

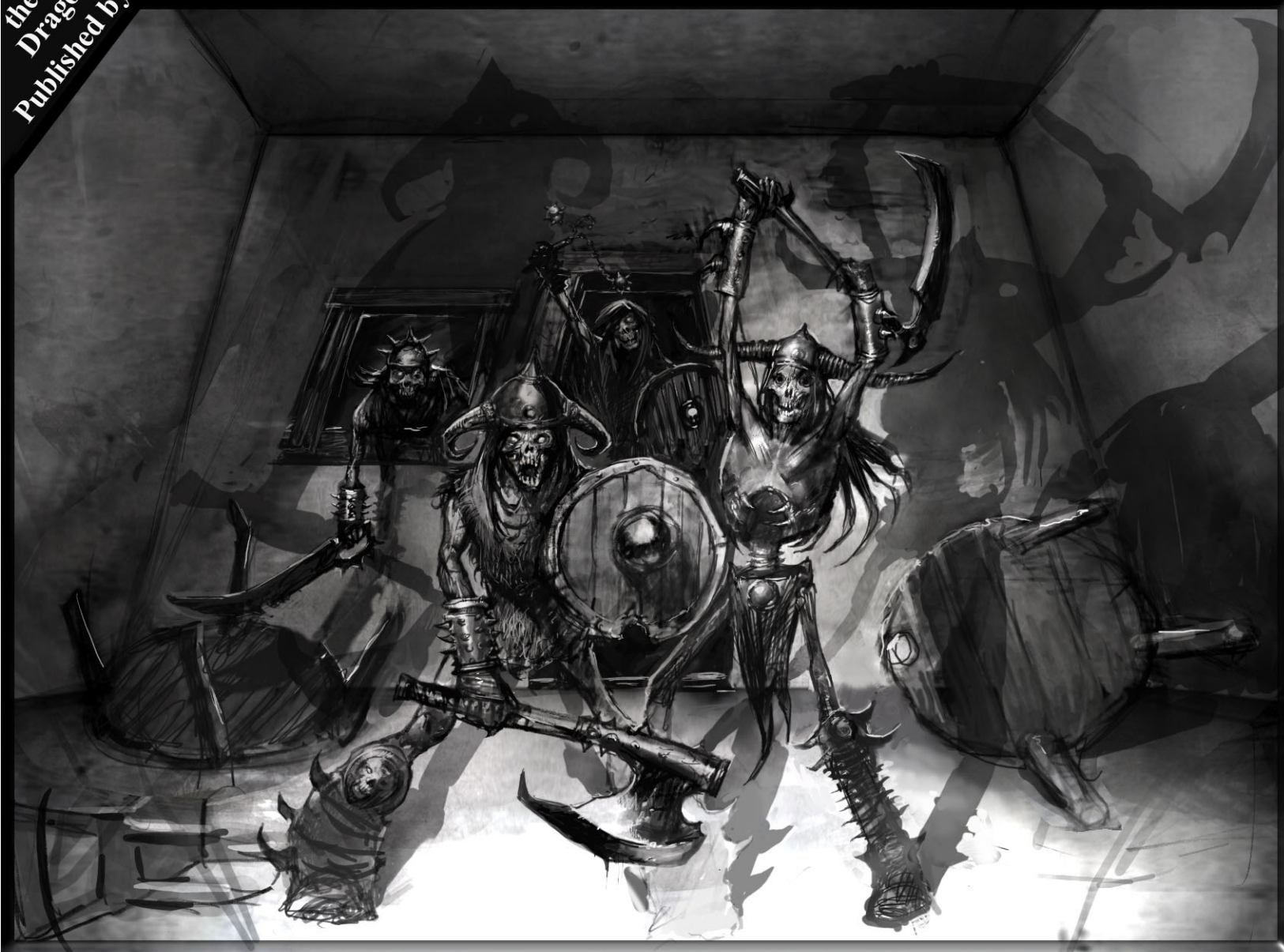
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This Product Requires
the use of the Dungeons and
Dragons® Player's Handbook,
Published by Wizards of the Coast®

NIGHTFALL IN ELIADOR

By KEVIN G. LOFTON

An Introductory Adventure for Characters of Level 1-2

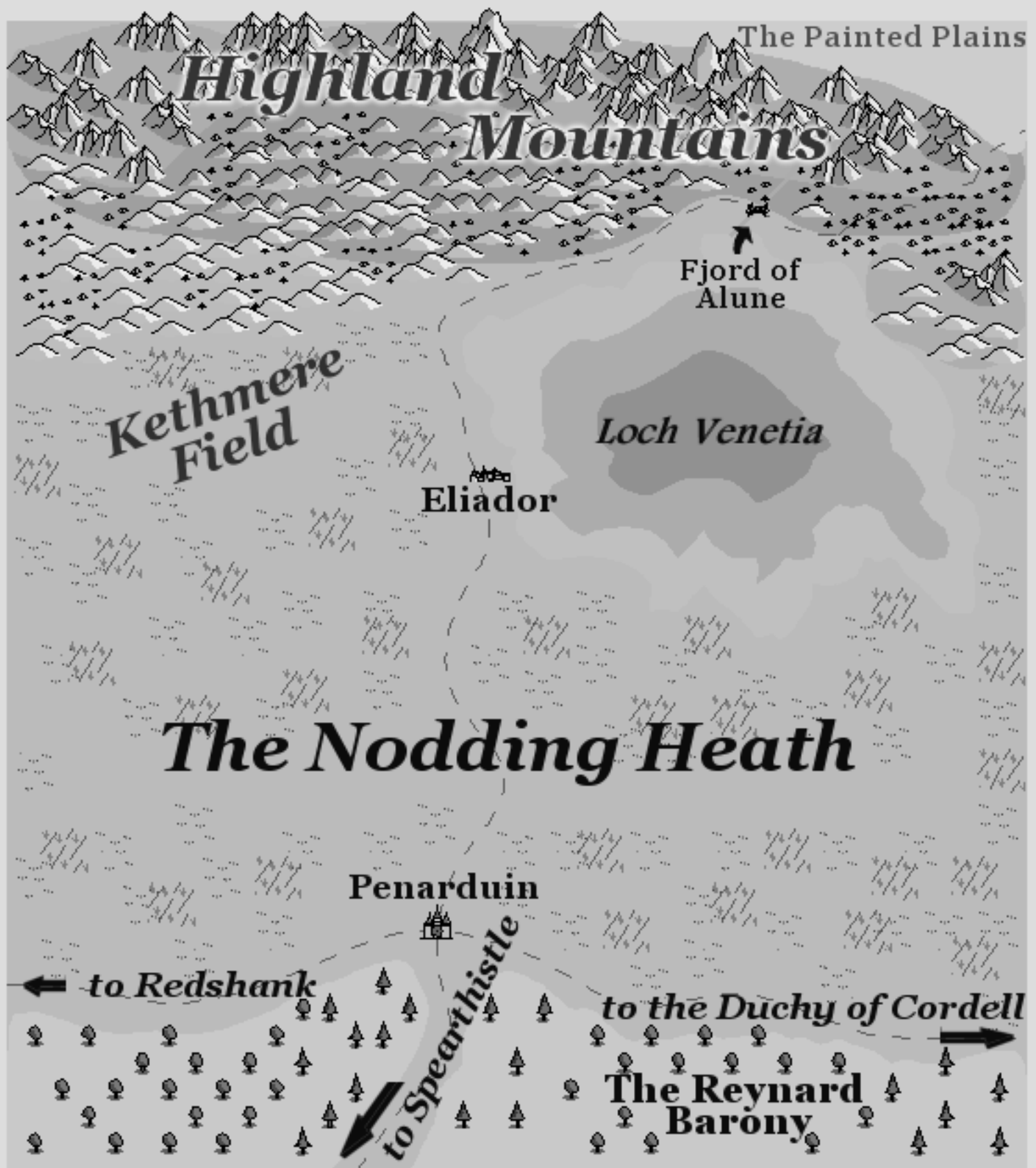


Eliador: a town under siege. Legions of undead assault the small hamlet when twilight falls. A frightened child pleads for help to rescue his family and the remaining citizens. Can your stalwart party of adventurers discover the secret behind the attacks and survive the Nightfall in Eliador?



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Map of the Northern Reynard Barony

NIGHTFALL IN ELIADOR^(C)

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A special thank you to the following: To my fellow Black Magic Games Wizards: working with all of you has been a true pleasure and inspiration. And to my family for putting up with the long, laborious hours spent upon this project!

This module is dedicated to gamers everywhere!

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Introduction

Nightfall in Eliador^(C)

By

Kevin Lofton

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Nightfall in Eliador is a module designed for four to six good aligned characters levels 1-2. The adventure begins in Penarduin, a bustling city in the northern reaches of the Reynard Barony, where the party hears a fantastic tale of a frightened child describing horrible undead creatures attacking his hometown. From there the party travels to Eliador, a small thorp ravaged by a horrible evil. Next the party must journey to a nearby barrow where it discovers the secret behind the attacks on Eliador. Here the party faces the ultimate challenge where it must defeat the enemy and put an end to the threat once and for all. Although the module is set for introductory or low-level play, the adventure is very challenging. The players must be prepared for heavy combat with powerful foes, some of which are undead; therefore, it is highly recommended for the party to contain at least one cleric and/or paladin.

DM Notes and Information

Nightfall in Eliador is designed as a stand-alone adventure that can easily be inserted into any campaign world. The module requires the use of the *Dungeons and Dragons^(R) Player's Handbook, Third Edition*. It is assumed that the person acting as the DM is familiar with the concepts and basic rules of the game. If not, it is highly recommended that the DM become familiar with the game system, paying particular attention to the section on combat. Though the game is not only about fighting, a good deal of the action surrounding the storyline is combat intensive; therefore, the DM should be familiar enough to run the encounters without compromising the flow and pace of the game. Prior to running the game, the DM should take some time to acquaint himself with the different parts of the module. One should have a good understanding of the layout of the important encounters as well as the personalities of some of the major NPC's that the party may encounter.

Boxed text within the module should be read aloud to the players. The DM should feel free to paraphrase or amend this information as necessary. The remaining text contains information for the DM, which details the aspects of the encounter that should only be revealed to the players gradually as they explore the area, such as when they encounter a monster, trigger a trap, or discover a treasure.

Module Layout: The module is divided into four acts. Act I: The Story of a Child sets the stage of the adventure as the party meets Trevor Weylin and hears his story. Act II: Nightfall in Eliador begins with the party's journey to the besieged town of Eliador. Here the party will meet the town's remaining inhabitants, learn more of the undead attacks, and participate in repelling another undead raid upon the besieged town. Act III: The Catacombs of Kethmere Field is the climax of the adventure. During Act III, the party will fight its way through a warren of catacombs

HISTORY

in order to find and defeat Karayan Nishan, an evil cleric of Balor, who is behind the undead attacks. Act IV: The Wrap Up details methods for ending the adventure, as well as some potential scenarios for continuing the storyline. The Appendix section details the stat blocks for monsters and NPC's, as well as a new magic item and prestige class. The Appendix section also contains a brief biographical description of this module's main villain.

As mentioned above, encounters in *Nightfall in Eliador* can be quite deadly. In fact, the players should be prepared for the death of a character or two. However, if things go too badly for the PC's the DM should feel free to adjust the difficulty of an encounter, or modify it to fit the appropriate challenge level for the party. Adventures lose their luster and appeal if the encounters are too easy or too difficult, and finding that balance initially can be a challenge for a new DM. With a bit of practice and preparation, however, the DM will find that balance and be able to run a successful game session.

History

Many years ago, the settlement of Eliador was founded by a group of farming families seeking an area to stake their claim and establish their households. Since the families were poor with very little money or assets, Duke Archibald the Second granted them land in the far northern reaches of the Reynard Barony near the Highland Mountains. The land was rocky, the soil poor for crops, and the environment hostile with bitter cold winters and the threat of the savage barbarian tribes that made their homes to the north of the mountains. The settlers, however, couldn't be happier; they had land to call their own.

The settlement took its name from the man who was instrumental in its establishment: Elias Brody. Brody, a priest, was a strong man of courage and faith, and he blessed the land in the name of his god, Belenos. A likeable and respectable man of strong moral character and values, Elias Brody was the natural choice as the town leader. Eliador prospered under his guidance for many years.

Despite the inhospitable climate and conditions, the community had a natural food and water supply nearby known as Loch Venetia. The settlers built their town on the western banks of the lake and honed their skills at fishing. The lake yielded a seemingly inexhaustible supply of various fish, which gave the residents of Eliador an export for trade.

Brody was able to bolster the settlement by arranging a peaceful trading agreement with the Tribe of The Wolverine, a barbarian tribe that resided in the foothills of the mountains to the north. The barbarians traded valuable game pelts and gemstones with the settlement of Eliador, who in return provided the barbarians with mutton, clothing, and fish fresh from the waters of Loch Venetia. Commerce prospered between the diverse communities, and Brody was awarded the respect and attentions of the Duke for his progress in diplomacy with the barbarian

tribe. Duke Archibald poured money into the small community as well as a contingent of armed troops for protection, providing motivation for other families to come to settle in Eliador.

The Duke's interests in Eliador were purely political and economical. Archibald viewed the relationship between the settlement and the Tribe of the Wolverine as a potential vehicle for territory expansion, wealth and conquest. The Duke wanted to find a safe pass through the Highland Mountains, where he could open further trade with the other tribes in the Painted Plains beyond the mountains. He needed the Tribe of the Wolverine as allies and protectors who could guide his men through the Highland range and assist him in arranging trade agreements with the other barbarians. In return, Archibald would pledge military support to the Tribe of the Wolverine to help eliminate any rivals or enemies that threatened them. Once he had the trust of the barbarians, he planned to claim the lands as his own, and either enslave the savages or destroy them.

The plotting duke never had a chance to set his scheme into motion. In an unfortunate turn of events, a terrible disease ran a destructive course through the sheep of Eliador, killing them horribly. Before the residents realized what had happened, several head of infected sheep were accidentally traded to the barbarians. The Tribe of the Wolverine was nearly decimated as the disease spread rapidly through its people. Similarly, many settlers in Eliador died from the disease. Elias Brody, however, called upon the powers of Belenos and was able to cure most of the diseased people in the town. The bodies of the dead - both human and sheep - were burned and the remains buried in a mass grave in a field west of town.

The Tribe of the Wolverine thought that the settlers had tricked them purposefully. As a result, the remainder of the tribe began assaulting the town of Eliador. The barbarians conducted swift raids on the outlying farms and homesteads of the settlement, killing the families and burning their homes. Despite Brody's call for a peaceful resolution to the conflict, Duke Archibald saw this disaster as the death knell to his plans for expansion. Angered by the unexpected adversity, he declared war on the barbarians and moved more troops to Eliador to fight off the savages.

The war raged on for several months with the barbarians conducting guerilla strikes against the small town. The Duke's militia, however, was quite a formidable force and succeeded in driving the tribe back into the mountains. Winter came, and the raids stopped.

When the spring thaw came, so did the barbarians. The Tribe of the Wolverine had not sat idle during the winter.



ELIADOR

Instead, they made alliances with some of the other tribes north of the Painted Plains, and the howling horde descended upon Eliador. Duke Archibald's men were ready for the assault. The confrontation was a pitched and bloody battle upon a rocky field known as Kethmere, about half a day's travel north of the settlement. Both sides suffered many casualties, yet the barbarians suffered the worst. The battle became a rout when the mounted cavalry arrived, charging into the ranks of the barbarians and decimating the horde. The barbarians retreated to the plains beyond the Highland Mountains and threatened Eliador no more.

The damage however was done. Many of the settlers that had moved to Eliador in times of prosperity moved away in the times of trouble. The Duke quickly lost interest in the small community and removed his troops as well as his funding. Eliador was as it has started: poor and sparsely populated. To further compound the tragedy, Elias Brody lost his life in the Battle of Kethmere Field. He was killed by a barbarian's axe as he stood upon the field pleading for both sides to stop their madness. Brody was buried in a sealed sarcophagus in a catacomb network beneath Kethmere field to commemorate his life as a courageous leader and his bravery in his quest for peace. The dead of the Duke's army were also buried in the catacombs. A single stone marker was erected detailing the names of the dead. The massacred barbarians were left to the mercies of the scavengers of carrion.

Eliador Today

It is a dark time in Eliador. For the past several weeks, the town has suffered repeated attacks from undead. The horrors come in the night, raiding homes and killing residents. The monsters have even abducted living citizens, dragging them kicking and screaming into the perpetual fog that permeates the town and the surrounding countryside. Some of the abducted have returned to the town as mindless undead, killing friend and family without remorse. The residents are horrified, but are afraid to leave the town, fearing that when night finds them alone in the wilderness, the undead will find them as well.

Of the five buildings in Eliador, only one structure remains intact: the Fin and Fleece pub. The other structures have been burned or broken in the attacks. The remaining settlers in outlying farms and residences have abandoned their homes and moved into the town proper, seeking safety in numbers. The windows of the pub are boarded tight for protection against the attacks, and after dark the doors are bolted and opened for no one under any circumstances. The residents of Eliador have no idea why they are persecuted by the undead, though a few of the elders believe that the ghosts of the barbarians that were slain in the Battle of Kethmere Field have returned to exact their revenge upon the town.

Despite the nightmarish conditions in Eliador, the remaining citizens have pulled together as a unified front. Only seven of the original twenty-eight inhabitants remain. The small, besieged group weathers the attacks by locking themselves in the pub, fighting off the undead as best as they can. During the day, the people of Eliador make quick forays to the outside world to burn the remains of the dead, so that they will not return as nightmarish horrors to attack the living. At night the townspeople huddle together on the floor of the common room and wait out the attacks, praying for Belenos to deliver them from the evil that assaults their town.

👑 Eliador (Thorp): Magical; AL NG; 40 gp limit; Assets 60gp; Population 28; Isolated (human 97%, half-elven 3%).

Town Leaders and Authority: Neese Weylin, human male, Com 3 (town elder - deceased), Killian McAnders, human male, Clr 1 (priest of Belenos).

Notable Residents: Torrance Powell, human male, Com 2 (proprietor of the Fin and Fleece pub), Sara Weylin, human female, Com 1 (wife of Neese), Briana Weylin, human female, Com 1 (teenage daughter of Neese and Sara), Trevor Weylin, human male, Com 1 (young son of Neese and Sara), Quinn, half-elven male, Ftr 2 (shepherd).

The Facts

The terrible Durma Khan, overlord of the dark area to the northeast known to most as the Nightmare Lands, believes himself to be the powerful force of evil foretold in the prophecies of Ezerus, an ancient priest of Belenos. The priest also prophesied of one who would oppose and destroy the great evil in a war that would rage for many years. Durma wants any information that will help him identify his nemesis in the coming cataclysm. As a result, the evil Khan has sent many of his agents into the southern baronies in search of clues and information. He has instructed his agents to cause as much chaos and terror as possible to mask the real reasons for their presence.

Karayan Nishan, evil priest of Balor and loyal henchman to the Khan, is one of these agents, and he has come to the catacombs beneath Kethmere Field in search of the journal of Elias Brody. This journal is rumored to hold the translations of the secret prophecies of Ezerus, which describes some specifics of one who is believed to be liberator and destroyer of the great evil.

Nishan's secondary goal is to raise an army of undead and destroy Eliador. Nishan will then raise as many of its citizens as possible to bolster the ranks of his horrible legion, which will wander the barony, inflicting terror and suffering upon its inhabitants. The ensuing death and destruction inflicted

THE TALE OF A CHILD

by the undead army will be a great offering to Balor, who will then bestow his dark favors upon the cause of Durma Khan and his minions.

Nishan has found an almost inexhaustible supply of corpses in the barrows as well as the skeletal remains of the long-dead barbarians lying under the surface of Kethmere Field. The evil priest delights in his nefarious work, and is particularly fond of sacrificing the living captives brought to him by his creations, only to resurrect them as mindless zombies that join the swelling ranks of his army. Nishan usually accompanies his army on its raids in order to lend assistance to their fight through his evil magic. Dressed in black, cowed robes and carrying a scythe, the priest appears to his fearful enemies as a vision of Death come to claim the souls of the living.

A young boy, Trevor Weylin, the ten-year-old son of Neese Weylin, the constable and town leader of Eliador, escaped from his confinement in the Fin and Fleece in order to get help for the remaining inhabitants of the ravaged thorp. After witnessing his father being pulled from the pub and killed horribly by the undead, Trevor realized that without help, the remaining residents, including his mother and sister, would die. Trevor sneaked out of the pub in the early morning hours after the last attack and ran all the way to Penarduin, where he hopes to find the help the small settlement needs to survive.

Act I: The Tale of a Child

The adventure opens in the city of Penarduin with the PC's assembled in the Inn of the Broken Mug. The DM can choose to have the characters role-play their meeting or can begin with the assumption that the characters are already traveling together, seeking adventure. It is just before noon, and the tavern is sparsely populated with a few locals. As the PC's are finishing their mid-day meal, please read to the players the following text:

A young boy, dirty and disheveled, bursts through the doors of the inn. His clothes are torn and caked with mud and filth. His dirty face bears the tracks of tears, and his eyes are wild with fright. The boy is out of breath and obviously exhausted, but he summons his strength and begins to rush from table to table, begging the patrons to hear him. He stammers out incomprehensible phrases about the walking dead. The patrons of the inn push him roughly away, scoffing or laughing at the obviously exaggerated story. In a final act of desperation, the child approaches your table as the innkeeper storms toward the boy with the obvious intent to toss him out of the establishment. One of you gestures to the innkeeper to leave the boy in peace, and you offer the child a seat. Without invitation, he grabs the closest flagon and greedily gulps down the remaining contents.

He steadies himself and begins to speak:

"My noble lords (and ladies), I beg of you to help me and my family. My name is Trevor Weylin, and I live in Eliador to the north. The town is being attacked by the walking dead. They come in the night to raid and kill, and they are surely led by Death himself riding a great black horse. There's not many of us left. My father is dead and my mother and sister are trapped in the pub with the rest of the town. If you don't help us, they'll all surely die. Please help me! I beg you, please."

With that the child breaks down and begins to sob uncontrollably.

The PC's can eventually calm Trevor, but he maintains that his story is true. He will truthfully answer the questions of the PC's to the best of his ability. He knows the following information:

- Eliador is about eight hours journey north on foot.
- Trevor sneaked out to get help, because the others were afraid to leave the safety of the pub.
- The undead raids in Eliador started three nights ago.



NIGHTFALL IN ELIADOR (EL3)

- The monsters come at roughly the same time, around midnight.
- On the first night, the monsters abducted a couple of living residents who returned the following evening as undead.
- Most of the men in the town have been slain by the creatures.

Trevor becomes anxious if the PC's waste too much time questioning him. He again pleads for the characters to help, telling the party that there isn't any time to waste. He implores the group to let him know if it will accompany him to Eliador or let him go, so that he can find someone else to help.

If the PC's agree to help, they will need to get started soon in order to get to Eliador in time to help the residents fend off the attacks of the coming night. If the PC's have not done so already, allow them to equip themselves for the journey. Once the party is ready, proceed to Act II: Nightfall in Eliador.

Act II: Nightfall in Eliador (EL 3)

The trip to Eliador should take the party approximately eight hours on foot with the characters taking time for only a couple of brief stops for rest. The party heads north on a narrow road that is little more than a muddy path marred by deep wagon ruts. The trip should be uneventful, as the journey occurs during the daytime and no traffic currently travels to or from Eliador. The road winds north through the rolling countryside, known as the Nodding Heath. The rocky terrain is covered in dull, green grass, turning brown with the coming of the harvest season. The occasional small cluster of evergreen and birch trees sways rhythmically to the crisp breeze. The cool weather and beautiful surroundings put the characters at ease, making the boy's story seem all the more far-fetched.

As night begins to fall, the mood changes, becoming more sinister. When the party begins its approach to Eliador, read the following text:

As the sun begins its descent to the west, the temperature begins to rapidly drop. The breeze, blowing across the distant, cold water of Loch Venetia, becomes a stiff wind, carrying with it a deep chill that causes the body to tremble and teeth to chatter. Falling leaves chase across the road, rattling like dry bones. The occasional howl of wolves, thankfully distant, breaks the oppressive solitude of the lonely heath. Fear begins to creep in at the edges of your thoughts and, despite your desperate urges to suppress the imagery, your mind conjures up apparitions of horrible dead things, stalking the darkness just outside the limits of your

vision. Unconsciously, you draw closer to one another, seeking comfort in the presence of your companions. Finally, you see a light up ahead, which Trevor indicates comes from Eliador. You quicken your pace, sure that the icy fingers of unseen phantoms will, at any moment, caress the backs of your necks. You bite your tongue to stifle the scream that tickles the back of your parched throats. You are practically running when you enter what is left of Eliador.

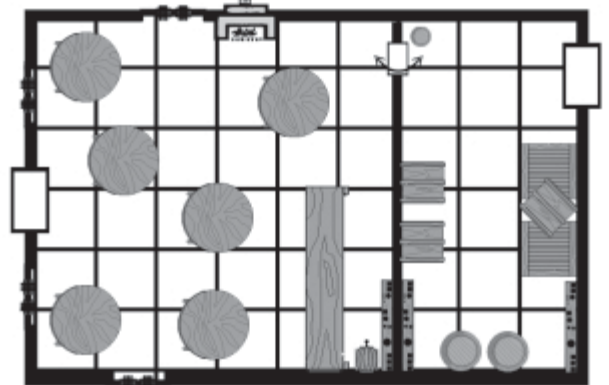
Only one structure in Eliador remains intact, the Fin and Fleece Pub, and the swinging lamp that hangs from the building's signpost is the source of the light. Normally the light would be extinguished at night in a feeble attempt by the townspeople to go unnoticed by the undead attackers; however, Quinn, a half-elven fighter who is trapped with the others inside the pub, has insisted that the lamp remain lit in hopes that the beacon will guide the supposedly lost Trevor home.

The party notices that the other buildings are abandoned, with doorways and windows shattered. Two buildings are

burned to the ground, leaving only skeletal frames and piles of smoldering ash. At the

THE FIN AND FLEECE PUB

MAP 2: THE FIN & FLEECE



SCALE: 1 SQUARE = 5 FT

north end of the town, the dim light of another fire pulses rhythmically from its glowing coals. The wind blows the occasional explosion of embers into the night sky, while the smell of burning flesh wafts from the pyre, where the citizens of Eliador burn the dead to prevent them from rising again.

With the exception of the swaying lantern, the Fin and Fleece appears abandoned as well. The windows are boarded, with feeble light spilling out of the cracks between the wooden planks. The door is bolted tightly and will only be opened when the persons inside are convinced that it is really Trevor who has returned. The DM should take this opportunity to build suspense, as the already frightened characters have to wait until the townspeople relent and open the door. Quinn questions Trevor from behind the safety of the barred door. Cautiously he opens the door to the pleadings of the child. A frightened female voice from inside desperately begs Quinn to allow her brother to enter. The female voice belongs to Briana Weylin, Trevor's sister.

Once the party gains access to the Fin and Fleece, the DM should read the following description:

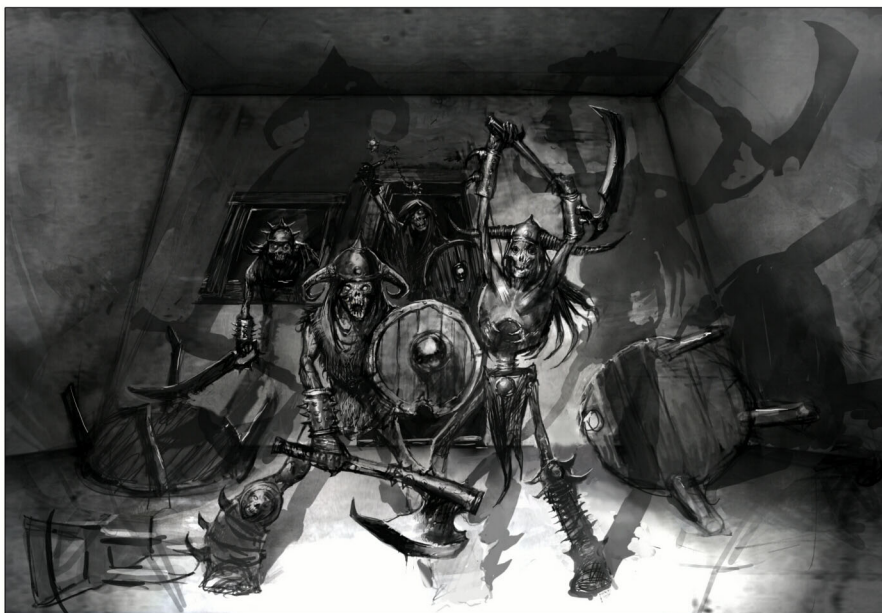
A small fire, sputtering feebly from the hearth, gives little illumination inside the tiny pub. Huddled around the fire are a few frightened faces peering at you with wide eyes. A bar runs along the back wall, and standing in front of it is a large man with little hair and an ample belly. He wears an apron that is splashed with rust colored stains that must be dried blood. A club made from the thick leg of a broken chair dangles from his right fist. With his left hand, he tilts a bottle of whiskey to his lips, taking a long pull, his eyes never leaving your party. A woman paces the floor in unsteady circles pulling at her matted blond hair, alternating between shrill, incoherent sobs and hysterical laughter. Trevor rushes to her side, calling her "momma," but the mentally broken woman doesn't seem to notice or recognize him. A dirty-faced, yet quite pretty young girl wraps Trevor in a hug, assuring the stricken child that their mother will be all right. You recognize the girl's voice as belonging to Trevor's sister. An old man wearing dirty green robes rises from the side of a badly injured woman lying in front of the hearth, takes the babbling woman by the hand, and leads her to the fireside away from the group. A tall, red-haired man wearing leather armor and a longsword strapped to his waist quickly slams the door behind you, shooting the bolts and piling up various pieces of furnishings to blockade the entrance. He eyes you with sincere appreciation and says, "Thanks and praise be to the gods, our saviors are delivered to us."

The people inside the pub are as follows:

- The man in the apron is Torrance Powell, Com 1 (the proprietor of the Fin and Fleece)
- The pretty girl is Briana Weylin, Com 1 (Trevor's teenage sister)
- The insane woman is Sara Weylin, Com 1 (the mother of Trevor and Briana)
- The man in the green robes is Killian McAnders, Clr 1 (priest of Belenos)
- The red-haired man with the sword is Quinn, Ftr 2 (half-elfen)
- The injured woman is Dorothy Keller, Com 1 (wife of a shepherd killed in the last attack)

Quinn introduces the party to the rag-tag group and immediately begins questioning the party about the safety of the route from Eliador to Penarduin. Meanwhile, Briana serves the party dried mutton and smoked fish while Torrance pours the group either ale or whiskey. If the party asks any questions about the possible sources for the attacks, Killian approaches the group and relates in a hoarse whisper the historical significance of the Battle of Kethmere Field and the distinct possibility that it is indeed the ghosts of the dead barbarians that have returned to seek vengeance upon the residents of Eliador.

The DM should role-play the story, taking on the persona of the old priest (complete with raspy voice if possible!). Read or paraphrase the passages from the History section above. When the story reaches its end, a loud booming noise shatters the tense silence as the front door of the Fin and Fleece begins to crack under the stress of an unseen force. Killian looks at the party with a very grim expression and says fearfully, "They have returned!". At that moment the door splinters from its hinges, revealing a force of undead horrors.



CATACOMBS OF KETHMERE FIELD

Some of the monsters resemble the living, but their obvious mortal wounds betray their undead status.

- ☛ 8 skeletons AC 13, hp 6 each
- ☛ 4 Zombies AC 11, hp 16 each

Tactics: Four of the skeletons and the zombies crash through the front door, while the remaining skeletons enter through the back door. Their assignment is to bring back at least one living being from the night's attack and slay the rest. Karayan Nishan wants to add another zombie to his growing ranks of undead; therefore, two of the skeletons entering through the backdoor try to make off with the unconscious Dorothy, while the other two fend off anyone trying to thwart their mission. One of the zombies is the animated corpse of Neese Weylin, Sara's husband and Trevor and Briana's father. Sara seems elated to see her husband as she rushes to him. The zombie simply grabs the poor woman by the face and roughly snaps her neck before anyone can stop it.

The undead will retreat to the street once they have secured the unconscious Dorothy. If any of the party members are killed in the battle, the undead attempt to take their corpses as well. Karayan Nishan lurks in the street, sitting astride a black horse while using his unholy powers to bolster the undead. He wears his skeletal mask and wields his scythe, appearing like a nightmarish specter of death. If the fight spills into the street, he retreats north to the catacombs under Kethmere Field (see Act III). Nishan waits until his undead force delivers him a fresh corpse. He pulls the body across the saddle in front of him, and makes a dramatic exit out of Eliador, riding north to Kethmere Field. He commands his forces to keep the party at bay for as long as possible until one of the groups is overwhelmed. Nishan doesn't care about losing members of his ghastly army, as he can readily refortify it with the plentiful supply of corpses in the barrows.

The citizens of Eliador fight with the fierceness and resolve of those who refuse to die, no matter the cost. Torrance, Quinn and Killian try to assist the party in fending off the undead while the women and Trevor hide behind the bar. Quinn and Torrance join the party in hand-to-hand combat, while Killian attempts to turn the undead.

If the fight has gone badly for the party and it has lost one or more members, Quinn volunteers to accompany the group in pursuit of the evil specter on the horse. He suggests that if the group is able to destroy the assumed leader, it can end the threat of undead once and for all. Quinn tells the remaining citizens of Eliador to wait until first light and then head south for Penarduin. A player who may have lost a character can assume the role of Quinn (if the DM allows) if the player does not have another character readily available. If the party has not experienced any losses, Quinn thanks the group

for its help, and accompanies the remaining citizens of Eliador on their journey south. If the party wishes to pursue Karayan, proceed to Act III: The Catacombs of Kethmere Field.

Act III: The Catacombs of Kethmere Field

To reach the catacombs, the party must travel north along the nameless road for approximately three hours on foot. The journey will be very difficult due to the fog, which hangs thick about the Nodding Heath. Visibility is effectively cut in half, and the party makes spot checks at a -4 penalty.

During the journey, the party may encounter more of Karayan's minions. The DM should roll 1d6 for each hour that the party travels. If the result is a 6, the DM should roll another d6 and consult the table below to determine the nature of the encounter.

Table 1: Random Wilderness Encounters

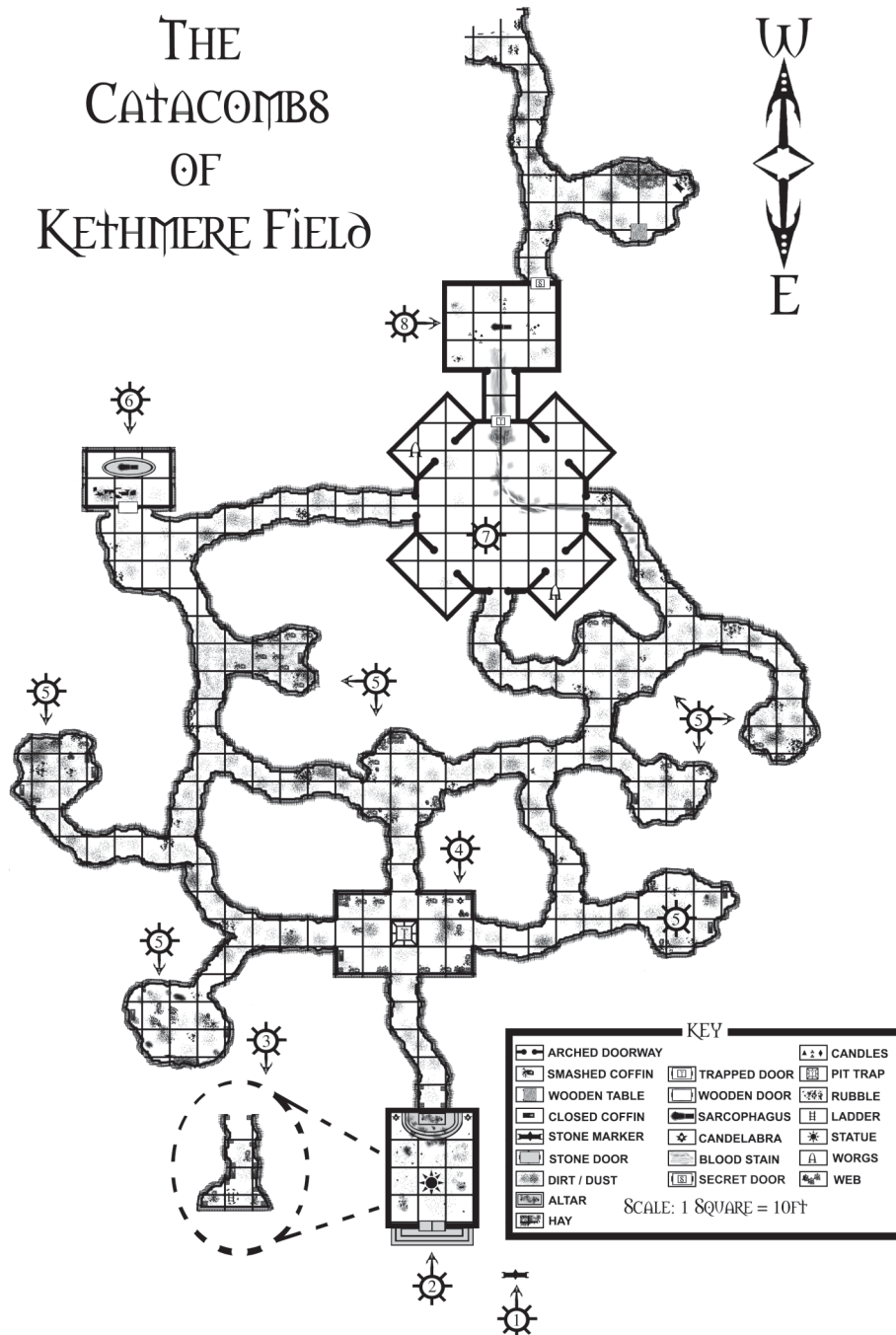
1	1d 4+1 wolves
2	2d4+1 skeletons
3	1d4+1 zombies
4	1d3 zombies and 1d4+1 skeletons
5	2 worgs (Karayan Nishan's pets)
6	DM's choice

As the party approaches the barrows read the following text:

For the past few hours, you have made your way north through the thick fog and chill. The road begins to ascend along a hillside, and you rise above the line of the fog. As you crest the top of the hill, you see that the road begins to descend again back into the fog. From your vantage point you see that, up ahead, a flat expanse of heath marked by a large mounds of earth lies west of the road. On top of one of the larger mounds is a small, stone structure that appears to be a mausoleum. Near the front of the structure is a slender, stone marker that rises out of the fog like a lonely sentry. As you gaze upon the scene, you realize that you are looking upon the barrows of Kethmere Field.

DM Notes: In order to find Karayan Nishan, the party must locate the entrance to the catacomb tunnels beneath the barrows, which is found inside the small mausoleum. Nishan's undead minions as well as his unholy faith bolster the evil priest's confidence, making him a bold and very dangerous enemy. Preparation, planning and strategy are essential elements for the party's success in dealing with the cleric. Defeating Nishan stops the immediate threat to Eliador, Penarduin, and the rest of the Reynard Barony. Failure could result in a sequence of events that could alter the

MAP 3: THE CATACOMBS OF KETHMERE FIELD



course of the future with dire consequences for the civilized world.

The Catacombs: The catacombs are dark, musty, and quite dangerous. Characters should be in a heightened state of awareness propagated by the claustrophobic environment, as well as the potential threat of the creatures that lurk in the warren of tunnels. Unless a character possesses darkvision, he or she cannot see in the utter blackness of the catacombs; therefore, some light source must be used to allow vision in the tunnels.

Few doors remain intact in the warren of the catacombs. Those that remain are wooden doors with iron bands. These doors are about 1 and ½ inches thick with a hardness of 5 and possess 15 hit points. A Strength check (DC 18) is required to break through one of these doors. Wooden beams located at 10' intervals support the walls and natural ceiling of the catacombs. The floor of the tunnels in the catacombs is natural dirt; however, most of the floors inside the private burial chambers are stone tile.

Random Encounters within the Catacombs: Karayan Nishan allows several of his undead minions to wander

the dark hallways of the catacombs, so the party may experience random encounters while exploring. The undead wander the halls, immediately attacking any living creature. Karayan relies on his ability to rebuke the undead, which keeps his creations in check. These troops of vermin and monsters usually congregate in the empty chambers within the catacomb network (labeled as Room 5). Each time the party enter one of these chambers, the DM should roll a d6. A result of a 5 or 6 indicates an encounter. A second d6 is rolled and the DM should consult **Table 2: Random Encounters in the Catacombs** below to determine the nature of the encounter.

Note: A total number of 15 skeletons and 6 zombies may be encountered randomly. Once this number of creatures is dispatched, treat any roll on the wandering monster table below as no encounter.

Table 2: Random Encounters in the Catacombs

1-3	1d6+1 Dire Rats
4-5	1d4+1 Skeletons
6	1d3 Zombies

Random Treasure within the Catacombs: Many of the empty chambers (labeled as Room 5) contain old coffins, urns and other vessels that the characters may like to search for possible treasure. Since most of the place has been looted over the years, the pickings are slim. Still a chance exists that some treasure still lies hidden. If characters wish to search a room for hidden wealth, roll on the table below for what is found. Note: Rooms that already have specific treasure listed will NOT have random treasure.

If the party makes a successful Search Check (DC 15) while poking through the refuse in the chamber, the DM should check **Table 3: Random Treasure**.

Table 3: Random Treasure

0-65	No Treasure
66-80	3d10+10 copper pieces
81-90	2d10+10 silver pieces
91-100	1d10+10 gold pieces

Encounters within the mausoleum and the catacombs beneath the barrows are detailed below. For the catacomb layout, please refer to **Map 3: The Catacombs of Kethmere Field**.

1. The Marker

As you approach the mausoleum, you notice a tall stone marker rising out of the fog to the right of the structure. Closer investigation reveals that the surface of the marker is inscribed with writings. Some of the writing is eroded with the passage of time; however, some of the marker's surface has been intentionally desecrated with terrible symbols that seem to have been drawn in blood.

The writings upon the marker detail the names of the soldiers of the Reynard barony that fell in the Battle of Kethmere Field. The monument serves to commemorate and honor the fallen soldiers of Duke Archibald's militia, but is now defaced with the unholy symbols of Balor, God of Death. Karayan Nishan has drawn the symbols upon the surface of the monument with the blood of the abducted victims from Eliador. A Knowledge: Religion check (DC 16) is required to recognize the symbols as being associated with Balor.

2. The Mausoleum (EL 2)

As the characters approach the mausoleum, read the following passage:

A short flight of stone steps leads up to a stone door, which bears a carving of the sun. The door stands slightly ajar, and a dim, flickering light spills out of the narrow opening.

A successful Search check (DC 10) reveals muddy footprints on the steps that disappear inside the mausoleum. Followers of Belenos identify the religious carving immediately; otherwise a successful Knowledge: Religion check (DC 13) is required to recognize the symbol. Once the characters enter, read the following:

As the stone door pushes inward, it grates upon the tiled floor of the mausoleum, causing you to wince at the noise. Inside, you see a small chamber dominated at its center by a statue of a bearded man dressed in flowing robes. The man's face is kind, yet his eyes seem full of sadness. Carved in the base of the statue is an inscription written in the common language of man. On the opposite wall is a small stone altar on top of a raised dais. An elaborate depiction of the sun that mirrors the carving on the outer door is inscribed on the wall behind the altar. The inscription is marred with blasphemous symbols and splashes of blood

and waste. Two large candelabras flank the dais on either side. Melting candles flicker as the breeze blows into the mausoleum and fans the small flames. The other walls and floor of the mausoleum bear no markings.

The statue in the center of the chamber is carved in the likeness of Elias Brody, priest of Belenos and elder of Eliador, who died a martyr in the Battle of Kethmere Field. The writing on the base of the statue reveals the man's name to those who can read Common. The mausoleum serves not only as the resting place for the body of the priest, but it also functions as a holy place of prayer and meditation for the followers of the Shining One. Unfortunately, Nishan has defaced the shrine in honor of his unholy god, Balor.

Investigating the small altar reveals further defiling of the holy place. Fresh blood stains run down the sides of the altar, and more bloody symbols mar the floor of the dais. On a successful Knowledge: Religion check (DC 16), characters can identify the symbols as the unholy writings of Balor, the God of Death.

Characters that noticed the muddy footprints outside automatically notice them inside the mausoleum. The footprints lead to the base of the statue where they end abruptly.

The statue covers a secret entrance to the catacomb network beneath the mausoleum. Pressing a button hidden underneath the outer lip of the top of the altar (Search DC 15) causes the statue to roll backwards enough to reveal a circular opening in the floor. A ladder of iron rungs set into the wall of the secret portal descends to the catacombs beneath the mausoleum. The

smell of stale air and decay wafts out of the opening, drifting on stagnant currents from the darkness below.

3. The Hole

The iron ladder makes a short descent of fifteen feet downward into the depths of the barrow where it emerges from the roof of a natural passage reinforced by wooden beams. The ladder continues downward for another ten feet where it anchors into the dirt floor of a tunnel-like passage. The walls of the tunnel have been hollowed out in certain areas to house the rotting, wooden coffins that hold the bodies of the dead. A few of the coffins are shattered, their decayed contents spilling haphazardly to the floor of the passage. Rats dart in and out of the shadows, hissing angrily at your presence. The passage narrows as it winds out of sight, into blackness.


4. The Prisoner (EL 2)

The tunnel winds through the darkness for several feet before it opens into a wide chamber. Cobwebs hang from the natural ceiling in thick, cottony clumps. A candelabra stands in the far right corner of the small chamber, giving off dim illumination from three black candles. Several empty coffins litter the perimeter of the room, broken and bashed open. A humanoid form hangs upside down in the center of the room, suspended by a thick chain, which runs through a hook set into the ceiling and then disappears through a small opening in the opposite wall. The victim's hands are bound tightly behind its back with a thin cord of rope. Blood flows from garish wounds that cover the quivering figure's body, dripping softly in a widening pool upon the tiled floor.



The figure is a shepherd from Eliador captured in one of Nishan's raids, conducted two nights ago. Nishan has devised a horrible fate for the man, who is hovering on the verge of death. The floor directly beneath the man is a hidden trap door that opens upon a pit 10'X10'X10'. Nishan animated the corpses of three residents of Eliador as zombies and cast them into the pit. Twice each day since this prisoner was captured, Nishan comes to this chamber and, using a winch concealed in the opposite passage, lowers the screaming man slowly into





the pit, where the mindless zombies beat him and tear at his flesh with their teeth and claws. Nishan pulls the man out of the pit before he is killed, so that the evil priest can continue to enjoy his prisoner's suffering again and again. Unfortunately, the last descent into the pit was a bit too long for the poor man, who was savaged so brutally that he has slipped into a coma.

The man's features are almost obliterated, as most of his face is torn away. Large chunks of flesh have been ripped from his exposed chest and arms. No amount of healing can restore this man to consciousness or repair his mortal wounds. He will die within the hour.

If a character approaches the dangling prisoner, the trapdoor gives way beneath the weight of the character, dropping him into the pit with its horrible residents. The door immediately swings back into place, effectively sealing the victim in the dark pit below. If the party does not take proper precautions, another character could fall into the pit, as the trapdoor will, again, give way beneath another's weight.

When someone falls into the pit, the zombies advance immediately to attack

➤ **Pit Trap** (10 Ft. Deep): CR 1; no attack roll necessary (1d6); Reflex Save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

A lever found in the opposite passage controls the trap door. Raising the lever causes the trap door to open and lock into place, allowing PC's to safely rescue any who may have fallen into the pit. Lowering the lever causes the door to close again. Next to the lever is the winch mechanism that raises and lowers the chain that suspends the body of the shepherd.

➤ 3 Zombies AC 11, hp 16

The party will have to act quickly to get their captive team member(s) out of the pit, or the zombies make short work of him.

5. Empty Burial Chambers (EL varies)

The passage opens into a small chamber filled with splinters of rotted wood and torn burial vestments. Humanoid skulls and bones litter the floor. Rats and other vermin crawl over the refuse that is strewn throughout the small room.

Several of these chambers exist within the warrens of the catacombs, each one appearing very similar to another. If the DM wishes, he can alter the descriptive text in the box above to give each room an individual look and feel.

Remember: Each time the party enters one of these chambers, the DM should roll on **Table 2: Random Encounters in the Catacombs** to determine if the party runs into trouble. The DM should also consult **Table 3: Random Treasure**, if the party decides to search the seemingly empty chambers.

6. The Captain's Chamber (EL 4)

The door leading to this chamber is difficult to open due to the swelling of the damp wood. A successful strength check (DC 18) is required to break through the stuck door.

The small chamber behind the door is dominated by a stone sarcophagus resting on a raised dais in the center of the room. The coffin's outer stone lid lies shattered upon the floor. A decaying skeleton wearing rusted plate armor hangs partially out of the sarcophagus, its bony arms spread wide upon the floor.

This is the tomb of Captain Jonathan Burns, Commander of the Duke Archibald's Elite Cavalry, which was instrumental in the defeat of the barbarian horde during the Battle of Kethmere Field. Though the charge of the cavalry was a success, Captain Burns met his fate at the end of a barbarian's spear. He was buried in a private room in the catacombs to honor his status as an officer in the Duke's military.

If party members approach the sarcophagus, they see (Spot Check DC 15) a beautiful longsword lying upon the rotting, velvet lining inside the coffin. The sword is partially hidden beneath the decaying skeleton.

Disturbing the sword or the corpse of Captain Burns causes the monster below to appear and attack.

➤ Carrion Crawler AC 17, hp 19

Tactics: This horrid creature lives inside the base of the sarcophagus. It uses a hole that it burrowed through the rotten wood and lining to enter and exit the coffin. When a PC disturbs the contents of the sarcophagus, the carrion crawler erupts from the hole and attacks, using its paralyzing tentacles to immobilize its prey. The creature attacks as many PCs as it can to paralyze them, so that it can feed upon them at its leisure. The monster pursues fleeing characters throughout the catacomb warren, even into area 2. The worm will not wander outside the confines of the mausoleum.

Treasure: Buried beneath the lining in the hollow base of the sarcophagus is miscellaneous coin worth a collective 120 gold pieces. The sword is a magical *longsword +1* (gp value 2,315). The pommel is inscribed with a single word in the common tongue: *Ardor*. Uttering this word aloud while gripping the hilt of the sword causes the weapon to shed *light* (equivalent to the spell) in a 20' radius.

7. The Antechamber (EL 4)

This octagonal room has an arched doorway on each wall. A wooden door bound in iron bands bars one of the arches. Odd markings cover the door and the arch around it. The dusty, tiled floor is covered with various types of footprints. A dark, crimson stain is smeared across the floor, disappearing behind the door opposite you.

The crimson stain is a bloody drag mark where one of Nishan's undead minions pulled the body of a dying man into the priest's sanctuary beyond the door. The bloodstain is several days old, and is beginning to dry and cake with the dust that continuously permeates the catacombs.

If a character examines the footprints on the floor, he notices that most are from booted feet. Others seem to exhibit evidence of an injury, as one of the legs making the prints seemed to have dragged behind the person (or thing) making them. A successful Search Check (DC 16) reveals large, animal tracks that cross the floor randomly, disappearing into and out of some of the archways on the periphery of the octagonal chamber. A character with the Track skill can discern (DC 15) that at least two wolf-like animals made the large prints, some of which are very fresh.

The two small chambers marked on the map with an "A" are the homes of Nishan's pet worgs. These intelligent and wholly evil wolves lie in wait for party members searching the small crypts. The dead that were once buried in these small crypts have been raised by Karayan Nishan to join his evil army. If the party searches these rooms, use the **Table 3: Random Treasure** to determine any contents.

☛ 2 worgs AC 14, hp 30 each

Tactics: The worgs attack when one of two conditions is met:

1. The worgs storm out of the lairs to attack the party when the trap (see below) is triggered, or
2. when one or more PC's enters one of the worg's lairs. The beast attacks, snarling and howling, attempting to draw the attentions of the other PC's. Once the fight distracts the party, the other worg charges the party from the rear, trying to gain the advantage of surprise.

The beasts fight savagely to prevent the characters from gaining entry to area 8, where Nishan has made his unholy dwelling. Since the beasts are intelligent, they fight in unison with one another, one complementing the other with precise, strategic attacks. One of the beasts engages the party's strongest-appearing fighter type, effectively holding his or her attention. The other worg uses the distraction to charge a spell caster in an attempt to end the threat of the party's magical offensive power.

The door to area 8 is trapped with a *glyph of warding*. Nishan cast this spell upon this door as a nasty surprise for unwelcome guests. The glyph allows only Nishan, his worgs or undead to pass freely through the door. If a member of the party triggers the glyph, that individual as well as any other party members within 5' of that character is struck by an electricity blast.

☛ **Glyph of Warding: Electricity Blast:** CR 2; no attack roll necessary (2d8 to intruder as well as all within 5 ft. of intruder); Reflex save (DC 20) partial; Search (DC 28); Disable Device (DC 28). *Note:* Successful save means victim has dived out of the way.

Setting off the glyph alerts the worgs as well as Karayan Nishan in area 8 to the presence of intruders. A spell caster can attempt to dispel the glyph (DC 18).

Note: Worgs are powerful beasts, especially for lower level adventurers therefore DM may wish to use only one of these monsters in the encounter. The decision is entirely up to the DM.

8. The Soul Harvester (EL 5)

WARNING: This encounter is *VERY* deadly, especially for a group of low-level adventurers. The DM may choose to alter the number of undead creatures to balance the encounter to match the appropriate level of the party. Or he can let the chips fall where they may...

A short hall leads through another arch into a wide chamber decorated with various carvings and statues that depict the now-familiar symbol of the sun. In the center of the room is an ornately carved sarcophagus with the same symbol prominently displayed in bas-relief all about its surface. Unfortunately, twisted scrawling, bloodstains and filth mar the beautiful craftsmanship. The walls are similarly desecrated with blasphemous epithets and obscene writings that mock the foundation of faith. Black candles set in odd geometric patterns on the floor give an eerie illumination to the terrible scene that unfolds before your eyes.



Bloody corpses, horribly beaten and tortured hang by chains and hooks from the ceiling. The stench of death and offal assaults your senses as you fight back the bile rising in your throat. Lurking in the far corners of the room, several undead horrors shuffle about, sensing your presence, but, strangely, holding their position.

Standing in the center of the room in front of the sarcophagus is a vision of Death. A tall, humanoid figure cloaked in a hooded robe as black as midnight peers at you with glowing, red eyes. The figure's features are hidden behind a frightening, skeletal mask. It leans casually upon a wicked scythe, the razor-sharp blade flashing in the candlelight. Evil rolls from the figure in waves, causing you to fall back a step. You note that the mask twitches a bit, as if the figure is actually smiling at you. In a soft, melodic voice it whispers, "Your day of reckoning is upon you. I am the Death, the Resurrection of Unlife. May Balor gorge himself upon your pitiful souls." It nonchalantly gestures in your direction, and hisses, "Take them, my pets!" and the undead monsters stalk forward at the command.

The chamber is the burial crypt for Elias Brody, cleric of Belenos, elder and original founder of Eliador, and hero in the war of Kethmere Field. His tomb was to serve as a permanent monument of respect to his character, his life, and his faith. Followers of Belenos identify the religious carvings immediately; otherwise a successful Knowledge: Religion check (DC 13) is required to recognize the religious symbols. The figure in black is Karayan Nishan, cleric of Balor who has turned this holy place into an evil mockery, a charnel playground.

Nishan thought to find answers or clues as to the whereabouts of Brody's journal by casting *Speak with Dead* upon Brody's corpse; however, wards and blessings placed upon the sarcophagus have prevented the evil cleric from gaining access to Brody's remains. In his frustrated rage, Nishan has maliciously defiled the tomb, deriving an ecstatic pleasure from his foul work. Dozens of innocent people have met a horrible fate atop the sarcophagus to satiate the foul cleric's bloodlust.

Nishan revels in the horrific irony that such sweet chaos and devilry is enacted within the supposed sanctity of the tomb of one of Belenos' own. Nishan has even cast *desecrate* within this particular chamber, punctuating his hatred of the law and goodness of the dead priest. The spell serves another, equally nefarious purpose: it bolsters his undead minions, making them much more

difficult to defeat.

- Karayan Nishan, AC 16, hp 23
- 5 Skeletons AC 13, hp 7 each
- 3 zombies AC 11, hp 18 each

Tactics:

Before the characters arrive, Nishan casts *desecrate* to fortify the power of his undead. He also casts *animate dead* to summon the small force of monsters found in this area. To add to his own defense and protection, he casts *resistance* and *divine favor* upon himself just prior to the party's entrance to this area.

Karayan commands the undead to attack the PC's while he fades toward the back of the chamber, attempting to dispel any attempts to turn his undead guardians. He also uses the **Horrid Countenance of Balor** (see New Magic Items in the Appendices) to *cause fear* in any opponent that meets his gaze. Karayan also uses the mask's *deathwatch* ability to see which opponent is badly injured. He will then advance



upon that enemy and use his terrible *death touch* ability to immediately snuff out his or her life.

The undead creatures attack the party relentlessly until destroyed. Fortified by the presence of its master and his unholy *desecrate* spell, the small group of monsters is quite a force with which to reckon. All turn attempts are at –3 while in this chamber, and the undead receive a +1 bonus to hit, damage, and saving throws. Furthermore, all undead in this encounter have an extra +1 hit point per HD.

If his undead are having problems with a cleric or paladin who attempts to turn them, Nishan bolsters his creations with his unholy symbol. If the odds tilt in Karayan's favor, he will enter the melee, using his wicked scythe. If the combat goes against Nishan, he commands his undead to guard his retreat as he casts *obscuring mist* and disappears through the secret door at the back of the chamber. Nishan flees out of the barrow through the tunnel behind the secret door. The tunnel travels for several hundred feet before it emerges from the surface amidst a thick growth of evergreen trees. Here, Karayan gathers his horse and rides for the "safety" of the Nightmare Lands beyond the Painted Plains.

Treasure: The chamber is devoid of any obvious treasure; however, an item of great importance resides within the sarcophagus of Elias Brody. No means of gaining access inside the stone coffin are evident, as no obvious handles, locks or other mechanisms to allow entry are visible. In fact, the only way to open the sarcophagus is for a good aligned paladin or cleric to use his or her turning ability, channeling the energies of that person's deity to open the lid. The turn attempt must be sufficient to affect a 5 HD undead creature. Clerics or paladins of Belenos gain a +1 circumstance bonus to their rolls.

Within the sarcophagus lies the remains of Elias Brody, and buried with him is his journal containing various scholarly letters, dissertations, and analysis of the teachings of Belenos. Tucked in the small space between the inner and outer spine of the book are hidden (Search DC 16) several small pieces of parchment covered in odd symbols. A Knowledge: Religion check (DC 18) reveals the writing to be in the Celestial language. The documents (once deciphered) detail an analysis of the prophecies of Ezerus, particularly the identity of the coming evil and the one who would oppose it.

Note: The DM can develop the contents of the prophecies of Ezerus contained in the secret parchments found in Brody's journal. The writings should give vague clues as to the coming of the "Great Evil" and the identity of "The One" who will oppose and defeat it.

The party also finds the following:

- A holy symbol of Belenos beautifully crafted (masterwork)

from the purest silver and gold (450 gp value)
+1 *ring of protection* (2000 gp value),

- Scroll of three clerical spells all of which are cast at 8th level (550 gp value):

Bless

Summon Monster II

Negative Energy Protection

Note: Since the undead are bolstered by the presence of Nishan and the *desecrate* spell, characters should be awarded 50% more experience for this particular encounter as a circumstance bonus because of its difficulty. Also award a party that successfully recovers the journal of Elias Brody 200 experience points each.





THE WRAP UP

Act IV: The Wrap Up

Several outcomes are possible for ending the adventure. Some sample endings are listed below as well as a few ideas for continuing the adventure.

Nishan Defeated:

If the party is successful in defeating Karayan Nishan and his undead minions, the immediate threat to the Reynard Barony is thwarted. The PC's might wish to stop in Eliador on their way back to Penarduin; however, it will find the Fin and Fleece deserted, as the small group of refugees has made its way to the city. Once the characters arrive in Penarduin, they will be hailed as heroes. A party that was successful in finding the journal of Elias Brody might wish to have the writings translated to identify their significance. The local church of Belenos in Penarduin will be happy to oblige, and will even offer the party a modest sum for ownership of the journal (100 gp).

The Party Defeated:

If the party is defeated, Nishan animates their corpses to add to the swelling ranks of his undead minions. The evil cleric releases the monsters to wander the area, randomly killing any living being that they encounter. Eventually Nishan gains access to the sarcophagus of Elias Brody, and he discovers the journal and its secret papers. Nishan returns to Durma Khan, his mission a resounding success. Durma then refocuses his attentions on the southern baronies, as he tries to find the one who is prophesied to destroy him. War is inevitable, and new heroes must rise to the occasion.

Continuing the Adventure:

The following are a few scenarios for continuing the adventure begun in *Nightfall in Eliador*. The DM is encouraged to modify these to fit his own campaign, or disregard them altogether and create his own scenarios:

1. Undead still stalk the lands north of Penarduin, and the characters are hired to end the threat. This task could prove quite difficult as the group must seek out the creatures and eradicate them. Finding the roaming, dead monsters could be akin to locating the proverbial needle in the haystack.

2. The party might wish to pursue Nishan to the north in order to capture the evil cleric and bring him to justice. This mission could be very dangerous since Karayan leaves troops of undead in his wake to interfere with the party's pursuit. This mission is a race against the clock to stop the cleric before he can cross the mountain pass into the evil lands of Durma Khan.

3. The party is hired by the church of Belenos to find and return the one prophesied to bring ruin to the great evil. This adventure could become a lengthy campaign, as the party has to find the person in question, convince him of his importance in the cataclysmic events that are to come, and deliver him safely to the church. Other forces have designs on the one of prophesy for themselves, and hound the party relentlessly, as it attempts to successfully complete its mission. Spies, assassins, and other evil beings lurk at every turn. The enormity of the consequences for failure will force the characters into roles that they had never before dreamed possible: saviors of the civilized world!

APPENDICES

Appendices

This section contains stat blocks for monsters and important NPC's encountered during the course of the adventure. A new magic item and prestige class are also detailed here, as well. The Appendix also includes a short, biographical account of the evil priest, Karayan Nishan.

Monsters

Carrion Crawler: CR 4; SZ L Aberration; HD 3d8+6; hp 19; Init +2 (Dex); Spd 30 ft., climb 15 ft.; AC 17 (-1 size, +2 Dex, +6 natural); Atk +3 melee (tentacle paralysis X8), -2 (1d4+1 bite); SA Paralysis; SQ Scent; AI Neutral; SV Fort +3, Ref +3, Will +5; Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6

Skills: Climb +10, Listen +6, Spot +6.

Feats: Alertness

SA - Paralysis (Ex): Those hit by a carrion crawler's tentacle attack must succeed at a Fortitude save (DC 13) or be paralyzed for 2d6 minutes.

Dire Rat: CR 1/3; SZ S Animal; HD 1d8+1; hp 5; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural); Atk +4 (1d4 bite); SA Disease; SQ Scent; AL Neutral; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Skills: Climb +11, Hide +11, Move Silently +6

SA: Disease (Ex): Filth fever-bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

Skeleton: CR 1/3; SZ M Undead; HD 1d12; hp 6; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atk +0 melee (1d4 X2, claws); SQ Undead, Immunities; AI Neutral; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11

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.

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

Zombie: CR 1/2; SZ M Undead; HD 2d12+3; hp 16; Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atk +2 melee (1d6+1, slam); SQ undead, partial actions only; AI Neutral; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1

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.

SQ: Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial

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

Wolf: CR 1; SZ M Animal; HD 2d8+4; hp 13; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Atk +3 melee (1d6+1, bite); SA Trip; SQ Scent; AL Always neutral; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1*. *Feats:* Weapon Finesse - Bite

SA - Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Worg: CR 2; SZ M Magical Beast; HD 4d10+8; hp 30; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Atk +7, melee (1d6+4 bite); SA Trip; SQ Scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10

Skills: Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2. *Feats:* Alertness

SA - Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg receives a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to Hide checks. A worg has a +4 racial bonus to Wilderness Lore checks when tracking by scent.


Important NPC's

Briana Weylin: Female, human Com 1st; SZ M Humanoid (human); CR 1/4; HD 1d4; hp 3; Init +1 (Dex); Spd 30 ft.; AC 11; Atk +0 melee; AL Neutral Good; SV Fort 0, Ref 0, Will 0; Str 10, Dex 14, Con 9, Int 12, Wis 9, Cha 15

Skills: Handle animal +7, listen +3, ride +6, spot +3.

Karayan Nishan: Male, human Clr 5th of Balor/ Soul Harvester of Balor 1st; SZ M Humanoid (human); CR 5; HD 5d8-5; hp 23; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 scale mail); Atk +4 melee (2d8+1, scythe), +6 ranged





(1d8, crossbow); SA Turn Undead, spells; SQ Spells, spontaneous casting (channel any spell into inflict spells); AL Chaotic Evil; SV Fort +3, Ref +3, Will +9; Str 12, Dex 14, Con 8, Int 16, Wis 17, Cha 12

Skills: Concentration +6, craft (calligraphy) +8, intimidate +5, knowledge (religion) +10, knowledge (undead) +10, scry +10, spellcraft +10

Feats: Combat casting, extra turning, martial weapon proficiency (scythe)

Domains: Death and Evil
Spells Prepared (5/5/4/3): 0 – *Detect magic X2, read magic X2, resistance*, 1st – *bane, divine favor, obscuring mist, sanctuary, protection from good*, 2nd – *darkness, desecrate, hold person, sound burst* 3rd – *animate dead, glyph of warding, inflict serious wounds*

Killian McAnders: Male, human Clr 1st of Belenos; CR 1; SZ M Humanoid (human); HD 1d8; hp 6; Init +0; Spd 30 ft.; AC 10 (clothing only); Atk +0 melee (1d6, light mace); SA Turn undead, spells; SQ Spells, spontaneous casting (channel any spell into a healing spell); AL Neutral good; SV Fort +2, Ref +0, Will +7; Str 10, Dex 10, Con 11, Int 12, Wis 16, Cha 14

Skills: Concentration +4, heal +7, knowledge: religion +5, Spellcraft +5.

Feats: Iron will, extra turning

Domains: Sun and Strength

Spells Prepared (3/3): 0 – *Cure minor wounds X2, purify food and water*, 1st – *cure light wounds, endure elements (heat), protection from evil*

Quinn: Male, half-elf Ftr 2nd; SZ M Humanoid (half-elf); CR 2; HD 2d10+2; hp 21; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor); Atk +7 melee (1d8+3, masterwork longsword), +4 ranged (1-6, shortbow); SQ Immune to magic sleep, low-light vision, elven blood; AL Neutral Good; SV Fort +5, Ref +2, Will 0; Str 16, Dex 14, Con 15, Int 12, Wis 11, Cha 11

Skills: Climb +6, handle animal +4, jump +7, ride +6

Feats: Combat reflexes, track, weapon focus (longsword)

Sara Weylin: Female, human Com 1st; SZ M Humanoid (human); CR 1/4; HD 1d4; hp 3; Init +0; Spd 30 ft.; AC 10; Atk -1 melee; AL Lawful Neutral; SV Fort 0, Ref 0, Will 0; Str 9, Dex 10, Con 11, Int 10, Wis 12 (3 due to current insanity), Cha 12

Skills: Handle animal +5, listen +5

Trevor Weylin: Male, human Com 1st; SZ S Humanoid (human); CR 1/4; HD 1d4+1; hp 3; Init +0; Spd 30 ft.; AC 10; Atk +0; AL Neutral Good; SV Fort 0, Ref 0, Will 0; Str 8, Dex 11, Con 13, Int 11, Wis 11, Cha 13

Skills: Handle animal +5, listen +4, ride +5, spot +4.

Torrance Powell: Male, human Com 1st; SZ M Humanoid (human); CR 1/4; HD 1d4+1; hp 4; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d3+2, table-leg club); AL Neutral Good; SV Fort 0, Ref 0, Will 0; Str 15, Dex 10, Con 11, Int 11, Wis 12, Cha 9

Skills: Handle animal +3, listen +5, profession: barkeep +4, spot +5.

The Divine and the Diabolical

This section contains information on the two primary deities referenced in the context of this module. The DM should feel free to use these deities or substitute ones that are more fitting to his or her individual campaign.

Belenos

The god of light is also referred to as the Shining One and is of lawful good alignment. He represents the powerful healing of the sun's warmth, and is personified as a powerful man riding a beautiful warhorse. All races and classes, particularly human clerics, worship Belenos. His symbol is a circular disc carved in the likeness of a fiery sun. Belenos is associated with the domains of good, healing, sun and protection. The favored weapon of Belenos is the flail.

Balor

Balor is the god of death and is of chaotic evil alignment. Balor epitomizes depravity and evil, and is worshipped by many of similar ilk. This horrific god is personified as a hideous giant with a single eye, which causes instant death to anyone unlucky enough to meet its gaze. The symbol of Balor is a red, serpent-like eye upon a field of black. He is the nemesis to Belenos and is associated with the domains of evil, death, destruction and trickery. The favored weapon of Balor is a two-handed sword.

New Magic Item

The Horrid Countenance of Balor

The high priests of Balor craft this evil mask in an elaborate and terrible ritual. The mask is made from the skull of any lawful good cleric or paladin of Belenos. First the skull is

boiled in a cauldron of the victim's blood until all flesh is removed. Then, the symbol of Balor is carved into the skull's forehead, the lower jawbone and back half of the cranium are removed, and then the mask is anointed with an unholy chrism, while the priest chants a *desecrate* spell.

The mask bestows upon the wearer the following abilities:

- 1) *Darkvision* 60' – if the individual wearing the mask already possesses *Darkvision*, his range of sight is effectively doubled
- 2) *Cause Fear* three times per day as the first level cleric spell (Save DC 17)
- 3) *Deathwatch* once per day as the first level cleric spell

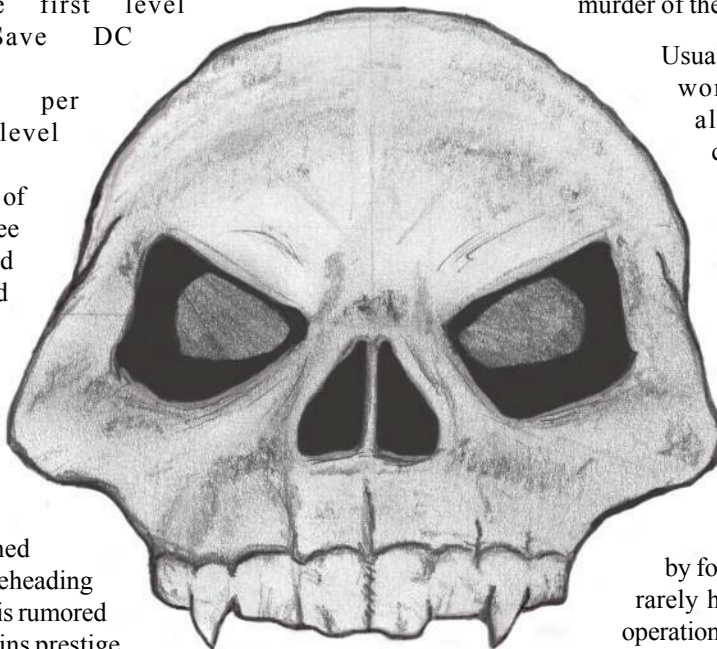
The mask is crafted for members of the *Soul Harvesters of Balor* (see the new prestige class detailed below), specialty priests skilled in creating and controlling undead. Those who possess a *Horrid Countenance* are usually in great favor with the monstrous deity's high priests, or even with the Reaper, himself. The mask is granted to one who has performed an act of great evil: killing and beheading a cleric or paladin of Belenos. It is rumored that as the owner of the mask gains prestige within the hierarchy of the priesthood, the mask is imbued with more powerful magic as a reward for loyal service to the Bringer of Darkness.

Only those who are wholly evil may don the *Horrid Countenance*. Good aligned characters feel an overwhelming sense of aversion to the mask, and most refuse to touch it. Neutral characters may handle the mask freely, but glean no benefits from it. The abilities bestowed by the mask are granted only to worshippers of Balor.

Caster level: 7th; *Prerequisites:* Craft Wondrous Item, *desecrate*, *cause fear*, *deathwatch*; *Market Price:* 42,500 gold pieces; *Weight:* ½ pound.

New Prestige Class

Soul Harvester of Balor



The soul harvesters are a division within the priesthood of Balor that specialize in the creation and control of undead. These terrible men and women covet the lives of the living in order to create charnel armies of living death. These undead creations become shock troops in the constant war waged between the followers of Balor and those of good aligned deities.

The teachings of the Foe of All Good and the Hater of Life instruct his followers to pervert life into a mockery of itself, glorify death and un-death, and to snuff out the lives of those who revere goodness and the joys of life. The soul harvesters take these commandments to heart, as they seek glorification of their terrible God through the murder of the innocent.

Usually soul harvesters like to work alone, seeking an almost interdependent companionship with their awful creations. Occasionally, soul harvesters operate in secret cults who worship Balor, where they hatch nefarious plots to overrun civilization with their undead troops. Since these death cults are often persecuted (especially by followers of Belenos), they rarely have permanent bases of operation. Due to the evil, plotting nature of this particular priesthood, a strong, charismatic leader is

required to hold a group's focus for an extended period of time.

Almost all soul harvesters were clerics of Balor prior to their induction into the ranks of the soul harvesters.

Hit Die: d8

Requirements

To qualify to become a soul harvester of Balor, a character must fulfill all of the following criteria:

Alignment: Neutral or Chaotic evil
 Patron Deity: Balor
 Base Save Bonus Will: +6
 Knowledge (religion): 8 ranks
 Knowledge (Undead): 8 ranks
 Spellcraft: 6 ranks
 Spells: Ability to cast divine spells



Special: Must independently murder a priest or paladin of Belenos, and take the head, which will be used later in a ritual creation of a special magic item called The Horrid Countenance of Balor.

Class Skills

The Soul Harvester's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Gather Information (Cha), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (undead) (Int), Scry (Int), Spellcraft (Int)

Class Features

The following are the class features associated with the soul harvester of Balor prestige class:

Weapon and Armor Proficiency: Soul harvesters of Balor are proficient with all simple weapons, with all types of armor, and with shields.

Detect Undead: A soul harvester of Balor can *detect undead* (per the spell) at will, as a standard action.

Call of the Reaper: When a soul harvester of Balor casts any divine spell with the Necromancy descriptor, he or she does so at +1 caster level. The spellcaster's combined character level is used to determine at what level the spell is cast. For example, a 5th level cleric/1st level soul harvester of Balor would cast divine Necromancy spells at 6th level for determining their duration, range, damage, etc. If this particular soul harvester cast *animate dead*, he or she could animate 7HD of undead and effectively control 14 HD at one time.

Spells: When a new soul harvester level is gained, the character gains new spells per day as if he or she had also gained a level in the divine spell casting class that the character had been before becoming a soul harvester. The character adds the soul harvester level to the level of some other divine spellcaster class, and then determines the number and corresponding levels of spells per day.

Invisibility to Undead: At 2nd level, a soul harvester of Balor gains the ability to become invisible to undead creatures at will as a standard action a number of times per day equal to 3 plus his wisdom modifier. Intelligent undead do not get the saving throw normally associated with the spell of the same name.

Undead Immunities I: A soul harvester of Balor gradually takes on some of the natural (or unnatural) abilities of the undead. Beginning at third level, a soul harvester is immune to all poison, disease, sleep and paralysis effects.

Additional Domain: When a soul harvester of Balor reaches 4th level, he is granted an additional clerical domain of Balor. He can use the granted power of the domain, and can choose from any of the three selected domains when choosing spells

for that day. He can only cast one domain spell of each level once per day. Soul harvesters who were not clerics prior to selecting this prestige class gain no benefit from this ability.

Create Undead: When a soul harvester reaches 5th level, he can *create undead* as the 6th level cleric spell. Soul harvesters of the specified levels can create the following types of undead:

Table 4: Soul Harvester - Create Undead

Soul Harvester Level	Undead Created
5 th	Ghoul
6 th	Shadow
7 th	Ghast
8 th	Wight
9 th	Wraith

Undead Immunities II: Upon achieving 6th level, soul harvester become immune to mind influencing effects (charm, compulsions, phantasms, patterns, and morale effects).

Caress of Death: At 7th level a soul harvester is granted the ability to use the *death touch* death domain power a number of times equal to 1 plus his Charisma modifier.

Unholy Aura: At 8th level, the soul harvester gains the power of *unholy aura* and all of the associated abilities of the 8th level cleric spell of the same name. The soul harvester can use this ability a number of times per day equal to 1 plus his Charisma modifier.

Undead Immunities III: At 9th level, a soul harvester of Balor is no longer subject to critical hits, subdual damage, ability damage, ability drain, energy drain, death effects, or death by massive damage. However, like undead, a soul harvester is considered dead when he reaches 0 hit points.

Create Greater Undead: At 10th level a soul harvester is able to create greater undead as the 8th level clerical spell. The following details the types of undead that can be created by soul harvesters of the specified levels:

Table 5: Soul Harvester - Create Greater Undead

Soul Harvester Level	Undead Created
10 th	Mummy
Special*	Spectre
Special**	Vampire
Special***	Ghost

* To create a spectre a character must have a combined character level of 16, 10 levels of which must be in the soul harvester prestige class.

** To create a vampire, a character must have a combined character level of 17, 10 levels of which must be in the soul harvester prestige class.

*** To create a ghost, a character must have a combined character level of 18, 10 levels of which must be in the soul harvester prestige class.

Table 6: The Soul Harvester of Balor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Detect undead, Call of the Reaper	+1 level of existing class
2 nd	+1	+0	+0	+3	Invisibility to Undead	+1 level of existing class
3 rd	+2	+1	+1	+3	Undead Immunities I	+1 level of existing class
4 th	+3	+1	+1	+4	Additional Domain	+1 level of existing class
5 th	+3	+2	+2	+4	Create Undead	+1 level of existing class
6 th	+4	+2	+2	+5	Undead Immunities II	+1 level of existing class
7 th	+5	+2	+2	+5	Caress of Death	+1 level of existing class
8 th	+6	+2	+2	+6	Unholy Aura	+1 level of existing class
9 th	+6	+3	+3	+6	Undead Immunities III	+1 level of existing class
10 th	+7	+3	+3	+7	Create Greater Undead	+1 level of existing class

Villainous Summary: Karayan Nishan

Karayan Nishan was born in the town of Redshank located on the western coast of the Reynard Barony. Karayan's mother died from severe complications during childbirth. As a result, his father, an ill-tempered, burly fisherman, blamed the Karayan and was terribly abusive, both physically and mentally to the sickly child.

Because he was frail, Karayan also made an easy target for his youthful peers, who relentlessly persecuted the miserable boy. Karayan withdrew into himself, becoming more and more resentful of his life, the world, and the people in it.

As Karayan distanced himself from the cruel mercies of the world, he developed a fascination with death. He dreamed that those who mistreated him would meet their ends in most unpleasant ways. Karayan obsessed on his visions of killings and torture, and ultimately began to act out some of his fantasies. The twisted child would capture harmless or domestic animals and put them slowly to death in most horrific ways, while he delighted in their pitiful suffering.

Karayan's secret hobby eventually became all-consuming, and when the boy was sixteen he tortured his abusive father to death. This act of defiance liberated Karayan's self-confidence, and the boy left Redshank to pursue his dark fantasies.

Eventually Karayan wandered into northern Cordell where he met a priest of Balor serving the great Durma Khan as a covert spy in the civilized Southern Baronies. The priest mentored Karayan and taught him of Balor, the God of Death. The misguided young boy knew that he had found his calling. The priest took Karayan to the domain of Durma Khan known as the Nightmare Lands, where the young boy began his training as an initiate to the priesthood of Balor.

Karayan excelled quickly through the ranks, keeping his focus solely on his ultimate goal: to become one of the revered Soul Harvesters of Balor. On a solo mission into Aeguss, a small town in northern Cordell, Karayan realized his dream by single-handedly killing a priest of Belenos. Nishan took the priest's head and made his way back to the court of the Khan. In an elaborate and unholy ceremony Karayan Nishan was inducted as the youngest member to earn his place as a Soul Harvester, and he was given a **Horrid Countenance of Balor**, a magical mask formed from the skull of the cleric that he had murdered.

Karayan's ambition and commitment to the priesthood has earned him the personal favor of Durma Khan, himself. Though Durma sees great potential in Nishan, he still wishes to test the true mettle of Karayan; therefore, he has tasked the soul harvester with uncovering valuable information regarding the prophecies of Ezerus, an ancient priest of Belenos. Nishan is determined to succeed...





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