Turim on some matter or other, then went and paid his respects at the Tomb of Hagron (Encounter 3) and was then on his way.

Encounter Two

Church of Pelor and the Priest "Father" Galamar

(30 Minutes)

Father Galamar, male human Clr1 (Pelor): CR 1; Medium-Size Humanoid (6 ft. 1 in. tall), HD 1d8+1; hp 9; Init: +2 (Dex); Spd 30 ft.; AC 12 (+2 dex); Atks +1 melee (1d6+1, club), +2 ranged (1d8 [crit 19-20], crossbow); SQ spells, turn undead; AL NG (L); SV Fort +3; Ref +2; Will +4;

Str 13; Dex 14; Con 12; Int 10; Wis 14; Cha 14

Skills: Craft (woodworking) +6, Diplomacy +3, Heal +1, Knowledge-Local +1, Knowledge (religion) +1, Sense Motive +6; **Feats:** Skill Focus (Craft [woodworking]), Alertness

Equipment: clothing, silver holy symbol of Pelor, wood carving knife.

Spells: (3/2+1) 0-lvl—cure minor wound, mending, purify food and drink; 1st-lvl—protection from evil, remove fear, cure light wounds.

Galamar is in his late 40's, of medium build, and strong presence. He is a recent initiate to the priesthood. Previously he was a wood carver and furniture builder who plied his craft for the church. He was a good friend to Father Turim, the former village priest who died of a heart attack after the visit from the dark robed stranger. Galamar had taken oaths of service to Pelor at the request of his friend some years earlier, and though pious, he is by no means an adventurous man. His experience with undead is limited to the folklore he has learned over the years. He is a solemn and quiet man; even his sermons are more to encourage people to righteousness than attempts to call down the power of his deity. If asked what he knows about the dark stranger he will relay the following information:

"I visited Father Turim the morning following the stranger's visit. He told me that the man had come late in the night, and pounded on the door of the church until he was admitted. The man told him he needed to buy a good horse, and he would pay fair market for the horse as well as leaving his own horse, which was too tired to continue at the pace he needed to travel. Turim agreed, though he told me he felt some reluctance to do so. The man turned over good gold, saddled the horse with his own gear and was off at a breakneck speed. It was a sham though; the other horse died 3 days later of lung rot. Father Turim knew almost nothing about horses, so it's no wonder he didn't notice the lung rot. He was a good man—the best—he honestly wanted to help the man."

Father Turim died a day after the horse, though he died of a heart attack brought on by old age (65). Following his death, **Nayla** (Human Female, Com 3, Heal +6), the local herb-woman, confirmed his death was by natural causes. When Father Turim died is when the problems began. About this time the first ghoul appeared in the graveyard. Father Turim's body was the first body unearthed by the creature.

If questioned about the funeral rites, he responds that some great evil has manifested itself locally in the graveyard, but he is unsure of its nature. His knowledge of undead is spotty at best and so they apply whatever means traditional folklore recommends for defeating creatures of the night (staking, beheading, blessing, holy water, protection from evil, etc.)

If the PCs ask before they enter the graveyard, he can supply them with 2 vials of holy water. He will not ask for them back, neither will he give it to them if the mission is already complete and there is no need for it. He can cast *bleed* on any characters who die to prevent their rising as ghouls themselves, provided the characters mention it. Any factual information on dealing with undead offered to the priest he will be most thankful for.

Encounter Three

The graveyard and The Tomb of Hagron:

(30-45 minutes)

This area is the lair of 4 Zombies (Tier 1, EL 2), 2 ghouls (Tier 2, EL 3), 5 ghouls (Tier 3, EL 5), or 8 ghouls (Tier 4, EL 9).

Zombie: CR 1/2; Medium-Size Undead (6 ft tall); HD 2d12+3; hp 15; Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atks +2 melee (1d6+1, bash); SQ Undead, Partial actions only; AL N; SV Fort: +0, Ref +1, Will +2

Str 13, Dex 8, Con -; Int -; Wis 10, Cha 11

Feats: Toughness

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

requiring a Fortitude save; *Partial Actions Only* (Ex)—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can do both only if they charge (a partial charge).

Ghouls: CR 1; Medium-Size Undead (6 feet tall); HD 2d12; hp 13; Init +2 (dex); Speed 30 ft.; AC: 14 (+2 dex, +2 natural); Atks +3 melee (1d6 + paralysis, bite), +0 melee (d3 + paralysis, claw); SA Paralysis; SQ Undead; AL CE; SV Fort +0 Ref +2, Will +5

Str 13, Dex 15; Con -; Int 13; Wis 14; Cha 16

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

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

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, subdual damage, ability damage, energy drain, or death from massive damage. Immune to anything requiring a Fortitude save.

Ghouls: CR 3; Medium-Size Undead (6 feet tall); HD 4d12; hp 26; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural) Atks +4 melee (d8+1 and paralysis, bite), +1 melee (d4 + paralysis, claw); SA Stench, Paralysis; SQ Undead; AL CE; SV: Fort +1 Ref +3, Will +6

Str 13, Dex 15; Con -; Int 13; Wis 14; Cha 16

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

SA: Paralysis—Those hit by a ghoul's attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Elves are vulnerable to this paralysis. Stench—The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be racked with nausea, suffering a -2 morale penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, subdual damage, ability damage, energy drain, or death from massive damage. Immune to anything requiring a Fortitude save.

The next morning dawns partly cloudy. The graveyard is a disaster area. During the night, several (6) coffins were unearthed and now stand empty. The grave of the young woman buried the day before stands yet, untouched. If the characters enter the graveyard that night, the ghouls will come out of their lair about two hours after sunset.

The entire graveyard is tracked with footprints, some are booted, others are bare humanoid, and others are shallow and bony (Spot, DC 10). The graves that have been dug up are now empty, the coffins broken and battered. There is nothing in common with the graves dug up, some are new, some are old, some men, some women, etc. In a new area of the graveyard, there are

more tracks, but no upturned graves. Each of the four graves in this area has a strange mark on the headstone. (It is a Glyph of *Protection from Evil* and the sun-shaped Holy Symbol of Pelor (Knowledge [religion], DC 10 or Spellcraft, DC 13))

Muddy tracks lead into the tomb of Hagron, a 20 ft. by 20 ft. above-ground stone structure with a metal door. As long as the ghouls are inside the tomb, the door will be closed. If they are out in the graveyard the door will be open. The door has inscribed upon it a memorial to the inhabitant, Hagron, Holy Warrior of Heironeous and defender of all souls. It reads thus:

Hagron Palitok, Holy Warrior of Heironeous
Constructed in Grateful Memory, Reaping 582
Valor of Hieroneous
Courage Limitless
Unbroken Defense
Hordes Relent
Children Endangered
The Gods Favored
Saved them all
Despite his fall
Hordes long gone
Children live on
In Memorial, Hagron

The tomb was built on a foundation and around a funeral bier that were previously existing. No one was aware that the funeral bier contained a secret entrance to another crypt. The sarcophagus that should contain Hagron's body is empty. The lid has been replaced to its normal position, but a Search (DC 8) will reveal that the lid has been disturbed. Opening the sarcophagus requires a Strength check (DC 13). An examination of the bier will reveal claw marks on one end panel. There are also two handholds hidden in the stonework for pulling it back in to place. Pushing on this (Strength, DC 15) will cause the panel to slide in, revealing a ladder leading down into darkness. Looking down into the pit below will reveal a pile of treasure some 20 feet down that seems to have been piled up haphazardly. (If the characters climb down, go to Encounter 4: the Crypt of Jylahmay.)

Encounter Four

The Crypt of Jylahmay:

(1 hour)

Room A

An old rickety ladder descends into a darkened 10-ft. by 25-ft. hallway. At the base of the ladder is where the ghouls have been dumping items looted from graves they have dug up and emptied. The treasure consists of 220 copper coins (placed over the eyes of corpses), several trinket type items (embroidered strips of cloth, ceramic and lead cast figurines, wood carvings, etc.), a backpack containing adventuring gear (3 torches, 50 ft. rope, 3 whet stones, flint and steel, masterwork thieves tools, crow-bar, flask of oil, broken crossbow, case containing 10 lt. x-bow

bolts), and the Axe of Hagron (see below). At the far end is a set of double doors that are locked (Open Locks DC 15) and magically held (DC 23 to force (13 +5 if locked +5 magically held)).

Axe of Hagron: Masterwork Battleaxe (Medium, 7 lb., silver, 400 gp). This battle-axe has the symbol of Heironeous engraved in both sides of the blade. Counts as a silvered weapon.

Room B

This 10-ft. by 50-ft. stone room is unremarkable save for the thick layers of dust. A secret door in the wall opposite the entrance will grant access to the central chamber. A Spot check (DC 25) or Search check (DC 18) to find. The door at the northern end of the room is locked (DC 15) but can be forced (DC 18).

Room C

The door in the east wall of this 10-ft. by 35-ft. hallway is Locked (DC 15) and Trapped with a scything blade trap triggered when the door is opened. The blade is embedded in the left doorjamb and hinged at the vertical midway point. The blade snaps around a 180-degree arc, slicing through all in its path. The door can be forced (DC 18).

Scything Blade Trap: +8 Melee (1d8 [crit x3]) Search (DC 21), Disable Device (20).

Room D

This 35-foot-long hallway has a small pool of putrid water (5 ft. diameter, 6 inches deep, uninhabited) in front of the secret door. To find the secret door is Spot DC 21 and Search DC 13 (the water actually drains around the door at a very slow drip). The pool is fed by a slow drip in the ceiling during or following rainstorms. The door at the eastern end of the room is locked (DC 15) but can be forced (DC 18).

Room E

The door at the southern end of this 10-ft. by 35-ft. room is locked (DC 15) but can be forced (DC 18). Otherwise the room is empty.

Room F

This section of hall is 30 feet long. The door leading to the central crypt area is a metal vault door in the west wall. It has a large combination tumbler on it (Pick Locks, DC 28) or the characters can puzzle it out. The lock is made up of 3 rows. Each row contains a series of switches that signify a letter; the characters select a letter by setting the switch appropriately. The solution is "BEWARE THE VAULT." All other possibilities release a chlorine-based poison gas when the vault handle is turned. Each time the vault handle is pulled the switches reset.

Chlorine Gas Trap (Reflex save DC 17 to avoid, Fortitude save (DC 20) for half if reflex save fails (the character is holding their breath) breathing the gas causes 10 damage in each round spent in the cloud.)

The puzzle is also presented as a player handout at the end of this scenario.

**Row 1: BUNARE
SEWDER**

**Row 2: ALE
THL**

**Row 3: VIVET
LAULS**

Room G

This room contains what the ghoul in room H desires. There are three skeletal bodies lying on the floor. They are not any types of undead, but rather just bodies of long dead adventurers. One skeletal figure is still holding a piece of chalk in his bony fingers. Above him on the wall is a faded scrawling that says "Beware the Va" and then trail off from the "a". The adventurers carry little: some coin (20 gp and 15 sp each) and broken or rotted mundane items. All leather has rotted making the 2 suits of studded leather worthless. There is also a spearhead, a flail, and 3 daggers amongst the gear, all are rusted but repairable.

Room H

This 10-ft. by 30-ft. room is occupied by a single ghoul (Tier 1-2, EL 1) or ghast (tier 3-4, EL 3). If he has heard the party, he will rush them and attack in a frenzy of hunger. If he does not hear them he will be trying to claw his way through the door in the west wall. A Spot check (DC 25), or a Search check (DC 18) is required to find the secret door in the north wall.

Ghouls: CR 1; Medium-Size Undead (6 feet tall); HD 2d12; hp 13; Init +2 (dex); Speed 30 ft.; AC: 14 (+2 dex, +2 natural); Atks +3 melee (1d6 + paralysis, bite), +0 melee (1d3 + paralysis, claw); SA Paralysis; SQ Undead; AL CE; SV Fort +0 Ref +2, Will +5

Str 13, Dex 15; Con -; Int 13; Wis 14; Cha 16

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

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

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, subdual damage, ability damage, energy drain, or death from massive damage. Immune to anything requiring a Fortitude save.

Ghasts: CR 3; Medium-Size Undead (6 feet tall); HD 4d12; hp 26; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural) Atks +4 melee (1d8+1 and paralysis, bite), +1 melee (1d4 + paralysis, claw); SA Stench, Paralysis; SQ Undead; AL CE; SV: Fort +1 Ref +3, Will +6

Str 13, Dex 15; Con -; Int 13; Wis 14; Cha 16

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

SA: Paralysis—Those hit by a ghoul's attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Elves are vulnerable to this paralysis. **Stench**—The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be racked with nausea, suffering a -2 morale penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, subdual damage, ability damage, energy drain, or death from massive damage. Immune to anything requiring a Fortitude save.

Room I

The south wall is partially caved in and a half-destroyed empty casket extends from the rubble. The east wall contains a wooden door. Its handle, lock, and hinges are intact, but its center has been clawed through. The north wall also contains a door. Though it has several claw marks, it is intact.

Room J

Herein lies the open-topped stone coffin that is the sarcophagus of Jylahmay, as well as eight wooden coffins. The rest of the room appears undisturbed. There are no signs of tracks in the dust. Hanging around the neck of the coffin's occupant is necklace of incredible beauty. Its gold links are distinct and beautifully crafted, and the stone set in it is clear and captures the light. Detect Magic cast on it reveals a slight aura of enchantment. (Actual value is 5 gp, the necklace bears *Nystul's magical aura* and is actually a trap trigger for greedy adventurers). Removing the necklace causes the other wooden coffins to open, spilling forth their contents of 4 skeletons and 2 zombies (Tier 1, EL 3), 6 zombies and 6 skeletons (Tier 2, EL 5), 6 Zombies and 3 ghoul (Tier 3, EL 6), or 8 ghouls (Tier 4, EL 7). Opening one of the wooden coffins will produce the same effect. The other contents of the stone coffin include an apparently cheap ring on the mage's hand, a scroll rolled out flat under his body, and a vial of some type of elixir. The scroll has the spell *mage armor* scribed on it at 1st level.

Ghouls: CR 1; Medium-Size Undead (6 feet tall); HD 2d12; hp 13; Init +2 (dex); Speed 30 ft.; AC: 14 (+2 dex, +2 natural); Atks +3 melee (1d6 + paralysis, bite), +0 melee (1d3 + paralysis, claw); SA Paralysis; SQ Undead; AL CE; SV Fort +0 Ref +2, Will +5

Str 13, Dex 15; Con -; Int 13; Wis 14; Cha 16

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

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

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, subdual damage, ability damage, energy drain, or death from massive damage. Immune to anything requiring a Fortitude save.

Skeleton: CR 1/3; Medium-Size Undead (6 ft. tall); HD 1d12; hp 6; Init +5 (+1 Dex, +4 Improved Initiative); Spd: 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +0 (1d4, 2 claws); SQ Undead, immunities; AL: N; SV Fort +0 Ref +1 Will +2

Str 10, Dex 12, Con —; Int —; Wis 10, Cha 11

Feats: Improved Initiative

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, subdual damage, ability damage, energy drain, or death from massive damage. Immune to anything requiring a Fortitude save; **Immunities** – Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from slashing weapons and piercing weapons.

Zombie: CR 1/2; Medium-Size Undead (6 ft tall); HD 2d12+3; hp 15; Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atks +2 melee (1d6+1, bash); SQ Undead, Partial actions only; AL N; SV Fort: +0, Ref +1, Will +2

Str 13, Dex 8, Con —; Int —; Wis 10, Cha 11

Feats: Toughness

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, subdual damage, ability damage, energy drain, or death from massive damage. Immune to anything requiring a Fortitude save; **Partial Actions Only (Ex)**—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can do both only if they charge (a partial charge).

Conclusion

If the party returns items of heirloom or sentimental importance to the priest, he will reward them with a silvered masterwork mace of Pelor. This item will be worth much more than the combined total of the trinkets they find in the tomb. Father Galamar will soon be travelling to a church council for the Church of Pelor. Here he will spread the tale of the heroes' brave deeds, earning them 1 fame point with the Church of Pelor and 1 Influence point with the Church of Pelor.

Mace of Pelor (Medium, 7 lb., Silver, 420 gp) This silver mace is finely wrought and bears a 3-dimensional holy

symbol of Pelor as its head. It will also function as a holy symbol in the hands of a cleric or paladin of Pelor.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Three

Defeating the 4 Zombies	100 xp
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Encounter Four

Defeating the Ghoul (area H)	100 xp
Scything Blade Trap (area C)	50 xp
Defeating the Puzzle of the Vault	50 xp
Defeating the Skeletons and Zombies (J)	150 xp

Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	500 xp
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Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 100 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the

PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

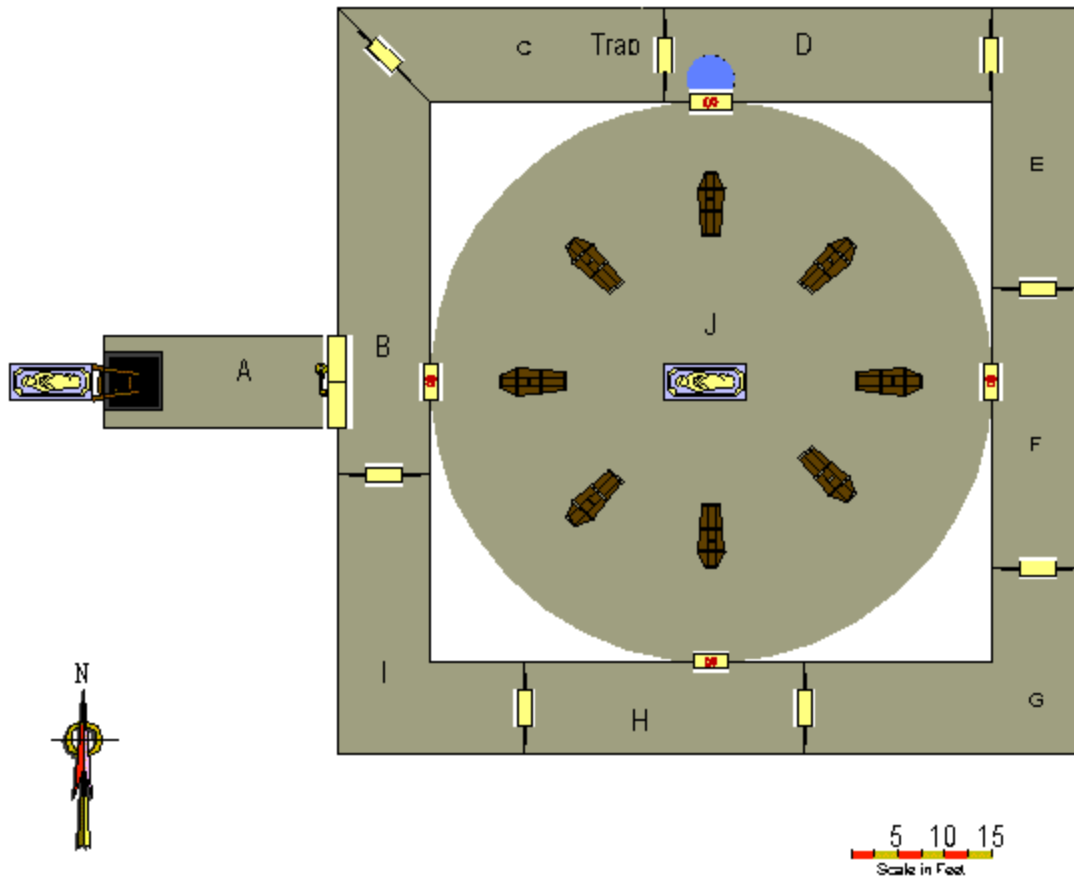
- 2 Vials Holy Water 50 gp
- 220 copper coins
- Several trinket type items 50 gp
- Backpack w/adventuring gear
116 gp, 3 torches, 50 ft. rope, 3 whet stones, flint and steel, masterwork thieves tools, crow-bar, flask of oil, broken crossbow, case containing 10 lt. x-bow bolts)

Axe of Hagron: Masterwork Battleaxe (Medium, 7 lb., silver, 400 gp). This battle-axe has the symbol of Heironeous engraved in both sides of the blade. Counts as a silvered weapon.

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- Adventurer's coins 60 gp
45 sp
- Rusty Weapons 8 gp
- *Potion of cure light wounds* (Value 50 gp)
- *Arcane scroll of mage armor* written at 1st level (Value 25 gp)
- Ring 100 gp
- Necklace 5 gp
- Mace of Pelor (Medium, 7 lb., Silver, 420 gp) This silver mace is finely wrought and bears a 3-dimensional sun-shaped holy symbol of Pelor as its head. It will also function as a divine focus in the hands of a cleric or paladin of Pelor.

Map of Jylahmay's Crypt



Puzzle of the Vault Door

B U N A R E

S E W D E R

A L E

T H L

V I V E T

L A U L S