

An Afternoon Outing

A Two-Round D&D Living Greyhawk Adventure

Round 1

by Eric Price

Just another day on the road to the next town and hopefully, to your next adventure. An adaptable adventure for characters level 1-6.

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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

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

DM's Introduction

More than twenty years ago, before the Greyhawk War, a foul death cult priest rose to power in the nearby countryside. The high priest and leader of this necromantic cult was called Ambrios by his followers. Operating under the guise of a theater, the cult of murder and death flourished for several years before finally drawing the attention of a local paladin named Camian Fastblade. Fastblade and his followers met Ambrios on the battlefield and a battle ensued. Calling on the powers of his deity, Camian was able to turn Ambrios' unholy army against him, slaying the mighty high priest and routing his army from the battlefield. Ambrios' faithful followers, pressured by the forces of good, fled the battleground with the high priest's body. Pursued by Fastblade's army, the priests fled into their nearby crypt-temple. While their brothers sealed them in the crypt below for safety against the coming siege, his devout followers tried in vain to bring Ambrios back to life. In a cruel twist of fate the very god he served cursed the high priest's failure, damning him to a life of undeath.

Fastblade's men surrounded the temple and, confident of their impending victory, stormed the temple's guards. Fastblade and his warriors searched the temple but found no sign of the high priest's body.

The main entrance at the base of the low hill was completely collapsed, preventing any further use. An attempt to collapse the second entrance failed however, leaving a nearby section of the temple buried under rubble but failing to seal it. Lacking additional resources, the warriors buried the entrance with debris found in the temple. They left, feeling empty at the thought of not knowing if the high priest had been revived but confident the death cult was forever vanquished from the land.

The Zombie Lord Ambrios awoke to his new life to find himself trapped in the crypt. The mechanism for opening the stairs could only be activated from above. In a rage he called out. Doing so killed some of the very priests who had tried to raise him. Within minutes they became zombies under his control. Quick to grasp the nature of his new existence, Ambrios went about killing the remaining priests. For nine years the zombie lord and his minions have waited to escape their confines. It was not until a small group of adventurers from a nearby town stumbled onto the mechanism for activating the stairs that the zombie lord finally succeeded. Quickly slaying the unsuspecting adventurers, Ambrios and his minions set about raiding the nearby countryside for new recruits in his dark army.

While many of the rules related to undead are presented here for reference, it might be beneficial for the judge to review some of the following concepts before running this scenario: holy water, bless water, darkvision, low light vision, turning, and the *Monster Manual* entries for skeletons, zombies, and ghouls.

Adventure Synopsis

The adventure progression chart is designed to assist you in determining the flow of events. The PCs are traveling with a caravan together along a river road between towns when they spot some ominous-looking ruins on a low hill. The PCs continue on to the next town, the conclusion of their caravan guard duty, and discover rumors of missing adventurers and townsfolk. Wherever the PCs go in town they hear rumors and speculation about the adventurer's fate. If they do not get the hint, the mayor outright asks for the PCs assistance in the matter.

Upon deciding to examine the ruins the PCs search out the towers and nearby landscape to locate an entrance to an underground portion of the temple. They descend, defeat several undead minions and make their way through the lair. Eventually, they find a bashed-in concealed door leading in to the otherwise barred cavernous temple. Once inside the cavernous temple, they must battle the skeleton and zombie ogres left to defend it. The end of the battle ends round 1.

Round 2 begins with the PCs free to explore the cavern, where they find a set of levers on the wall. The PCs must deduce the purpose and proper sequence of the levers to gain access to the secret stairs hidden in the floor mosaic. They descend into the crypts of the temple. Once below, they must search nearby crypts, bypassing the traps and defeating the undead attacking them. They fight their way to the entrance to the High Priest's crypt and defeat the foul monster.

After the PCs have entered the lower level (and if they don't trigger the trap themselves) the High Priest commands a zombie to activate the trap, causing the stairs to rise back up and trapping the adventurers in the tomb. They must find an alternate route of escape or wait until someone comes and releases them.

Proactive PCs can eventually discover a series of crudely dug tunnels in a lower crypt half filled with water. An arduous underwater swim brings the PCs to the river and freedom. PCs who decide to wait it out must wait twenty days before a group of paladins frees them from the tomb. If they do not have magic or a good deal of rations, they may not survive if they choose to wait it out.

Player's Introduction

Unable to find enough adventuresome companions to brave a trek in search of treasure, you reluctantly agreed to sign on as a guard in a small caravan traveling south of the city. The work paid 25 gold, so you hardly felt you could refuse. So far the trip has been uneventful. For the past few hours you have been walking along a quiet river road toward the next town and, according to the caravan leader, the end of your employment. Pondering over important things in your mind you realize there is at least one member of your group you don't really know.

It is mid morning now and the fog is still thick and heavy here. It obscures your vision and makes it difficult to see very far at all. To your right and across the river, a small

hillock emerges from the fog and the surrounding landscape to catch your attention. It seems capped with ruins of some kind. The thick fog rolls over the hill a second time however, leaving you with only a momentary glimpse of what might have been ruins, a farmhouse, or simply your overactive imagination.

PCs try to wait and see the ruins again: Every few minutes the hill emerges from the fog, revealing a series of collapsed towers. Azik (the Baklunish merchant who hired the PCs) initially stops the caravan if the PCs want to wait and get a second look. After it becomes obvious the ruins pose no threat to his caravan, he is ready to get on his way.

PCs try to cross the river to the ruins: Azik is not interested in waiting for the PCs. He is willing to release them from the caravan guard, but insists they forfeit all their earnings if they leave before reaching town. If they accept and still want to try crossing the river, proceed to Encounter 2.

PCs continue on toward town: proceed to Encounter 1.

Encounter 1: The Next Town

This is a heavy roleplaying encounter with a potential for the PCs to learn everything they need to know to be interested enough to investigate the ruins. The encounter should last anywhere from 45 minutes to an hour or more depending on the actions of the PCs.

You continue on to town with the caravan. By the time you reach the first indications of civilization, the eerie fog is completely gone. Your caravan has passed a couple of outlying farms and has now reached its destination—the next small town. Leading the wagons over a stout stone and wooden bridge you find yourself in the heart of a quaint little village. The familiar clanking of metal on metal tells you the town is fortunate enough to at least have a blacksmith. To the left and down the hill children play in the shadows of a large stucco building—probably a temple of some sort.

Ahead, among the small buildings of the town, a large wooden building sits quietly in the mid-afternoon sun. Although it doesn't have a sign, it appears to be tavern. Other than the children, there are very few people out. Azik gathers you and the rest of the caravan guards into a group, and promptly pays you the agreed 25 gold, thanks you for your hard work, and makes small talk as he winds through your small group of people. A couple of the caravan guards head off to the tavern while Azik and his assistants get busy unloading their wares into the shop to your left.

There are several locations the players are likely to want to visit while here, although the tavern is the most likely place for the party to start. Among others, the PCs may want to visit the general store, the blacksmith, the mayor,

and the temple. Player text and details for each of those locations follow below. The judge will have to "wing it" should the PCs decide to investigate or inquire somewhere else. Remember the main objective of these encounters is to generate PCs curiosity enough to travel to the ruins and investigate. You'll also want to be sure to plant the clues that will hopefully help them escape later.

Wherever the PCs go, use the list below to supply appropriate rumors to hear while conducting business or making inquiries. The judge should work one or two of these in during conversation and build on them as the players become more curious.

- Thirteen people from the surrounding farms have gone missing in the past few weeks.
- A fair amount of livestock has gone missing or been found almost completely eaten.
- The hill and land around the temple is haunted, sometimes causing an unnatural fog. Ghosts and phantoms have been seen in the vicinity. Townsfolk generally avoid it. Children are forbidden to go there.
- Forty days ago a monster emerged from the nearby river, clawing its waterlogged corpse up on the banks. The blacksmith and two local boys were able to destroy it. Otherwise the town has had little trouble.
- The first to disappear was a party of four young would-be adventurers. They disappeared almost a month ago. The two boys who helped kill the monster were among them. The town thought the temple had been reopened (given the appearance of the monster) and sent the volunteers to examine the old temple.

In addition to the rumors above, any town resident can relate a simplified version of events for the destruction of the temple (from the DM's Introduction section on page 3). Of course, no resident knows the ultimate fate of Ambrios.

The Tavern:

Read or paraphrase the following player text:

Your eyes quickly adjust as you move through the open door of the tavern and out of the midday sun. Farmers and other laborers are gathered in small groups around tables throughout the common room. Upon seeing you, the barkeep interrupts his conversation and asks if you'd care for something to drink.

Of course the tavern is the place to hear rumors of the temple ruins. Any PC attempting to use Gather Information can make a check (DC 10) and spend 1d4 gp to get the rumors mentioned above.

The General Store:

Read or paraphrase the following player text:

Wandering about the main area of the village, it is not hard to find the town's only store. The caravan merchant Azik is no where to be seen, although you recognize some of his cargo now positioned around the outside of the building.

The store is a two-story building made of wood and stone. A wide variety of merchandise is displayed in front of the store, although most of it appears to be farm implements or other utensils and implements. The door is propped open with a small stone, and a few people can be seen inside.

Harmon Askus is the storeowner. The PCs may buy any goods and services they might choose to purchase, although he has nothing in the way of weapons beyond the most basic (dagger, quarterstaff, etc). Unless the judge is told otherwise by Living Greyhawk regional representatives, the PCs may buy any item in the Players Handbook worth 100 gp or less. Total purchases should not be able to exceed 1000 gp. The judge should use his own judgement.

The Blacksmith:

Read or paraphrase the following player text:

The clanging of metal on metal leads you straight to the Blacksmith's forge. With half walls, the forge is a practical affair. The entire inside of the blacksmith's shop is plainly visible. A large muscular man works the forge. He seems quite unaware of your approach.

Lucius Strongarm is the Blacksmith. He helped slay the zombie when it clawed itself out of the muck more than a month ago. He certainly tells the adventurers of the attack, as he is quite proud of his quick thinking. He trained the two missing boy "adventurers", Deftas and Loren and feels badly about their disappearance. The PCs can purchase any simple or martial metal melee weapon here for standard prices. Abide by the rules of what is available as described in the general store section above. He cannot otherwise help. If the PCs have more questions about the beast he killed, he suggests they speak with the cleric Tama.

The Temple:

Read or paraphrase the following player text:

Sure enough the stucco building you saw on your way into town is a temple and apparently, the only one in town. The children who were playing in the shadow of the building are gone now. It is circular and domed, apparently constructed of dried mud and wood. It appears to be buried half in the ground. The front door is open and as you enter, you are amazed to find how cool the building is. A young man dressed in simple trousers and shirt stands at the far end, performing some type of ritual on something you can not see from here. He appears to be the only other person in the temple.

Tama human male Clr2: Medium-size Humanoid (5 ft. 8 in. tall); HD 2d8; hp 12; Init +4; Spd 30; AC 10; Atks +2 melee (1d8+1, heavy mace); AL LG; SV Fort +3, Ref +0, Will +3

Str 13, Dex 10, Con 10, Int 12, Wis 14, Cha 13
Skills: Diplomacy +5, Heal +6, Knowledge (religion) +3, spellcraft +3, swim +2; Feats: Improved Initiative, Scribe Scroll

Spells (4/3+1; base DC = 14 = spell level): o—create water, detect magic, purify food/drink, read magic; 1st--bless, comprehend languages, cure light wounds*, sanctuary.

*Domain spell. Domains: Good (good spells +1 caster level), Healing (healing spells at +1 caster level).

Equipment: heavy mace, wooden sun disk of Pelor, cleric's vestments

When the PCs arrive, Tama will have just completed making a flask of holy water. He now has three. He has recently received word from his superiors about the true nature of the beast that climbed from the water last month. Since then, he has been making holy water in the hopes of being able to use it or give it to those in need. He will sell it to the PCs for 25 gp per flask.

The Mayor:

The player text below assumes the party has not yet encountered Maret (encounter three). If they have, proceed to a Final Plea (encounter four) if they attempt to find the mayor.

Asking around, you learn that the Mayor of this small village actually has an office of her own not too far from the tavern, although she is rarely there during the day, as she is a local farmer as well. Sure enough, after walking the short distance to the small building you are rewarded for your efforts with silence. Knocking on the door brings no one to greet you. A sign on the door suggests you check back after the evening meal...

Encounter 2: Going for a Swim

Read or paraphrase the following:

You make your way down to the riverbank, all the while trying to get another glimpse of whatever was on the hill on the far side. Arriving at the bank, you peer intently through the fog and attempt to see the far side. You think it is perhaps 100 feet across. The river seems to be reasonably swift. A few trees and rocks dot the riverbank nearby but none seem to be likely to help you in your attempt to cross.

Since this represents a significant shortcut in the story line, feel free to dramatize the crossing (by requiring a Dexterity check and having those who fail it fall into the river.)

Unless the PCs have magic, the river is probably too swift, wide, deep, etc to cross here. The river is 95 feet wide. Searching nearby does not yield any suitable crossing points. The judge should use his judgement in deciding what is reasonable for crossing the river.

PCs attempting to swim must make a skill check (DC 12) to swim against the current. Remember, a successful check indicates only that 1/2 their regular speed in feet was covered in a round if they take a full-round action (i.e. 15 ft for a human, half-elf, etc and 10 ft for the shorter races). Regardless of their success they are swept 40 feet downstream each round spent in the water.

PCs who miss the swimming skill check by 5 or more go under and begin drowning. Remember to factor in a weight penalty, effectively increasing the DC of the swim by +1 for each 5 lbs. the PC is carrying while attempting the swim.

Should one of the PCs begin drowning and end up being swept down river, allow the PCs to be able to catch glimpses of him from time to time. You want to keep the party chasing after the unfortunate PC until they get closer to town. In any event, the PC is rescued by boys fishing on the river, is finally able to grab hold of a rock, or whatever else seems dramatic at the time.

If the rest of the party is already on the other side, the PC in question ends up on the ruin's side of the river. Proceed to Encounter 6 (A Meeting at the River).

If the PC is one of the first on the other side of the river, assume he ends up on the side of the river he or she started. Unless the PCs give it another go, proceed to Encounter 1 (the Next Town), altering the read aloud text as necessary.

Encounter 3: Pleading Townsfolk

Run this encounter if general rumors dropped in conversation during encounter one are not sufficient to get the PCs to investigate the ruins or just to "spontaneously" provide more information to them if they want to run off half-cocked to the temple. This is a roleplaying encounter with a potential for the PCs to learn a significant amount of information about the missing people. The encounter should last anywhere from 10-20 minutes.

A small crowd suddenly comes upon you as you make your way through the small hamlet. An older lady, obviously the victim of a hard life, moves away from the others and approaches you.

"You brave adventurers, you must help us! The others are afraid to beg for your assistance but I am not! I have nothing else to lose..."

Maret, human female Com1: hp 3

Maret is the mother of two of the four adventurers who went out to look at the temple. She begs the PCs to search for her only children, sobbingly throwing herself to their feet if they resist at all.

What exactly do you want us to do? Travel to the ruined temple, enter it and recover the bodies and belongings of my fallen kinfolk, if they are present. No matter what, bring them back so that they may have a

proper burial. Whether my children's bodies be present or not, slay any of death's damnations that lurks inside the mound.

What makes you think your kin are in the temple?

That is where they went to look for the source of the foul creature that emerged from the river last month. Besides, we have searched the river and the neighboring fields and streams. They are nowhere to be found.

Who is missing? Aside from the nine other farmers and family members, there is just the four young adventurers. The adventurers are the brothers Deftas and Loren, Loren's girlfriend Kimber, and Rjerik, a local boy who had only recently returned from his studies at the magical academy several days ride from here.

Is there any relationship between the missing?

Aside from whole families disappearing, no. All of the disappeared have come from a variety of occupations, and families. If asked, Maret can relate they all came from the western part of town or its outlying farms.

What kind of experience did the boys have?

They took fighting lessons from the town blacksmith and their father, Pelor rest his soul. Other than that, they had no further training that any young boy doesn't have.

Is there a reward? Would you not do it for goodness sake? Is an act of goodness not its own reward? Did my sons seek reward when they volunteered to search the ruins for signs of unholy activity? I am an old lady, what could I possibly have to give?

Encounter 4: A Final Plea

Run this encounter if you have failed to entice the PCs to search the ruins for the missing townfolk or if the PCs actively seek out the mayor. This is a roleplaying encounter with a potential for the PCs to bargain for a reward and pick up any extraneous information they have not already learned. The encounter should last anywhere from 10-30 minutes, depending on how much information they have gotten from other sources in town.

Well met adventurers, My name is Anaria, I am the mayor of our tiny village. Is it true that even the woeful pleas of a mother can not soften your hearts? Perhaps the lure of treasure can?

Don't act so offended, I have not always been a farmer and I am a practical woman. I understand the nature of such things. Almost everyone desires treasure – one must earn their daily requirement somehow. It is only reasonable. You risk your lives for strangers, you deserve more than our town can give in return.

How much will you pay us? As I said before, we are not a wealthy village. However, two of those young ones

who volunteered to search the ruins were wielding a dagger and a mace of exceptional craftsmanship. Our town should consider it an honor to bestow them upon you if you help us in this matter.

What exactly is the problem? The judge should paraphrase or provide a synopsis of the rumors, backhistory, etc. Feel free to reiterate any information they might have already heard (as the mayor would not know what they had already heard).

What do you want us to do? Travel to the ruined temple west of town, along the river bank. You cant miss it, it has 5 ruined towers atop a small hill. It is cold and almost always shrouded in fog. Locate our missing folk and free them. Slay any evil lurking in the temple if you can. If the four children are dead, return their bodies to us.

PCs ask why the town hasn't asked for help: The town officials have sent word of their fears to the paladin group that originally vanquished the Death Cult Temple and to the Nobility who oversee the region but have not heard any reply. That was thirteen days ago.

Encounter 5: Buy Me a Cow

This encounter is designed for those groups that decide to lay in wait for the would-be cattle slaughterers or kidnapers. These PCs may try any number of tactics, but are most likely to buy (or ask for) a cow and a farm to wait for the would-be bandits. They may try to wait at one of the farms on the west side of town. If they wait at a previously attacked farmhouse, they are unsuccessful on the first two nights. The zombies attack on the third night. If they wait at a currently inhabited farmhouse, the occupants (and thus the PCs) are attacked by zombies during the first night.

Tiers 1-3 EL Variable

Use the undead from encounter 9.

The zombies do not the remains of the missing townsfolk.

Encounter 6: A Meeting at the River

This encounter is written as a follow up to the PCs succesfully crossing the river mentioned in the introduction or for parties where one or more PCs are swept downstream during the attempt.

If they are successful getting the entire party across the river, the party meets a small group of prominent people from the village out searching for their lost children. A dialog should ensue and enough information should be given to help the party later on.

- Look to encounters one, three, and four for ideas of how the dialog should go.
- Be sure to mention the zombie in the water and the young adventurers who went to search the abandoned temple.
- Try to work in a brief history of the ruins.

It is possible the PCs may wish to travel to the town for specific supplies or more information. The judge may want to steer them that way. If they do not go to town, proceed to Encounter 7.

Encounter 7: The Ruins

The read aloud text below assumes the PCs are returning to the ruins from town. If they were successful in crossing the river and did not go to town, you may need to paraphrase.

Returning almost the same way you came yesterday but on the opposite side of the river, you soon begin to feel the chill the townsfolk had spoke of. Perhaps it is just your imagination. The natural wildlife noises you are accustomed to hearing are absent—replaced only by the clinking of your armor and the labor of your breath. At last you see the ruined temple ahead. Sitting atop a hill, just as the townsfolk described, five nearly destroyed towers loom ominously over the surrounding farmland.

PCs investigate around the base of the hill: Read the following to them:

Taking a few minutes to walk around the hill you see it looks like it has been a long time since anyone has been here. The grass is tall here, so much so that even some of the taller members of the group are nearly swallowed by it. The crumbling towers on the crown of the hill are clearly visible from such a close distance

Having walked almost completely around the low hill, you come upon the jumbled ruins of what might once have been an entrance into an underground complex. Broken columns and pieces of worked stone are all that is left of whatever the structure might once have been. A large pile of rubble almost completely buries the building. Beneath the rubble, and dotted around the old stonework lie skeletons, some of them half-missing. They leer eerily up at you in eternal silence.

Suddenly, the grating noise of stone on stone reaches your ears. You look up just in time to see a small chunk of stone has broken loose and is bounding down the hill toward you!

Wait and see how the PCs react to the bounding boulder. If asked, it is perhaps twelve inches in diameter. No matter what they do, the boulder comes to rest several yards away from the party. It is for effect only and hopefully will bring them to investigate the top of the hill.

The ruins mentioned above are the only remnants of the underground entrance to the temple. The passage was destroyed by spellcasters from Fastblade's army and is now completely impassible.

Any PC who makes a successful Knowledge (engineering) or Knowledge (stonemasonry) check (DC 12) can tell it *was* an underground passage (noting the sunken area above the rubble where the passage collapsed).

Its unlikely any PC has access to earth moving magic (such as *passwall* or *conjure earth elemental*). If they do and they use it here they can dig through and come out at Encounter 13 (main entrance).

PCs investigate around the top of the hill: Read the following to them:

Finishing a brisk walk up the side of this low, domed-shaped hill, you come at last to its summit. The remains of five large towers you saw earlier dot the edges of the hill. A thin mist of fog lingers here, even in the heat of the day. It lays dormant amidst the ruins but seems to get more dense toward the center of the hill. Looking around, you see the hill has a general dome shape but slopes gently down and away again toward some unseen point at the center of the hill. Perhaps it is some type of amphitheater.

PCs investigate the fog shrouded amphitheater: Read the following to them:

Descending the slight incline toward whatever awaits, you walk perhaps 40 feet down into what does appear to be an amphitheater. Directly in front of you, a small trench separates you from a marble stone area beyond. You must be in the center now. Through the obscuring fog the weathered remains of stone seats and other decorative pieces of stone are visible.

- Any PC who makes a successful Knowledge (religion) check (DC 16) can tell the stone area used to be a sacrificial altar. There is nothing to indicate to what god the now missing altar was dedicated.
- Any PC who makes a successful knowledge - geology or who is a dwarf or ranger (DC 14) can tell the amphitheater is not a naturally occurring geological formation. It was dug from the top of this hill.

From here the PCs can investigate the towers. As judge you should take your time to describe each tower, even though all but the western-most one are empty. The insides have been gutted by fire and have nothing of valuable. PCs can determine the towers were originally three stories tall if they make a successful check:

- Knowledge (engineering) (DC 10)
- Knowledge (stonemasonry) (DC 10)
- Wisdom (DC 16)

Fastblade's army worked to destroy most of the tower, burning the inside and battering the towers into ruin. The

tower walls are haphazard now, nearly three stories in some places and non-existent in others. Large gaping holes are the norm. There is no evidence of anything living in or around the towers. Beyond this information, the judge is encouraged to wing any digging efforts the PCs might do here.

If the PCs do not think to look in the towers or give up before searching the western tower, arrange for the PCs to hear some strange noises or perhaps a loud crash of a falling stone block emanating from the western tower. Whenever they investigate the western tower, proceed to encounter 8 (the West Tower).

PCs look for evidence of the NPC group: Against one of the towers is evidence of a small campfire. PCs who make a successful Spot check (DC 16) will find it whether they are specifically looking for it or not. PCs searching for such evidence must make a successful Search check (DC 5). Any PC who finds the campfire can follow footprints from it to the western-most tower. If the PCs follow the footprints, proceed to Encounter 8 (the West Tower).

Encounter 8: The West Tower

Like the other four towers on this hill, little remains of this tower. Originally composed of stone, this tower is now little more than a windbreak. While seven of its eight sides are intact at the first floor, stone and other debris from the tower's higher levels now lay on the ground nearby. It must have taken powerful magic, heavy siege weaponry, or a long time to topple this once mighty tower. Unlike the other towers, there is no evidence of burning here. Instead, a large amount of timber rests on the floor of the tower.

Half buried amidst the rubble is a staircase leading down into the underground chambers of the temple. PCs who actually enter the western tower notice the stairs if they make a successful spot check (DC 10). PCs who actively dig in the rubble automatically find the stairs after 5 minutes.

Also lying amidst the rubble is a greataxe. Assume a Spot check (DC 16) or a Search check (DC 10) to locate it. It belonged to the ogre zombie now in Encounter 16.

From here, the PCs can leave or head down the stairs to Encounter 9.

Treasure: greataxe

Encounter 9: Entrance Stairs

A map, DM Handout # 2, is included for the judge's reference and to assist in describing the temple. The temple halls and rooms vary in every dimension. As a general rule, the floors have been worn smooth everywhere and are tiled in some places. The walls are

somewhat rougher, and the ceiling is very rough, still having stalagmites in some places. The air is stale and reeks of death and decay. There are no natural light sources and the temple is dark unless the PCs provide a light.

Should any Rangers or PCs with the tracking feat ask if there are footprints on the ground, confirm that there are but they are recent but too numerous to determine anything useful.

As you push the last few pieces of debris aside and peer into the darkness below, you are assaulted by the stench of death and decay. A thickness, a tangible evil, seems to permeate the air here, warning of the danger that awaits. As if oblivious to any danger, a set of wide spiral stairs, apparently hewn from the rock itself, lead down into the darkness.

The stench is caused by years of decay and the undead who now lair below. Once the PCs begin their descent, they encounter the undead left to guard.

Tier 1 (EL 2):

Zombies (4): CR 1/2; Medium-size Undead (6 ft. tall); HD 2d12+3; hp 9 (each); Init -1 (Dex); Spd 30; AC 11 (-1 Dex, +2 Natural); Atks+2 melee (1d6+1, slam); SQ Undead, partial actions only; AL N; SV Fort +0, Ref +1, Will +2

Str 13 Dex 9 Con - Int - Wis 10 Cha 11.

Feats: Toughness

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

Tier 2 (EL 4):

Zombies (7): use stats above.

Tier 3 (EL 6):

Zombies (9): use stats above.

Ghoul (1): CR 3; Medium-size Undead (6 ft. tall); HD 2d12; hp 15; Init +2 (Dex); Spd 30; AC 14 (+2 Dex, +2 Natural); Atks(1d6+1 and paralysis) bite +3 melee; (1d3 and paralysis) 2 claws +0 melee; SA paralysis SQ undead immunities; 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 Silent +7, Search +6, Spot +7 Feats: Multiattack, Weapon Finesse (bite)

SA: *Paralysis (Ex)*—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, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort save.

Tactics: In all tiers the zombies are instructed to kill any creature that enters the temple. Thus they normally attack until characters are dead (or, are at least unconscious). The ghoul in tier 3 attempts to hide and use the confusion of combat to paralyze would-be combatants.

Encounter 10: Exploring the Temple

You are standing in a wide stone corridor. While the floor is relatively smooth, the walls and ceiling look to be a little rough. Shadows emerge from the small cracks and crevices as your light reflects against them. The air is stale but cool; a thick mist lays in layers on the floor, hiding your feet from view. Some kind of liquid, probably water condensation, drips from the ceiling to land on you.

It's hard to believe any living thing has been here for decades. To your left, the light of your torch reflects off metals inlaid into the wall. Your eyes adjusting now, you can see the metal inlaid wall is not a wall at all, but a large set of ornate double doors. To your right, the corridor disappears into darkness past the edge of your light. Ahead, just at the edge of your light, a long row of thick metal bars block any meaningful forward movement. Clearly, a large room shrouded in darkness, lies beyond the bars.

PCs investigate the door: There is no keyhole and the door is not locked but the PCs will not be able to open the doors. The doors open inward but are currently held fast by tons of rubble. The hinges are not visible and there is no normal way for the PCs to open the doors.

PCs attempt to recover inlaid metal: The PC should quickly come to the realization that the effort is not worth the potential gain. Chiseling makes a lot of noise and results in 10 SP worth of metal to be removed per 10 minutes of work. Should the PCs have a clever spell or item to get the metal out (i.e. by melting it) they can recover the metal. No more than 500 sp worth of metal can be recovered from the doors.

PCs investigate the metal gate ahead: Proceed to Encounter 11.

PCs proceed down the hallway to their right: Read the following, then determine the next encounter from the table that follows.

Watching carefully as your feet appear and disappear in the fog-shrouded floor beneath you, you walk only a short distance down the large hallway before small dark shapes appear on the walls on either side. Holding your light a little higher, you see the spots of darkness transform into side passages or rooms, you can't tell which from here. Further down the hall, you can see several such shadows dimly illuminated by your light.

Action	Encounter
Investigate West Door	10a (Kitchen)
Investigate Far West Door	10b (Dining Hall)
Investigate East Door	10c (Acolyte Chambers)

Treasure: up to 50 gp worth of silver can be recovered from the door.

Encounter 10a: Kitchen

Passing through the low stone archway you find your light reflecting off a few pieces of metal cookware left in what must obviously be an abandoned kitchen. Cobwebs fill every corner in the room and even hang from floor to ceiling in places. Some of them have quite clearly been torn recently. A stone hearth, almost completely covered in the white fabric of spiders sits in the far corner. Another exit is visible across the room.

There is nothing of interest to the party here. The cobwebs may have some PCs guessing that giant spider's lair here. None currently do.

Encounter 10b: Dining Hall

Pushing the cobwebs from the arched opening, you pass into a large room, more than 30 feet long by the light of your torch. A couple of mangled tables and splinters of wood litter the floor here. Tattered tapestries, rent and unrecognizable, hang from the east wall. There doesn't appear to be anything of value here.

The tapestries and wood can be used as a source of flame in combating the undead in the crypt. Otherwise, there is nothing of value.

Encounter 10c: Acolyte Chambers

As you make your way further down the hall, it becomes obvious there are a number of openings in the right wall. Looking into the first, you can see the archway leads to little more than a hollowed out cell, perhaps 10 feet in diameter. A few tattered pieces of cloth, some bone, and a fair amount of mildewed straw are all that are immediately obvious.

These are the living quarters for low level clerics. They were sparsely furnished even when they were being used. Now, all except the second from the last has little more than splintered wood and mildewed straw.

The judge is encouraged to roleplay the searching of the alcoves to its fullest. Give no indication that nothing of value resides in the alcoves, and continue to ask questions. An elaborate holy symbol can be found in the second to the last alcove.

Every PC knows the item is a holy symbol for the god Nerull, the god of death.

Treasure: Holy Symbol or Nerull - elaborate silver and obsidian unholy symbol worth 50 gp.

Encounter 11: Practically Impossible Trap

PCs get here by investigating any of the three portcullis entrances to the cavernous temple.

Show the appropriate player handout from the table below to the party.

Gate	Handout
West	Player Handout #1a
South	Player Handout #1b
East	Player Handout #1c

Holding your light high to take a closer look at the large metal gate blocking your way, you can tell it was not designed to be easily moved. The bars are thick, perhaps as wide as an average human's wrist and appear to be made of metal. Each bar appears from the ceiling some 15 feet overhead and disappears into the ground below. Several skulls are lodged in between the bars at various levels. A couple of broken arrows lay here, solitary reminders of some once great battle.

The metal gate is activated by a series of levers in the cavernous temple room. The PCs have no normal way of knowing how the system is activated. The bars are six inches apart and two inches in diameter. A locking device beneath the entrance prevents any success in lifting the gates to allow passage. The bars may still be bent and small PCs such as gnomes and Halflings may be able to shimmy between the bars.

The position of the skulls wedged in between the bars is to indicate the position of the levers (in round 2) necessary to open the bars.

The debris is perhaps the only warning the party gets that a trap is attached to the great metal portcullis.

NOTE: Any attempt to bend bars or lift gates sets off the trap(s) detailed below.

PCs attempt to bend bars: The PC attempting to bend bars must make a Strength check (DC 21). Bending the bars opens the gap between bars from 6 inches to 9 inches, but will activate the trap (see below). A second successful Strength check on the other bar would spread the distance to 12 inches. Most humans, Half-orcs, and stout dwarves may still have trouble passing through, especially with armor. The judge should use their discretion.

Proceed to encounter 16 if ANY PCs are able to enter the cavernous temple.

PCs attempt to lift gates - It should be considered practically impossible for the party to lift the gate (DC 50). The gate has a locking mechanism beneath the floor

and above the ceiling. The locking mechanism and the associated trap cannot therefore be bypassed by the Disable Device skill (unless a PC has 10 ranks or more in Disable Device, then the DC is 40).

Trap: The portcullis is trapped. The trap is activated when the portcullis is jimmied (i.e. attempts to bend bars or raise the portcullis). Where more than one trap is indicated, assume they are spread out across the portcullis opening.

Tier 1

Arrow Trap: +5 ranged (1d6/x3 crit); Search (DC 21), Disable Device (practically impossible, DC 40).

Tier 2

Arrow Trap (x2): +7 ranged (1d6/x3 crit); Search (DC 21), Disable Device (practically impossible, DC 40).

Tier 3

Arrow Trap (x4): +9 ranged (1d6/x3 crit); Search (DC 21), Disable Device (practically impossible, DC 40).

PCs attempt to disable the trap - The trap is attached to the locking mechanism hidden beneath the floor. It is accessed via small panels on the inside of the gate (i.e. in the cavernous temple). As such, it cannot be disabled under normal circumstances (see above). The opening where the arrows come out however, can be blocked.

PCs attempt to unlock the gate - The gate locks are above the ceiling and below the floor. As with the trap, the locks are accessed via small panels on the inside of the gate (i.e. in the cavernous temple). They cannot be bypassed under normal circumstances (i.e., at least 10 ranks of Open Lock, DC 60).

Encounter 12: Out of Place

Mustering the courage to continue deeper into this evil temple, you pass down and around the corner of this wide hall. To your dismay, you find only another long stretch of hall disappearing into the darkness and wet fog ahead. The air is thick here, your breathing and the beat of your heart seem to pound and echo down the hallway. More strange dripping noises can be heard as they echo down the tunnel hallway.

(insert PC's name) suddenly calls out, alerting you to an odd discovery. Tucked back in a natural alcove, a stout iron door with heavy bands catches the light of your torch and reflects it back into the hallway.

A necromancer who lived in the temple pulled this door from his robe of useful items. He then cast a *silent image* to hide it and an *arcane lock* to lock it. A wizard from Fastblade's army detected the illusion however and cast another *arcane lock* on the door to bar it from the outside. The poor necromancer, unable to escape his safe haven, died a miserable death of starvation.

PCs use dispel magic to open the door: PCs using *dispel magic* must roll a dispel check (1d20+ 1 per PC caster level (max +10). Compare that number to the DC for dispelling the *arcane lock* (DC 17).

PCs use knock to bypass the arcane lock: *Knock* can open the *arcane locked* door, but only for 10 minutes. PCs who enter might be trapped inside if they dally too long.

PCs use other magic to open the door: The judge will have to adjudicate any other items/spells that might defeat the *arcane lock*.

PCs use brute strength to open the door: The door is a magically reinforced iron door - busting it down requires a successful Strength check (DC 38). The PCs may want to bash down the door with weapons, the doors stats are:

Iron door (enspelled with arcane lock): 2 in. thick; hardness 10; hp 60; AC 5; break (38).

PCs want to bust through the floor: The floor is made of hewn stone. Since there is no "other side", assume it is impossible to bust through using Strength alone. Digging a tunnel underneath the door (assuming 5-ft. by 5-ft. dimension) has to get through a hardness of 10, and 360 hp.

Encounter 12b: Storage

The large iron door swings noisily in to reveal a small half-finished cave filled with a strange assortment of items. A skeleton, clad in dirty, tattered robes lies curled in a fetal position by the far wall. An assortment of broken blades and hilts lie scattered about the room and in a small crawlway on the north wall. The crawlway doesn't appear to lead anywhere. Many items litter the ground around the broken blades, including a leather satchel, a 10-foot long pole, 2 lanterns, and a coil of rope.

All Tiers (EL 2):

Skeleton (1): CR 1/3; Medium-size Undead (6 ft. tall); HD 1d12; hp 10; Init +5 (Dex, Improved Initiative); Spd 30; AC 13 (+1 Dex, +2 Natural); Atks+0 melee (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, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; *Immunities (Ex)*—Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Skeleton war-dogs (2): CR 1/2; Small Undead (3 ft. tall); HD 1/2 1d12; hp 4; Init +5 (Dex, Improved Initiative); Spd 30; AC 14 (+1 Dex, +2 Natural, +1 Size); Atks2 claws +0 melee (1d4-1); SQ skeleton, undead; 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, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; *Immunities (Ex)*—Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

The skeleton is that of the necromancer. The treasure here are items pulled from the *robe of useful items* the skeleton is wearing. The robe is now inert, all of its items having long been removed.

Treasure: Leather satchel with 100 gp inside

Encounter 13: Main Entrance

A large passageway leads away to the south here but the rubble of a cave-in is visible even from here. Large hallways lead back off to the west, the way you came, and on to the east as well. To the north, a set of metal bars block the way to a large cavern. The remnants of toppled pillars and other debris are visible at the edge of your light. Whether it is the flicker of torchlight, a trick of your eyes, or something more sinister, you can see brief and subtle movements from the great cavern to the north. Suddenly a loud thud echoes through the temple, reverberating up and down the hall as it searches for a way to escape. Then, all is quiet again.

If the PCs investigate the cave-in to the south they immediately discover the skeletons lurking there. The skeletons are prone when the PCs first arrive. Read or paraphrase the player text below:

Moving south away from the large portcullis, you come across the skeletons of many men protruding at odd angles from the rubble of a cave in. Clearly a great battle was once fought on this very spot. Some of the skeletons appear almost intact, the apparent victims of a well-timed swing of the sword. Others stick out only partway from under the collapsed ceiling. A few skeletons lay smashed and broken out away from the rubble.

Of course a few of the skeletons are actually undead. They are ordered to sneak up and attack anyone passing or entering through the portcullis.

PCs investigate the metal gate ahead: The PCs have to deal with the skeletons before any real study can be made of the portcullis here. After defeating the skeletons, proceed to Encounter 10 if the PCs continue to examine the portcullis.

Tier 1 (EL 2):

Skeleton (5): CR 1/3; Medium-size Undead (6 ft. tall); HD 1d12; hp 8; Init +5 (Dex, Improved Initiative); Spd 30; AC 13 (+1 Dex, +2 Natural); Atks2 claws +0 melee (1d4); SQ skeleton, undead; 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, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; *Immunities (Ex)*—Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Tier 2 (EL 4)

Skeleton (10): CR 1/3; Medium-size Undead (6 ft. tall); HD 1d12; hp 8; Init +5 (Dex, Improved Initiative); Spd 30; AC 13 (+1 Dex, +2 Natural); Atks 2 claws +0 melee (1d4); SQ skeleton, undead; 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, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; *Immunities (Ex)*—Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Five of the skeletons are equipped with scythes. The others use their claws.

Tier 3 (EL 7):

Skeleton (12): CR 1/3; Medium-size Undead (6 ft. tall); HD 1d12; hp 8; Init +5 (Dex, Improved Initiative); Spd 30; AC 13 (+1 Dex, +2 Natural); Atks 2 claws +0 melee (1d4); SQ skeleton, undead; 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, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; *Immunities (Ex)*—Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Zombies (6): CR 1/2; Medium Undead (6 ft. tall); HD 2d12+3; hp 20 (each); Init -1 (Dex); Spd 30; AC 11 (-1 Dex, +2 Natural); Atks +2 melee (2d4+1, scythe); SQ undead, partial actions only; AL N; SV Fort +0, Ref +1, Will +2

Str 13, Dex 9, Con -, Int -, Wis 10, Cha 11.

Feats: Toughness.

SQ - *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; *Partial Actions Only (Ex)*—Zombies have poor reflexes and can perform only

partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge.)

Tactics: The skeletons have been ordered to attack anyone investigating the portcullis or who passes by this point in the hallway. If the PCs are examining the gate and none are actively guarding, the skeletons will likely surprise the PCs, effectively catching them flat-footed (Skeletons have a Move Silently +1).

Encounter 14 Observation Area

Moving past the splintered doorway that once separated this room from the hallway you came from, you find yourselves once again standing knee-deep in the same fog that seems to haunt this entire catacomb. Your feet catch on debris as you enter, alerting you to something on the floor, even though you cannot see it clearly. It is hard to tell what this room might once have been—perhaps a storage room of some sort. Small shelves carved from the jagged stone walls lay empty now, devoid of anything but a few shards of pottery. A few black robes, little more than tattered bits of cloth now, hang from wooden pegs that dot the walls. Directly ahead, a small opening disappears into the darkness. The rank stench of death and decay is strong here

The dark hole exits to Encounter 16: The Cavernous Temple. It used to be a concealed door (something anyone who cares to investigate it will discover). Candles and torches are blown out when brought to the small cave exit.

A successful search skill check (DC 14) allows the party to discover a small book on the floor, written in the common tongue. Give the PCs Player Handout #2.

Encounter 15: Priest Chambers

There are actually three rooms here that used to be priest chambers for mid level priests. Paraphrase the read aloud text should the party investigate the 2nd and 3rd rooms.

The splintered remains of doorways and doors now lay on the floor, just inside the room ahead of you. The fog is thicker here, coming up almost two feet off the ground as near as you can tell. Small objects, the remains of furniture and personal belongings no doubt, jut from the mist like ice in a river, only hinting at what might be found beneath. The walls in the rooms are smoother here, with less cracks and crevices than elsewhere. Holding your light high, you can see the far side of the room, perhaps twenty feet away.

No matter what order the PCs examine the rooms, the animated corpses of the last adventurers (from town) are present in the first, crouching motionless in the mist behind some furniture debris. A successful spot check

(DC 18) allows them to be seen. Searching the room automatically results in their discovery. Their stats are the same for all tiers.

All tiers (EL 2)

Zombies (3): CR 1/2; Medium Undead (6 ft. tall); HD 2d12+3; hp 20 (each); Init -1 (Dex); Spd 30; AC 11 (-1 Dex, +2 Natural); Atks +2 melee (2d4+1, scythe); SQ undead, partial actions only; AL N; SV Fort +0, Ref +1, Will +2

Str 13, Dex 9, Con -, Int -, Wis 10, Cha 11.

Feats: Toughness.

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

The zombies were once two men and one woman. If the PCs asked for a description of the missing young adventurers they can deduce these zombies were once those poor folk.

The zombies have been instructed to open the stairs after three days if the trap is sprung. Unless the PCs are thorough and check here, these zombies will be missed, thus providing them a way out if they become trapped below.

Treasure: In various pouches and bags on the zombie corpses resides the following treasure

- 300 sp
- 1 topaz worth 50 gp
- a masterwork dagger

Development: Defeating the zombies prevents the PCs from escaping easily from the tomb later, forcing them to either swim underwater to safety, wait it out (assuming they have provisions) until help arrives, or until they slowly starve to death.

Encounter 16: The Cavernous Temple

It is expected that the PCs will enter the Cavernous Temple through the crawlway in the observation area. If they obtain entry by some other method, you may have to alter the read-aloud text below.

Clearing the small crawlway you just came from you stand up in what must be an enormous cavern. The fog is thick here, swirling about in gentle currents under pressure from some unseen force of air. Your light, reflecting off the fog, shines off uselessly beyond a few feet. To your left and just at the edge of your diminished light you can see the metal portcullis by the collapsed entrance you passed earlier. As you stand there waiting for the rest of your party to move through the tunnel

and join you, a loud thud resonates across the cavern. Then another, and another.

Something large is moving around in the cavern.

The Undead Ogres attack anyone who enters the cavern and do not wait until everyone is in the room to initiate combat. For rules lawyers, the zombies have been commanded to attack any living creature that enters the cavernous temple.

The unfortunate ogres had been living in one of the abandoned towers and were originally killed by the adventuring party who disappeared a few weeks ago. The ogres were to blame for the missing livestock from the nearby farms. After being released, Ambrios animated them for his army and ordered them to attack anyone coming into the cavernous temple.

Tier 1 (EL 3):

Ogre Zombie (2): CR 2; Large Undead (9 ft. tall); HD 4d12+3; hp 25 each; Init -1 (Dex); Spd 40 ft.; AC 11 (-1 size, -1 Dex, +3 Natural) Atks +4 melee (1d8+4, slam); Reach 10 ft.; SQ undead; AL N; SV Fort -N/A, Ref +0, Will +4;

Str 14 Dex 9 Con - Int - Wis 10 Cha 11.

Feats: Toughness

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

Tier 2 (EL 6):

Ogre Zombie (2): CR 2; Large Sized Undead (9 ft. tall); HD 4d12+3; hp 31 each; Init -1 (Dex); Spd 40 ft.; AC 11 (-1 size, -1 Dex, +3 Natural) Atks +4 melee (1d8+4, slam); Reach 10 ft.; SQ undead; AL N; SV Fort -N/A, Ref +0, Will +4; Str 14, Dex 12, Con -, Int -, Wis 10, Cha 10

Str 13, Dex 9, Con -, Int -, Wis 10, Cha 11.

Feats: Toughness

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

Ogre Skeleton (2): CR 1.5; Large Sized Undead (9 ft. tall); HD 4d12; hp 26 each; Init -1 (Dex); Spd 40 ft.; AC 11 (-1 size, -1 Dex, +3 Natural) Atks +4 melee (1d8+4, slam); Reach 10 ft.; SQ undead; AL N; SV Fort -N/A, Ref +0, Will +4;

Str 14, Dex 12, Con -, Int -, Wis 10, Cha 10.

Feats: Improved Initiative

SQ: *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; *Immunities (Ex)*—Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Tier 3 (EL 7):

Ogre Zombie (3): CR 2; Large Sized Undead (9 ft. tall); HD 4d12+3; hp 31 each; Init -1 (Dex); Spd 40 ft.; AC 11 (-1 size, -1 Dex, +3 Natural) Atks +4 melee (1d8+4, slam) or (1d12+1, great axe); Reach 10 ft.; SQ undead; AL N; SV Fort -N/A, Ref +0, Will +4;

Str 14, Dex 12, Con -, Int -, Wis 10, Cha 10

Feats: Toughness

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

Ogre Skeleton (3): CR 1.5; Large Sized Undead (9 ft. tall); HD 4d12; hp 28 each; Init -1 (Dex); Spd 40 ft.; AC 11 (-1 size, -1 Dex, +3 Natural) Atks +4 melee (1d8+4, slam); Reach 10 ft.; SQ undead; AL N; SV Fort -N/A, Ref +0, Will +4;

Str 14, Dex 12, Con -, Int -, Wis 10, Cha 10

Feats: Improved Initiative

SQ: *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; *Immunities (Ex)*—Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Conclusion

Round 1 concludes with the PCs defeating the ogre zombies in the cavernous temple.

Searching the large cavern with all the fog is difficult. Its going to take some time and there are more pressing matters to be tended to at the moment....

The End of Round 1

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 9

Defeating the zombies 80 xp

Encounter 11

Defeating the trap on the portcullis (first time) 25 xp

Encounter 12

Getting past the iron door 15 xp

Encounter 13

Defeating the skeletons 90 xp

Encounter 14

Finding Rjerick's journal 15 xp

Encounter 15

Defeating the zombies 75 xp

Encounter 16

Defeating the ogre zombies 150

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

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 which it later finds unreasonable but which were allowed at the time.

Encounter 8

- greataxe

Encounter 10

- 50 gp worth of silver (can be sold in town for full value)

Encounter 10c

- 20 gp, silver/obsidian holy symbol of Nerull.

Encounter 12b

- 100 gp

Encounter 15

- 300 sp
- 1 topaz worth 50 gp
- Masterwork dagger (302, 1 lb., steel, common):

Treasure Summary

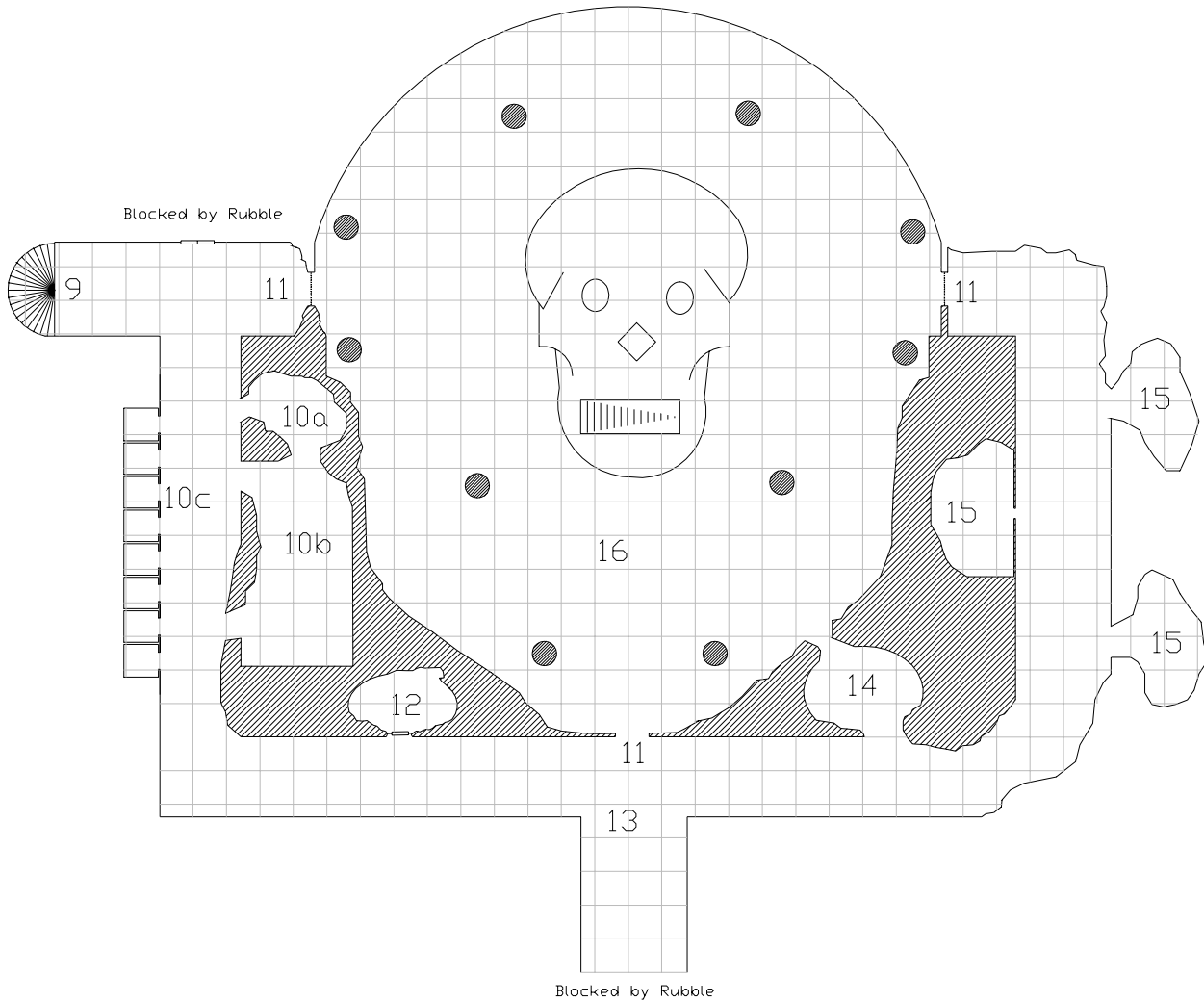
Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

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 [insert campaign value] 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-

DM Handout #1 - Adventure Flowchart

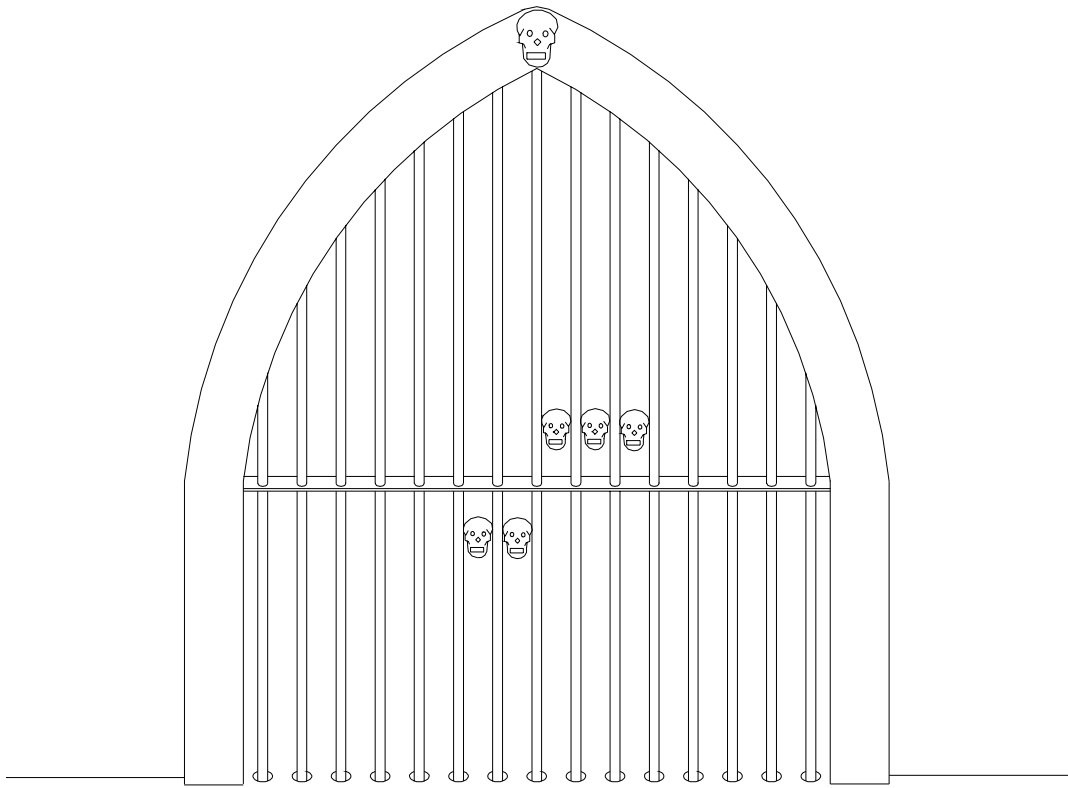


DM Handout #2 - First Level, Undertemple Ruins

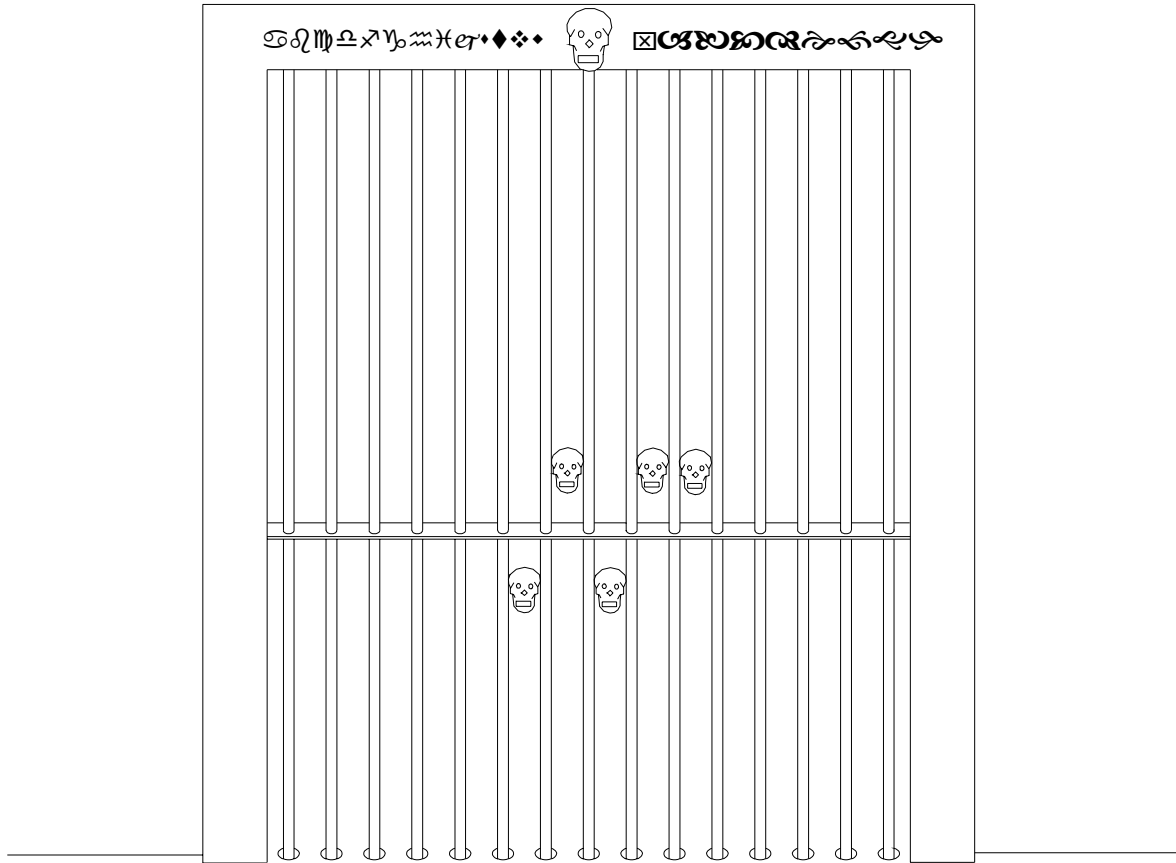


one square = 10 feet

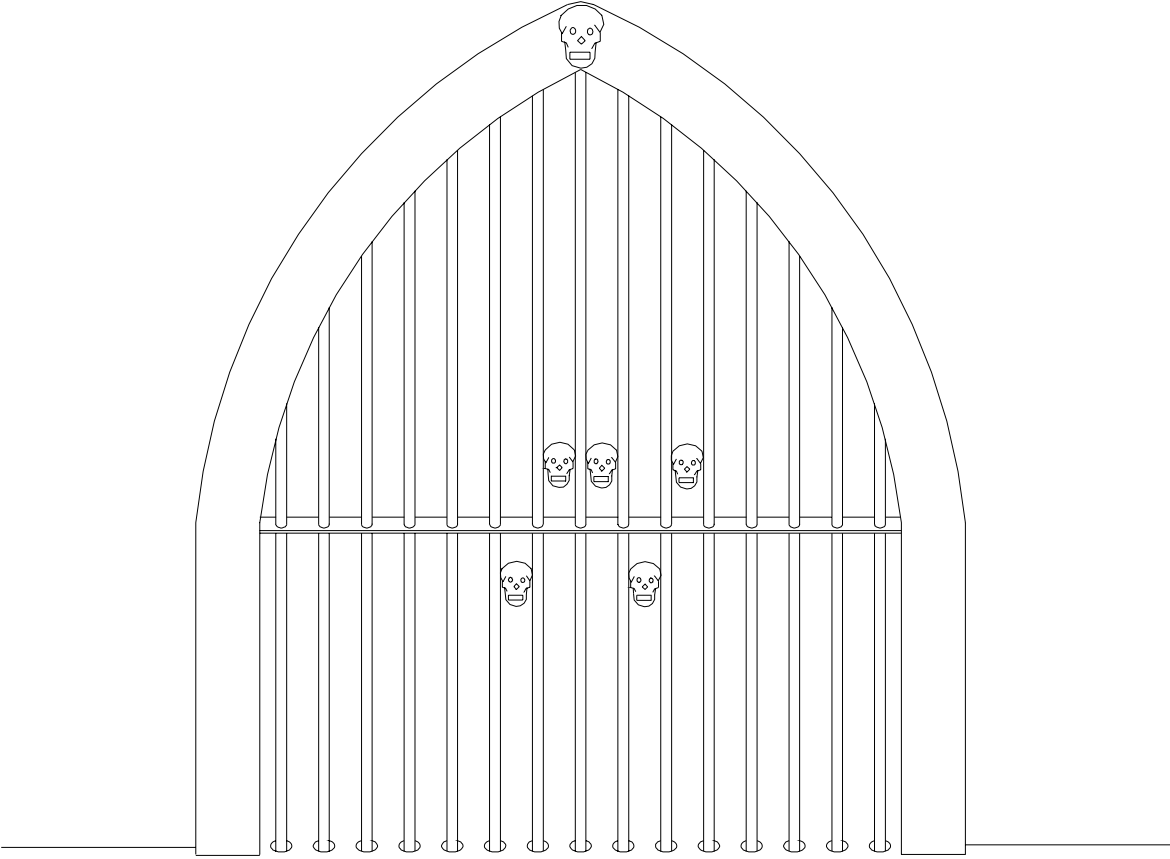
Player Handout #1a



Player Handout #1b



Player Handout #1c



Player Handout #2 -

Ah, it is good to be on the road again. Imagine my surprise to learn that the magic I possess courses through my veins. I had hoped I was just innately good at magic and could use that to my advantage in getting accepted to the academy. I guess I am both disappointed and pleasantly surprised to learn that this magical skill I have may continue to manifest itself in new and exciting ways!

I continue to be pleased with this new book that I purchased in town. The binding seems to be well constructed and the pages are easy to turn. Moreover, the ink doesn't bleed through. I feel I have made a fine purchase. I have come to a small town on my way to the city of Greyhawk. It seems they have had some strange visitor come ashore recently and they are looking to explore a ruined temple in search of answers. I believe the creature they speak of was a zombie, but I did not see the corpse for myself. I could use the money so I have agreed to accompany them.

We have camped here at the ruins for the evening. When we came here we happened upon a couple of ogres. The other townsfolk did not know what they were, calling them giant instead. But my readings on such creatures allowed me to suggest a course of action. Through surprise and by attacking them on their flanks we were able to kill them quickly and without incident. I wonder if they are the ones to blame for the missing livestock? Still, the zombie that came from the river must be explained away.

While talking amongst ourselves last night Deftas left camp to gather firewood and happened upon something suspicious. This morning we investigated it and discovered what we believe to be an entrance to the death cult temple. Who would have thought it would be so easy to get in? I feel like this is a waste of our time.

We have made it this far and I am beginning to believe the place is deserted. We have been searching for a way into the central cavern. Kimber says something foul and horrible resides there. I think she just has an overactive imagination. We tried to get past the portcullis

earlier but quit after a spear came down from the ceiling and lanced Deftas' arm. Fortunately, Kimber was able to put some bandages on it and stop the bleeding.

So much for being deserted! Skeletons attacked us as we tried to get in at the second gate. Kimber tends to Loren's wounds and Deftas is sitting quietly in the corner standing guard and sharpening our weapons. All in all we are not that bad off. Still, I say that we have the evidence we need that evil still lives in this temple. I'm sure it would be enough to get someone to come down here and take care of the problem.

The others are all pumped from their battle however. They are obviously quite excited. There is talk between Deftas and Loren about what treasure might still be left for them to find. I can tell it is as important to them as finding out the true nature of this temple. They sacked the small living quarters near the entrance. Indeed they found a considerable amount of silver.

Already I am filled with dread! What have I agreed to do? The others seem excited. They have been boasting to each other of their accomplishments lately. I secretly worry that we have bitten off more than we could chew. The others are excited to be here, and why not? They are in far better shape than I after their years of field labor. Now I know what my instructor meant by his comments that there were bills to be paid for our years of intensive study.

It is too much! We have finally found our way into the central cavern and the evil is palpable, though strangely without form. Kimber found a strange set of levers set into a pedestal and after some observation I made a guess at their purpose. They activate the gates we had previously tried to open. We shall try to ascertain what other functions they may have.

I have had enough of this! I am leaving this nonsense right now! I have told the others and they seem eager to press on anyway, although they are clearly annoyed by my decision.