SIDETREK ADVENTURE WEEKLY 2: THE UNDEAD CHRONICLES #2

A FEAST OF FLESH

WRITTEN BY PHILLIP LARWOOD WITH GREG OPPEDISANO

As the celebration at Merzel's Fall reaches its fiery culmination, dozens of zombies come lurching into the firelight towards the townsfolk, their moans rending the air. As panic ensues, it is up to the new heroes in town to protect the terrified locals and survive the feast of flesh until dawn.

Welcome to Sidetrek Adventure Weekly 2: The Undead Chronicles tosses our heroes into a zombie hot zone as all hell is about to bust loose. This volume can be cut up and used to spice up your regular campaign with some high octave encounters or linked together to play a larger, robust, rollercoaster ride of a mini campaign. Jump aboard Sidetrek Adventure Weekly tonight!

DEVIL'S
LPJ9655

OGL
3.5 SYSTEM COMPATIBLE

ADVENTURE LEVEL:	NPC INTERACTION:	THREATS & TRAPS:	MAGIC REWARDS:	ADVENTURE LOCATION:	PLAYERS NEEDED:
MEDIUM	HIGH	HIGH	LOW	URBAN	4 TO 6

SIDETREK ADVENTURE WEEKLY RATING SYSTEM

These following icons have been development to make it easier for GMs and players to understand what type of adventure they will be playing in, what perils that might exist; as they may be either physical, mental or even political dangers; and the rewards that await them during and at the completion of this adventure. Each icon is broken down by color and text information which determine the intensity of the adventure.

ADVENTURE LEVEL: EXTREME

This Adventure Level is for expert level gameplay and adventureing normally reserved for character from 16th level or higher.

NPC INTERACTION: EXTREME

This NPC Interaction means the PCs will have to deal with an tremendous amount of non-combat interaction with NPCs in this adventure.

THREATS & TRAPS: EXTREME

The Threats & Traps at this level are the most lethal available and can easely result in a TPK (*Total Party Kill*).

MAGIC REWARDS: EXTREME

The Magic Rewards at this level are the highest magic and magical items available with several chances for PCs to acquire and use them.

ADVENTURE LEVEL: HIGH

This Adventure Level is for advanced gameplay and adventureing normally reserved for character from 11th to 15th level.

NPC INTERACTION: HIGH

This NPC Interaction means the PCs will have to deal with an above average amount of non-combat interaction with NPCs in this adventure.

THREATS & TRAPS: HIGH

The Threats & Traps at this level are very dangerous and may cause a loss of up to 50% of the party members.

MAGIC REWARDS: HIGH

The Magic Rewards at this level are very common and PCs will get several chances to acquire and use magic and magical items.

ADVENTURE LEVEL: MEDIUM

This Adventure Level is for experienced gameplay and adventureing normally reserved for character from 6th to 10th level.

NPC INTERACTION: MEDIUM

This NPC Interaction means the PCs will have to deal with an average amount of non-combat interaction with NPCs in this adventure.

THREATS & TRAPS: MEDIUM

The Threats & Traps at this level are dangerous and may cause a loss of up to 25% of the party members.

MAGIC REWARDS: MEDIUM

The Magic Rewards at this level are common and PCs will have reasonable chances to acquire and use magic and magical items.

ADVENTURE LEVEL: LOW

This Adventure Level is for beginner gameplay and adventureing normally reserved for character from 1st to 5th level.

NPC INTERACTION: LOW

This NPC Interaction means the PCs will have very little non-combat interaction in this adventure.

THREATS & TRAPS: LOW

The Threats & Traps at this level are intimidating and may cause a loss of up to 10% of the party members.

MAGIC REWARDS: LOW

The Magic Rewards at this level are few and far between. Rarely will PCs see or use a magic or magical items.

ADVENTURE LOCATION: DUNGEON

This Adventure Location will take place in an underground location such as a dungeon or cavern.

ADVENTURE LOCATION: EVENT

This Adventure Location will take place based on particular occurrence or incident inclucing a raid, assassination or trial.

ADVENTURE LOCATION: JOURNEY

This Adventure Location will take place during the events of traveling from location to another.

ADVENTURE LOCATION: URBAN

This Adventure Location will take place in a civilized based population center or location as a city, village or town.

ADVENTURE LOCATION: WILDERNESS

This Adventure Location will take place in an uncivilized based location as a forest, desert or jungle.

ADVENTURE BACKGROUND

Nestled away in their darkened mountain hollows, a race of terrible outsiders known as nebulim have risen from their long hibernation to feed on the life energy of other living creatures and propagate their species. As they feed the nebulim create undead in their wake that in turn stumble onwards to seek living prey, all the while saturating the region with negative energy.

As the nebulim expand their hold over the mountains in preparation for their grand spawning their eyes are drawn to Merzel's Fall and the life energy pooling there. Seeing the town as ripe for the picking, the nebulim order one of their prize brain-eating zombies (or kechshar in their own foul language) to attack the town, the powerful zombie gathering up a host of lesser undead to attack the town and harvest every living soul in it. Accompanying the kechshar is the nebulim Aroshgilar, the unholy fiend watching the battle from the air and taking careful note of the PCs and their actions.

USE THIS ADVENTURE TONIGHT: AS A STAND ALONE TREK

If your PCs have played Episode 1: The Blood Rush the adventure carries on from where the final scene of that adventure ends. If not however, there are a number of different ways for the party to get involved in the action.

Probably the simplest ways to get the party involved is to have them accompany some of the gold prospectors or "Rushers" into town either as paid guards or by simple happenstance on their way to another adventure site. As the PCs arrive, they see the celebration in full swing and only have a few minutes to get acquainted with the various NPCs of Merzel's Fall before the town is attacked by the first wave of zombies.

ADVENTURE SYNOPSIS: FOR THE FULL TREK

Shortly after the zombie burning, a large force of zombies attacks Merzel's Fall and tries to drag off its citizens. The PCs must lead the townsfolk to the Heart of the Rush, the local inn and tavern in town and beat back the encroaching undead. Over the following hours the PCs must beat of two more zombie attacks and deal with other minor threats along the way before morning breaks and the zombies withdraw.

IMPORTANT NPCS

The PCs interaction with various NPCs is vitally important to the success or disaster of this adventure. Some of the NPCs are helpful while others are simply a burden or downright dangerous. The majority of the townsfolk however, are simple commoners and experts with no real combat training or stomach for zombie killing, and they must rely on the PCs guidance and firepower to see them through the night.

A rundown of the major NPCs that the PCs can interact with is included below. More information on most of the NPCs can be found in the S.A.W. 2 Sourcebook.

AZALEA "ZELLY" BERRICK CR 3

Type: Female gnome expert 4; LN; Small Humanoid (*gnome*)

Combat Stats: HD 4d6; hp 14; init +1; Spd 20 ft.; AC 17 (*touch 12, flat-footed 16*); BAB +3; Grapple -1; Melee +5 mwk shortspear (*1d4*); Ranged +5 light crossbow (*1d6/19-20*); Saves Fort +4, Ref +3, Will +5

SA: +1 attacks vs. kobolds and goblinoids

SQ: Low-light vision, +2 saves vs. illusion, +4 dodge bonus vs. giants.

Skills: Appraise +9, Bluff +10, Diplomacy +16, Disguise +3 (*+5 to act in character*), Gather Information +12, Heal +5, Intimidate +5, Knowledge (*local*) +9, Listen +2, Profession (*merchant*) +7, Sense Motive +9, Spot +0.

Feats: Great Fortitude, Negotiator.

NOTES:

Abilities: Str 10, Dex 13, Con 10, Int 14, Wis 10, Cha 16

Spell-like Abilities: (*Caster level 1st, DC 13*). 1/day: Dancing lights, ghost sound, prestidigitation, speak with animals (*burrowing mammals only*).

Possessions: Light crossbow, 10 bolts, mwk shortspear, +1 chain shirt, cloak of resistance +1, oil of invisibility, potion of blur, tourmaline and gold necklace (*100 gp*), 13 gp.

Languages: Common, Draconic, Dwarven, Elven, Gnomish, and Sylvan.

Zelly is a gnome and one of the most important people in town. A tough but fair woman, Zelly turns to the PCs for support in dealing with the zombie menace while she looks after the welfare of the townsfolk. Zelly is separated early on from the rest of the suppliers and PCs are forced to rescue her before she is eaten or dragged away to the nebulim's caves.

GANAK FROSTHEAVE CR 1

Type: Male dwarf barbarian 1/expert 1; CE; Medium Humanoid (*dwarf*)

Combat Stats: HD 1d12+1d6+6; hp 21; init +1; Spd 20 ft.; AC 16 (*touch 11, flat-footed 15*); BAB +1; Grapple +3; Melee +4 mwk greataxe (*1d12+3/x3*); Ranged +3 mwk longbow (*1d8/x3*); Saves Fort +5, Reflex +1, Will +3.

SA: +1 attacks vs. orcs and goblinoids, rage 1/day

SQ: Darkvision 60 ft., +2 saves vs. poison, +2 saves vs. spells and spell-like abilities, +4 dodge vs. giants, stonecunning.

Skills: Bluff +0, Intimidate +4, Listen +6, Sense Motive +2, Spot +1, Survival +6.

Feats: Power Attack

Abilities: Str 15, Dex 13, Con 16, Int 8, Wis 12, Cha 8

Possessions: Mwk greataxe, Mwk longbow, 20 arrows, mwk breastplate, potion of bull's strength, potion of enlarge potion, potion of cure moderate wounds, amethyst (*50 gp*), 29 gp.

Languages: Common, Dwarven.

Rage (*Ex*): Once per day, Ganak can fly into a fit of rage that lasts for 8 rounds. During a rage, his stats change as follows:

hp 25; AC 14 (*touch 9, flat-footed 13*); Grapple +5; Melee +6 mwk greataxe (*1d12+6/x3*); Saves Fort +7, Will +5.

An evil dwarf who craves his brother's position with the Rushers, Ganak sees the zombie threat as an opportunity to kill his brother. At some point during the crisis, Ganak attacks Hardin in an effort to get him out of the way, and the PCs are the only ones in a position to stop him.

HARDIN FROSTHEAVE CR 3

Type: Male dwarf barbarian 1/expert 3; CN; Medium Humanoid (*dwarf*)

Combat Stats: HD 1d12+3d6+8; hp 30; init -1; Spd 20 ft.; AC 15 (*touch 9, flat-footed 15*); BAB +3; Grapple +5; Melee +6 mwk greatsword (*2d6+3/19-20*); Ranged +3 mwk composite longbow (*1d8+2/x3*); Saves Fort +5, Ref +0, Will +3.

SA: +1 attacks vs. orcs and goblinoids, rage 1/day

SQ: Darkvision 60 ft., +2 saves vs. poison, +2 saves vs. spells and spell-like abilities, +4 dodge vs. giants, stonecunning.

Skills: Climb +2, Diplomacy +6, Handle Animal +8, Intimidate +5, Jump +2, Knowledge (*local*) +3, Listen +7, Ride +6, Sense Motive +5, Spot +3, Survival +7.

Feats: Negotiator, Power Attack

Abilities: Str 14, Dex 8, Con 14, Int 15, Wis 10, Cha 12

Possessions: Mwk greatsword, Mwk composite longbow (*+2 Str*), 20 arrows, +1 breastplate, dust of tracelessness, potion of cure light wounds (*x2*), potion of cure moderate wounds, potion of delay poison, 49 gp.

Languages: Common, Dwarven, Gnome, Terran.

NOTES:

Rage (*Ex*): Once per day, Hardin can fly into a fit of rage that lasts for 7 rounds. During a rage, his stats change as follows:

hp 38; AC 13 (*touch 7, flat-footed 13*); Grapple +7, Melee +8 mwk greatsword (*1d12+6/19-20*); Saves Fort +7, Will +5.

The unofficial leader of the Rushers, Hardin tries to take control of the situation and order the PCs about. If the unlikely event that PCs fall for this ploy he directs their movements in combat to protect his interests (primarily himself). If the PCs refuse to follow his orders he becomes belligerent and belittles their decisions, though he still helps out in a fight.

KLAY CHAPELL CR 2

Type: Male Human expert 3; NG; Medium Humanoid

Combat Stats: HD 3d6+3; hp 13; Init +0; Spd 30 ft.; AC 10 (*touch 10, flat-footed 10*); BAB +2, Grapple +3; Melee +3 mace (*1d6+1*) or +3 unarmed (*1d3+1 nonlethal*); Ranged -2 shortbow (*1d6*); Saves Fort +1, Ref +1, Will +2.

Skills: Appraise +6, Bluff +3, Gather Information +5, Heal +1, Knowledge (local) +6, Listen -1, Search +6, Sense Motive +1, Spot +1, Survival +4, Use Rope +3.

Feats: Self-sufficient, Toughness.

Abilities: Str 12, Dex 10, Con 10, Int 10, Wis 9, Cha 12.

Possessions: mace, shortbow, 10 arrows, 146 gp (*half in gold nuggets*).

Languages: Common

Klay is a prospector whom the PCs meet if they played Episode 1: The Blood Rush. If Klay is still alive he probably owes the PCs his life and follows their lead unless their tactics are obviously insane or suicidal. If his sons are dead Klay takes to killing zombies with relish, intent on destroying every single one he can lay his hands on.

NALAN AND JAROD CHAPELL CR 1

Type: Male Human expert 2; NG; Medium Humanoid

Combat Stats: HD 2d6+3; hp 10; Init +0; Spd 30 ft.; AC 10 (*touch 10, flat-footed 10*); BAB +1, Grapple +1; Melee +1 dagger (*1d4/19-20*) or +1 unarmed (*1d3 nonlethal*); Ranged +2 masterwork shortbow (*1d6*); Saves: Fort +0, Ref +0, Will +2.

Skills: Bluff +3, Craft (*Bowyer/Fletcher*) +5, Diplomacy +3, Gather Information +6, Heal +2, Jump +5, Listen -1, Search +5, Spot +4, Survival +2.

Feats: Martial Weapon Proficiency (*shortbow*), Toughness.

Abilities: Str 10, Dex 10, Con 10, Int 12, Wis 9, Cha 12.

Possessions: dagger, masterwork shortbow, 20 arrows, 55 gp.

Languages: Common, dwarven

Nalan and Jarod are Klay's sons. In the unlikely event that they have survived their brush with the ogre mages and frost-touched zombies from the first episode, they follow their father's lead.

PREACHER TOLL CR 3

Type: Male Human cleric 3; NE; Medium Humanoid.

Combat Stats: HD 3d8+3; hp 20; init -1; Spd 20 ft. (*30 ft. unarmored*); AC 17 (*touch 9, flat-footed 17*); BAB +2; Grapple +3; Melee +5 mwk spiked gauntlet (*1d4+1*); Ranged +1 heavy crossbow (*1d10/19-20*); Saves Fort +5, Ref +1, Will +6.

SA: Turn Undead

SQ: Spontaneous casting (*inflict spells*)

Skills: Concentration +7, Heal +4, Knowledge (*religion*) +6, Listen +4, Spellcraft +6, Spot +4.

Feats: Alertness, Extra Turning[B], Weapon Focus (*spiked gauntlet*).

Abilities: Str 13, Dex 8, Con 12, Int 10, Wis 15, Cha 14.

Spells Prepared (*Clr 4/3+1/2+1*):

0 (*DC 12*) – Cure minor wounds, detect magic, purify food and drink, read magic

NOTES:

1st (*DC 13*) – Cause fear[D], cure light wounds, doom, sanctuary

2nd (*DC 14*) – Death knell[D], hold person, spiritual weapon

D: domain spell; domains: Death, Life

Possessions: Mwk spiked gauntlet, heavy crossbow, 20 bolts, splint mail, heavy wooden shield, cloak of resistance +1, elixir of hiding, potion of cure light wounds (*x2*), potion of hide from undead, potion of protection from chaos, wand of false life (*3 charges*), wand of cure light wounds (*40 charges*), backpack, healer's kit, silver holy symbol, spell component pouch. 34 gp

Languages: Common.

Preacher Toll is a cleric of Ghedet who hates undead. First and foremost he is a coward, and as soon as the first zombie wave hits he runs for the inn and hides. He continues to prove his uselessness by sniveling in the corner and preaching doom to all who listen, though he can be persuaded to heal the PCs with his wand and spells if things get too rough.

REET ZEGGIN CR 1

Type: Male human expert 2; LN; Medium Humanoid

Combat Stats: HD 2d6+2; hp 8; Init –1; Spd 20 ft. (*gammy leg*); AC 9 (*touch 9, flat-footed 9*); BAB +1; Grapple +1; Melee +2 mwk crutch (*1d6*); Saves Fort +1, Ref –1, Will +2.

Skills: Bluff +5, Craft (*woodcarving*) +4, Diplomacy +10, Gather Information +6, Intimidate +5, Knowledge (*local*) +4, Listen +6, Profession (*innkeeper*) +5, Sense Motive +7, Spot +6.

Feats: Alertness, Negotiator

Abilities: Str 11, Dex 9, Con 13, Int 12, Wis 10, Cha 12.

Possessions: Mwk crutch decorated with carvings of flagons and ale kegs (*doubles as a club*), wedding ring (*30 gp*)

Languages: Common, dwarven

Reet runs the heart of the Rush, where most of the action for this Episode takes place. A quiet unassuming family man with a badly scarred leg that he gained courtesy of a bear (*whose head now hangs in the taproom*), Reet is one of the more solid and dependable people in town and one of the first to get behind the PCs. His foremost duty is to his livelihood and family however, and he does not leave the Heart unless his family is in mortal danger and he has a safer place to flee.

SERINNEL DAY CR 3

Type: Female half-elf rogue 2/expert 2; LG; Medium Humanoid (*elf*).

Combat Stats: HD 4d6+4; hp 20; Init +6; Spd 30 ft.; AC 16 (*touch 12, flat-footed 14*); BAB +2; Grapple +1; Melee +5 mwk shortsword (*1d6–1/19-20*) or +4 sap (*1d6–1 nonlethal*); Ranged +5 light crossbow (*1d8/19-20*); Saves Fort +1, Ref +5, Will +3.

SA: Sneak attack +1d6

SQ: Low-light vision, elven blood, evasion, immunity to sleep, trapfinding.

Skills: Appraise +8, Balance +7, Bluff +5, Diplomacy +8, Disable Device +9, Forgery +7, Gather Information +10, Hide +7, Knowledge (*local*) +7, Listen +1, Move Silently +7, Open Lock +9, Search +10, Sense Motive +4, Sleight of Hand +7, Spot +1.

Feats: Improved Initiative, Weapon Finesse.

Abilities: Str 8, Dex 15, Con 12, Int 14, Wis 10, Cha 14.

Possessions: Mwk light crossbow, 20 bolts, mwk shortsword, sap, +1 studded leather armor, potion of blur, potion of cure light wounds (*x2*), potion of cure moderate wounds, oil of bless weapon, antitoxin (*x2*), moonstone (*25 gp*), jade (*25 gp*), mwk merchant's scale, mwk thieves' tools, sapphire earrings (*250 gp*), tanglefoot bag (*x2*), 27 gp.

Languages: Common, Dwarven, Elven, and Gnomish

NOTES:

This beautiful half-elf keeps to herself and helps out where possible; tending to the sick and injured (such as the PCs) with her potions and trying to keep up everyone's spirits.

In addition to the named NPCs there are roughly 20 other locals (*all human commoners or experts*) who live in Merzel's Fall in the spring and summer. At the mere sight of zombies most of these men and women panic and run (possibly screaming as they go) and unless directed by the PCs offer no help in battle.

HUMAN COMMONERS (14)

Type: Male and Female Human commoner 1; LG; Medium Humanoid

Combat Stats: HD 1d4+3; hp 5; Init +0; Spd 30 ft.; AC 10 (*touch 10, flat-footed 10*); BAB +0, Grapple +0; Melee +0 club or dagger (*1d6 or 1d4*), +0 unarmed (*1d3 nonlethal*); Saves: Fort +0, Ref +0, Will +0.

Skills: Climb +2, Craft (*any one*) +4, Handle Animal +4, Use Rope +2.

Feats: Endurance, Toughness.

Abilities: Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Possessions: club or dagger.

Languages: Common.

Reet's sons Jakk, Erlest and Ryn and his daughter Reeta are all commoners, as are the two men with Preacher Toll.

HUMAN EXPERTS (6)

Type: Male and Female Human expert 1; LG; Medium Humanoid

Combat Stats: HD 1d6+3; hp 6; Init +0; Spd 30 ft.; AC 10 (*touch 10, flat-footed 10*); BAB +0, Grapple +0; Melee +0 club or dagger (*1d6 or 1d4*), +0 unarmed (*1d3 nonlethal*); Saves: Fort +0, Ref +0, Will +2.

Skills: Climb +4, Craft (*any one*) +4, Diplomacy +6, Gather Information +4, Listen +4, Profession (*any one*) +4, Sense Motive +6, Use Rope +4.

Feats: Negotiator, Toughness.

Abilities: Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 11.

Possessions: club or dagger

Languages: Common

Reet's wife Erla is one of these experts.

START THE SAW: ZOMBIES ATTACK!

The bulk of the enemies in this adventure are simple zombies created from the corpses of unfortunate Rushers and local humanoids. Alone, a single zombie is no match for a party of 5th-level adventurers and small groups of these creatures can be crushed with a few concerted attacks. Even large numbers of normal zombies can be a breeze for 5th-level clerics or wizards with a fireball or two handy, so making the zombies in this adventure a threat to PCs is done in a variety of ways.

Probably the main obstacle to the PCs in their various battles with the zombies is the townsfolk of Merzel's Fall. Aside from a few of the NPCs, most of the suppliers are no match for even a single zombie and are quickly beaten to death or dragged away if cornered by one or more of the walking dead. Protecting the townsfolk from harm thus becomes a priority for PCs with even a shred of decency. Similarly, the use of area effect spells must be handled carefully, lest the PCs kill innocent civilians in their way.

Several of the zombies in this adventure have been bolstered by the nebulim Aroshgilar and thus are far more difficult if not impossible to turn for the PCs (*the average bolstering result for a nebulim is 16–18 thus increasing the effective Hit Dice of the zombies to 14 HD for 10 rounds*). Aroshgilar also uses his power to rebuke undead to send any turned zombies back into the fray.

AROSHGILAR, NEBULIM CR 10

Type: LE; Medium Outsider (*Lawful, Evil, Extraplanar, Incorporeal*)

Combat Stats: HD 9d8+36; hp 76; Init +10; Spd Fly 60 ft. (*perfect*); AC 23 (*touch 23,*

NOTES:

flat-footed 17); BAB +9, Grapple –; Melee +15 touch 4 tentacle bites (2d6 cold plus energy drain); Saves: Fort +10, Ref +12, Will +9.

SA: create spawn, energy drain, quickened life, rebuke undead, spell-like abilities

SQ: Darkvision 60 ft., immunities, incorporeal, procreate, outsider traits

Skills: Bluff +17, Concentration +14, Diplomacy +21, Hide +21, Intimidate +19, Knowledge (*religion*) +13, Knowledge (*the planes*) +13, Listen +15, Sense Motive +13, Spot +15, Tumble +19

Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative

Abilities: Str –, Dex 22, Con 18, Int 14, Wis 16, Cha 24

Create Spawn (*Su*): A creature slain by a nebulim transforms into a brain-eating zombie in 1d4 rounds. The zombie is under the control of the nebulim that spawned it.

Energy Drain (*Su*): A creature struck by the nebulim's tentacle attack gains one negative level. The nebulim gains 5 hit points every time it bestows a negative level. If the nebulim attacks with all of its tentacles only the first attack in the round bestows a negative level. The save DC to remove a negative level is DC 21. The save DC is Charisma-based.

Immunities (*Su*): A nebulim is immune to ability damage, ability drain, cold, death magic, energy drain, paralysis and poison.

Procreate (*Su*): A nebulim that consumes at least 10 Hit Dice worth of negative levels can use the latent positive energy to split into two creatures over the course of a single day. Each nebulim (*the parent and offspring*) possess the same number of hit points and are not linked in any way, though they are usually friendly towards one another.

Quickened Life (*Su*): Nebulim drain positive energy to feel more alive, to procreate and to stave off the effects of the negative energy coursing through their bodies. A nebulim that has bestowed at least one negative level gains a +2 bonus on attack rolls, damage rolls, saving throws and skill checks for 1 minute.

Rebuke Undead (*Su*): A nebulim can command or rebuke undead as a 12th-level cleric. Brain-eating zombies it creates with its energy drain ability do not count towards this total.

Spell-Like Abilities: 1/day - command undead (*DC 19*), deathwatch, desecrate, ray of exhaustion (*DC 20*). Caster Level 9th. The save DCs are Charisma-based.

Finally, if the PCs have already gone through Episode 1 and survived they are probably depleted in both hit points and spells, and are likely to remain so throughout this adventure. This makes the PCs more likely to save their resources against the normal zombies and expend them against more powerful foes such as the rigor zombies or Draguus himself.

THE FIRST WAVE (EL 8)

The bonfire celebration to mark the start of the Gold Rush season is almost over. If you are running this just after Episode 1, Preacher Toll has finished his sermon and the zombies are charred husks. Any townsfolk staring at the PC who drew the circle in the dirt begin to move off and talk of going to bed as the fire begins to die down. If the PCs arrive after Episode 1 they see much the same sight and are warmly greeted by Zelly and the other suppliers once their identity has been established.

In either event, Reet Zeggin, the owner of the Heart of the Rush offers the PCs the hospitality of his lodgings and asks his sons to take their bags. It is during this lull in proceedings that terror strikes Merzel's Fall.

In the fading light of the bonfire, the people of Merzel's Fall begin moving off to their lodgings, their faces wearied by their travels. As you watch them move off a high-pitched scream shatters the stillness, ululating in the night air for several seconds before cutting off just as suddenly. Around you, the townsfolk murmur discontentedly, looking about

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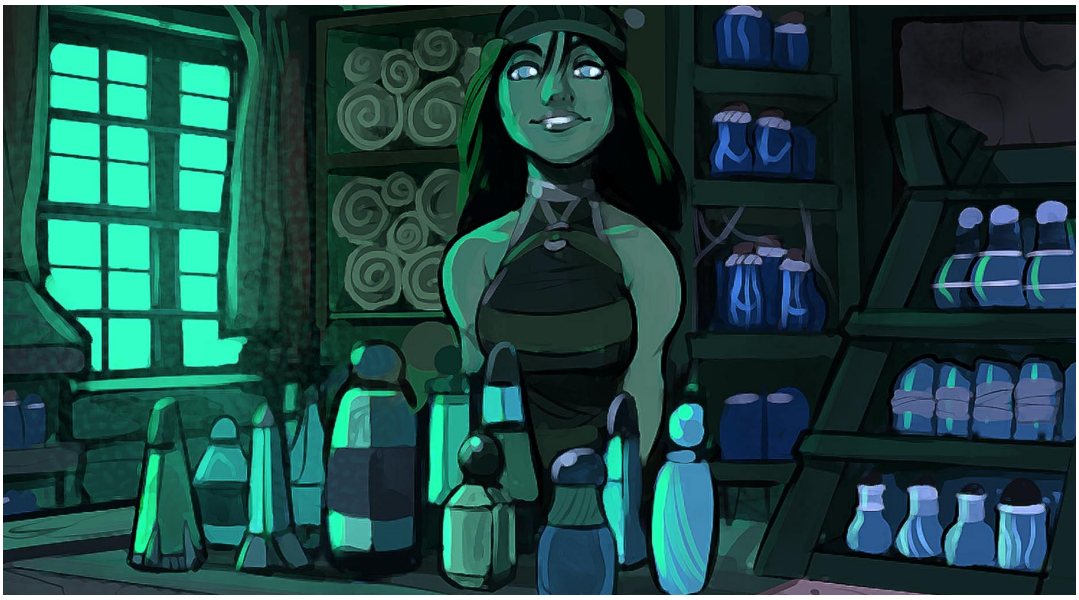

NOTES:

with nervous eyes as they try to discern the source of the noise. Then, just as they are about to dismiss the sound, a terrible groaning fills the air and moving into the firelight are a over a dozen figures, their flesh rotting off their bones and their eyes filled with terrible hunger as they shamble towards you.

The zombies attack the PCs in two groups, as indicated on the map of Merzel's Fall, each group of zombies made up of 11 normal commoner zombies taken from human and dwarven stock bolstered by the nebulim Aroshgilar. The zombies have been directed to capture as many townsfolk as possible and try to grapple the closest person (*probably a supplier*). The townsfolk themselves are scattered throughout the area and react with abject terror, fleeing or standing motionless as the zombies close in from all sides.

Unless the PCs order the townsfolk to move into the Heart of the Rush (*the only business actually open*) Reet quickly shouts for everyone to fall back to the inn and begins moving towards it. If PCs think of it first (*allow 1 round to pass before Reet says anything*) a DC 20 Diplomacy or successful Intimidate check is enough to get the suppliers moving and any not already headed in that direction begin moving that way.

Hardin and his brother hold off the zombies coming from the north until the suppliers can get inside the inn, but fall back and shut the doors as soon as they are wounded. Serinnel and Preacher Toll both run back to the inn and hide while Zelly heads for her store to pick up supplies to take to the inn. Unfortunately, her forward thinking gets the better of her and she ends up separated from the others and in need of rescuing.

Klay and sons (*if they are present and still alive*) seem unwilling to leave the PCs sides and try to help out against the zombies unless specifically told not to.

HUMAN AND DWARVEN COMMONER ZOMBIES (22) CR 1/2

Type: NE; Medium Undead

Combat Stats: HD 2d12+3; hp 16 each; Init –1; Spd 30 ft. (*can't run*); AC 11 (*touch 9, flat-footed 11*); BAB +1; Grapple +2; Melee slam +2 (*1d6+1*); Saves: Fort +0, Ref –1, Will +3.

SQ: DR 5/slashing, darkvision 60 ft., single actions only, undead traits (*count as 14 HD for turning purposes for the first 10 rounds of combat*)

Skills: –

Feats: –

Abilities: Str 12, Dex 8, Con –, Int –, Wis 10, Cha 1

Tactics: The zombies attack en masse, attempting to grapple PCs and townsfolk

into submission and drag them away. If they are attacked with enough force to cause them damage they strike back until their foes stop struggling. The zombies are not above joining forces to grapple a single target and are just as likely to drag off an unconscious or dead target as a living one. If possible, GMs should play up the horror of the attack, the relentless nature of their enemies and the sheer numbers of zombies pouring into town.

Development: If the zombies are turned, Aroshgilar uses his rebuke undead ability to break the turning. This is likely to warn the PCs that something is afoot, but the nebulim is virtually invisible against the night sky. If a PC specifically says that he or she looks up into the sky and has darkvision or low-light vision they can make a DC 15 Spot check to see the nebulim's wavering form disappear as it flies off out of sight.

If the PCs decide to stay out in the open and face whatever comes next instead of moving into the inn with the suppliers, feel free to throw a fresh group of 20 zombies and a few of the more powerful undead at them. Should they still not take the hint have one or two zombies enter the inn and attack the suppliers. This should be sufficient impetus for the PCs to retreat back to the Heart and deal with the problem whereupon Reet locks the door. PCs who insist on rushing back out to fight the large numbers of zombies pouring into town only have themselves to blame if they die.

Ad Hoc Experience: For every rusher that the PCs save award them 100 XP.

THE HEART OF THE RUSH

This inn and tavern is described briefly in the S.A.W. 2 Sourcebook, but becomes refuge for the suppliers and PCs during the zombie attacks. Two long wood cabins joined together by a rough wooden lean-to, the majority of the townsfolk end up in the taproom, defending the area from the zombie attacks. The cabin that serves as the inn is deserted during the battle, but PCs may be forced to lead the suppliers into this area if the other cabin becomes compromised. The areas of the Heart are described in greater detail below:

1. TAPROOM

Moving into the taproom you see several terrified men, women and children huddling in the crowded space. All around you zombies press their bodies up against the building in an unrelenting tide of undead flesh, as the remaining suppliers look towards you for answers.

This large room is where patrons come to spend their coin on ale and song. During the height of the rush it is a constantly packed and noisy place, but during the rest of the year is almost deserted. Several round wooden tables and dozens of chairs furnish the room, which is decorated with animal hides and tapestries brought by the Zeggin's to make the place more colorful. The walls are simple log beams joined together with pitch, while the floor is also wood and raised a few feet above the ground. The ceiling is constructed of arched wooden beams with strong wooden supports.

Two doors enter the taproom, the first one joining the taproom to area 2 and the second leading out to the town's center. Both are constructed of solid wood and stand up well to the normal zombies. Four rough square windows also pierce the walls and are covered with thin wooden slats that can be wound up or down to let in light or keep out the cold. The slats are just wide enough when open to allow someone to see outside (*and therefore cast spells*) or fire a hand crossbow or light crossbow through with a –2 penalty to the attack roll. When the slats are open the windows provide a +4 cover bonus to AC and a +2 cover bonus to any Reflex saves.

A stout stone fireplace dominates the southern portion of the inn and is kept lit throughout most of the day and night. A metal poker leans against the fireplace and above the fireplace is the head of the bear that mauled Reet, its mouth open in a silent roar.

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A short bar (*a recent addition*) completes the Taproom. Behind the bar Reet keeps a metal strongbox (*currently empty*) and a small collection of wine bottles for discerning drinkers. Tapped kegs line the wall behind the bar, as does the head of a gorgon slaughtered by a group of adventurers over 12 winters ago.

Walls: 6 in. thick; hardness 5; hp 60; break DC 20.

Doors: 2 in. thick; hardness 5; hp 20; break DC 20.

Windows: 1 in. thick; hardness 5; hp 10; break DC 15.

2. LEAN-TO

This rough wooden room joins together the two cabins that make up the Heart of the Rush. The area is where Erla and Reeta prepare patrons meals. The area includes a small wood fire stove, a cutting bench, a variety of pots and pans, and some simple cutlery (*crude-looking knives and spoons*). The area currently holds no food.

3. INN

Almost identical to the taproom save for its furnishings and accoutrements, the inn is filled with bunks bolted to the walls and a central space between them where people can sleep. Reet's wife Erla keeps several bedrolls for patrons wishing to sleep on the floor.

DEFENDING THE HEART

Most of this episode takes place in the Heart of the Rush, the zombies inexorably crowding in from all sides and attacking at Draguus' behest. While the taproom is a sturdy place it is not impenetrable, and there are several ways that PCs can assist in its defense.

Barricades: PCs might attempt to further reinforce the doors and windows with barricades. The handiest forms of barricade are the round tables situated throughout the taproom and the large kegs behind the bar. Both can be propped up against a door or window or even fixed into place with a few nails and a hammer. Doing so increases the hit point total of that door or window by 50% and increases the break DC by 5. Once a barricaded door or window is broken through, the table or keg used as a barricade is either pushed out of the way or destroyed. Barricading a door takes 2d4 rounds.

PCs and NPCs can also hide behind the tables and kegs (*or the bar*) to gain cover. The normal rules for cover apply (*+4 AC, +2 vs. Reflex saves*).

Organizing Resistance: Initially, most of the NPCs won't know what to do and do their best to huddle under tables or pray while the zombies attack. PCs can get the suppliers moving with a successful Intimidate check or a DC 15 Diplomacy check, though PCs need to make the check for each individual concerned unless they get the crowd's attention. Reet and Hardin (*and Zelly if she is present*) help with this and if asked for their input they gladly give it. Hardin is reluctant to hand control over to the party however and argues that he's the one who should be in charge.

Once the PCs have their attention they can organize the townsfolk to erect barricades arm themselves with weapons and the like (*they receive the same penalties with improvised weapons that PCs do*). When it comes to actual combat however, the PCs are largely on their own except for Hardin and his brother.

Spells: Spells such as hold portal and arcane lock (*often neglected by PCs*) are extremely handy for increasing the strength of the doors and windows. Mending or make whole can repair a damaged or destroyed door, window or barricade, and can mean the difference between zombies getting into the taproom or not (*or giving PCs extra time to formulate a plan*).

Weapons: There are several improvised weapons about the taproom that PCs can use if they lose their own weapons or are feeling game. Most of the weapons given below (*unless similar to existing weapons in the PHB*) are not meant for combat and those wielding them receive a –4 penalty to hit.

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IMPROVISED WEAPON CHART

Improvised Weapon	Damage	Critical	Type	Weight
Light Melee Weapons				
Ale flagon	1d3	×2	bludgeoning	1 lb
Fire poker (*small club)*	1d4	×2	bludgeoning	1 lb
One-Handed Melee Weapons				
Heavy chair leg (*club*)	1d6	×2	bludgeoning	3 lb
Two-Handed Melee Weapons				
Empty ale keg [1]	2d6	×3	bludgeoning	30 lb
Bear head (*hollow*) [2]	1d6	×2	piercing	25 lb
Gorgon head (*hollow*) [3]	1d8	×2	piercing	45 lb
Heavy chair	2d4	×2	bludgeoning	20 lb
Ranged Weapons [4]				
Molotov cocktail	1d3	–	fire	2 lb

1 *Unless they are emptied of ale the kegs in the taproom are simply too heavy to be used as weapons. Because of its unwieldy shape using a keg in combat also gives the wielder a –8 to hit unless they are size Large or larger.*

2 *If a creature scores a critical hit with the bear head they can either deal the normal double damage or choose to ram the bear head over the opponent's head, thus blinding him (refer to the PHB for particulars). Normal zombies and rigor zombies are too stupid to remove the head and typically stumble around blindly until they fall down.*

3 *The gorgon's head can be used in the same manner as the bear head on a critical hit.*

4 *A Molotov cocktail has the same range modifier as an alchemist's fire and deals 1 point of splash damage to creatures within 5 feet. Similar to an alchemists fire, a creature struck by a Molotov cocktail must make a DC 13 Reflex save or catch fire, taking 1 point of damage on the following round.*

Only four bottles in the taproom have enough alcohol content to be turned into Molotov cocktails.

See the next Page for a list of improvised weapons.

RESCUING ZELLY (EL 5)

Shortly after the PCs enter the inn they become aware that Zelly is missing and with a DC 10 Listen check can hear the gnome yelling obscenities at zombies in the distance. A PC looking out the front door of the taproom sees the following:

The commotion comes from Zelly's Supplies, where the doughty gnome holds off a mob of clamoring zombies with a few carefully aimed pots and pans. While Zelly is putting up a good fight it's clear that her attacks are having little impact on the walking dead, and it will only be a matter or moments before the zombies break into the store and drag her away to an unspeakable fate.

PCs that don't go to Zelly's aid see the zombies eventually break down the door and grab the gnome and cave her skull in to get at the fresh goodness within. If they allow this deed to occur the rest of the suppliers avoid the PCs at all costs and have nothing further to do with them when the crisis is over. Good-aligned clerics or paladins may also face serious repercussions.

Normal Zombies (*8*): hp 16 each; see statistics above for other details.

The safest way to get the Zelly out and to the safety of the Heart is to draw the zombies away from the store. A rogue or similar sneaky character could also sneak past the zombies and get the gnome out through the back door of her store, though to do so he or she would need to make a DC 30 Open Locks check to get past the door. Zelly is extremely grateful for being rescued and

rewards the PCs with her oil of invisibility (*we she sheepishly forgets to use in her panic*).

Ad Hoc Experience: If the PCs rescue Zelly they gain experience as if they had defeated a CR 3 monster.

THE SECOND WAVE (EL 8)

An hour or two after the first wave of zombies attacks the town and some time after rescuing Zelly, the second wave of zombies assaults the Heart. Like the first wave, these zombies are mostly of the standard variety, but accompanying the normal zombies are three rigor zombies created from the corpses of Rushers during rigor mortis.

Unlike normal zombies, the three rigor zombies are more than capable of smashing straight through the doors and any barricades set up by the PCs. When the rigor zombies' attack read the following:

Suddenly, a fresh wave of zombies surges towards the Heart. As one, their hands beat upon the walls and windows of the taproom to create a frightful din and cause the entire structure to shudder. While most of the zombies are cadaverous in appearance a few are fresh-looking and stumble towards the taproom with jerky movements. Unlike the others, their blows slam against the walls and doors with terrible force, splintering wood and cracking wooden beams as if they were little more than smokesticks.

HUMAN RIGOR ZOMBIES (3) CR 4

Type: NE; Medium Undead

Combat Stats: HD 8d12; hp 52 each; Init –2; Spd 20 ft. (*can't run*); AC 20 (*touch 8, flat-footed 20*); BAB +4; Grapple +9; Melee slam +9 (*1d6+10*); Saves: Fort +2, Ref +0, Will +6.

SA: Strongarm

SQ: DR 5/slashing, darkvision 60 ft., jointless, rigorous strength, single actions only, undead traits

Skills: –

Feats: –

Abilities: Str 20, Dex 6, Con –, Int –, Wis 10, Cha 1

Jointless (*Ex*): In addition to its low Dexterity, a rigor zombie lacks the ability to use any fine motor skills. They cannot use items or weapons or manipulate latches, levers, or the like, even if ordered to. A rigor zombie that falls prone must take a full-round action to stand up again, which provokes attacks of opportunity.

Rigorous Strength (*Ex*): A rigor zombies frozen muscles mean that its limbs act more like clubs, doing unusually large amounts of damage. A rigor zombie adds double its strength score to slam attacks.

Strongarm (*Ex*): A rigor zombie's powerful blows often knock unwary foes to the ground. On a successful slam attack, a rigor zombie may immediately attempt to trip its target to the ground without provoking attacks of opportunity. This ability otherwise follows the rules for trip attacks.

Zombies (*9*): hp 16 each; see statistics above for other details.

Tactics: The rigor zombies lead the attacks of the other zombies, two rigor zombies heading for the main door while the other rigor zombie smashes into area 2 and through the connecting door there (*taking an extra 2 rounds to do so*). Unlike the normal zombies, the rigor zombies deal an average of 13 points of damage per blow to the doors and any barricades, and are likely to make an entrance within a few rounds.

Once the rigor zombies have created an entrance they move into the taproom and begin raining blows on the nearest targets, while the normal zombies move in behind them. Hardin and his brother attack the zombies with their axes while Preacher Toll finally plucks up some courage and attempts to turn the zombies (*and has a good chance of succeeding since these zombies have not been bolstered by Aroshgilar*).

The zombies fight until destroyed. As with the first wave, GMs should play up the horror of the attack and describe the destruc-

NOTES:

tion of the zombies or death of hapless suppliers in gory detail.

Development: After the battle the taproom is probably in a shambles and needs repairs to make it defensible again. If Hardin is still alive he advocates leaving the Heart and heading into the hills to hide in the nearby mines, something that Preacher Toll vehemently agrees with. Zelly and Reet are both worried that such a trek would be suicide in the dark with so many zombies about and push the idea of moving all the survivors to the inn. This leaves the PCs as the deciding party.

Note: *This adventure assumes that PCs take Zelly and Reet's advice and move to the inn. If they follow Hardin's advice, the dwarf leads them to the mines in Episode 3. Unfortunately, Draguus is not so easily deterred and follows the survivors, attacking them at some point in their journey. This makes the final fight more difficult and the likelihood of the remaining suppliers getting to the mines safely an extremely unlikely prospect.*

THE FINAL WAVE (EL 9)

As dawn approaches in the battered town of Merzel's Fall PCs have the opportunity to regain lost spells and other daily use abilities. Once they have done so Draguus decides to attack the town with his most powerful zombies in a last ditch effort to take the Heart.

The rising sun shows you the carnage left by the zombies passing, body parts strewn about fallen mining implements and ravaged bodies lying in puddles of viscera and blood. Despite the horror it reveals, dawn also brings with it the prospect of hope as the remaining zombies withdraw from town.

Just as it seems the worst has passed, a hulking figure strides into view, an immense walking cadaver with one badly pulped face and a hideous stump where its second head should be. Moving with this behemoth are several reptilian zombies holding clubs and a horrid wooly rhinoceros zombie with several spears and arrows projecting from its festering hide.

Atop the rhinoceros is a large figure wearing filthy scale armor, his green flesh sloughing off of his body in long strips and his eyes glowing with feral light as he raises an ancient war horn to his rancid lips.

Draguus attacks with a force of four troglodyte zombies, a one-headed ettin zombie, and a wooly rhinoceros zombie (*now an extinct species throughout the mountain range*) that served Draguus as a war mount when he was alive and now continues to do so in death.

Draguus was a powerful barbarian king who was slain by the nebulim several hundred years ago. Since then he has served their whims, brooding in their caves while they slept. He remembers almost nothing of his former life and craves only flesh and brains.

Aroshgilar chooses to withdraw rather than let the coming dawn reveal his form to the PCs; positive that Draguus and his servants will quell any resistance remaining in the village

TROGLODYTE ZOMBIES (4) CR 1

Type: NE; Medium Undead

Combat Stats: HD 4d12+3; hp 29 each; Init –2; Spd 30 ft. (*can't run*); AC 16 (*touch 8, flat-footed 16*); BAB +2; Grapple +3; Melee +3 greatclub (*1d10+1*) or bite +3 (*1d4+1*) or slam +3 (*1d6+1*); Saves: Fort +1, Ref –1, Will +4.

SQ: DR 5/slashing, darkvision 60 ft., single actions only, undead traits

Skills: –

Feats: –

Abilities: Str 12, Dex 7, Con –, Int –, Wis 10, Cha 1.

Possessions: Greatclub.

ONE-HEADED ETTIN ZOMBIE CR 6

Type: NE; Large Undead

NOTES:

Combat Stats: HD 20d12+3; hp 133; Init –2; Spd 30 ft. (*can't run*); AC 20 (*touch 7, flat-footed 20*); BAB +10; Grapple +21; Melee +16 morningstar (*2d6+7*) or slam +16 (*1d8+7*); Saves: Fort +6, Ref +4, Will +12.

SQ: DR 5/slashing, darkvision 60 ft., single actions only, undead traits

Skills: –

Feats: –

Abilities: Str 25, Dex 6, Con –, Int –, Wis 10, Cha 1.

Possessions: Hide armor, morningstar.

WOOLY RHINOCEROS ZOMBIE CR 5

Type: NE; Large Undead

Combat Stats: HD 16d12+3; hp 107; Init –1; Spd 30 ft. (*can't run*); AC 18 (*touch 8, flat-footed 18*); BAB +8; Grapple +21; Melee gore +16 (*2d6+13*) or slam +16 (*1d8+9*); Saves: Fort +5, Ref +4, Will +10.

SQ: DR 5/slashing, darkvision 60 ft., single actions only, undead traits

Skills: –

Feats: –

Abilities: Str 28, Dex 8, Con –, Int –, Wis 10, Cha 1.

DRAGUUS, KECHSHAR ZOMBIE CR 6

Type: CE; Large Undead

Combat Stats: HD 10d12; hp 65; Init –1; Spd 30 ft.; AC 24 (*touch 8, flat-footed 24*); BAB +5; Grapple +17; Melee 2 claws +9 (*1d8+11*) and bite +8 (*1d6+4*); Saves: Fort +5, Ref +4, Will +7.

SA: Consume flesh, create spawn, devour mind, improved grab

SQ: DR 10/magic, darkvision 60 ft., undeath's defense, undead traits

Skills: Climb +18, Jump +16, Listen +11, Ride +5, Spot +11, Swim +15

Feats: Ability Focus (*devour mind*), Multiattack, Power Attack, Weapon Focus (*bite*)

Abilities: Str 27, Dex 8, Con –, Int 13, Wis 6, Cha 15.

Possessions: +2 scale mail (*magically resizes for Medium-sized characters*), war horn.

Consume Flesh (*Ex*): A kechshar that successfully attacks its foe with a bite attack rips off a chunk of meat. The victim must make a DC 17 Fortitude save or suffer 2 points of Constitution damage from blood loss. The DC is Charisma-based.

Create Spawn (*Su*): Any creature killed by a kechshar's devour mind ability rises as a zombie 1d4 minutes after death. The kechshar does not have any special control over the zombie spawned from its ability.

Devour Mind (*Ex*): A humanoid's brain is the ultimate meal for a kechshar. As a full-round action after a kechshar has successfully grappled a foe, it consumes part of the victim's brain. A successful DC 19 Fortitude save negates this attack. If the attack is successful, the kechshar inflicts 2d6 points of Intelligence damage on the victim. A target whose Intelligence is reduced to zero is dead, its brain completely consumed by the kechshar. The save DC is Charisma-based.

Improved Grab (*Ex*): To use this ability, a kechshar must hit a Medium or smaller opponent with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Undeath's Defense (*Su*): The negative energy that fuels a kechshar's lust for flesh and brains also affords the creature a small semblance of protection. The kechshar may add its Charisma bonus to its saves as a profane bonus.

Tactics: Draguus appears on the other side of town and blows his war horn before sending his troglodytes and one-headed ettin zombie into battle. PCs have 3 rounds to prepare themselves (*set up ambushes, prepare defenses, evacuate suppliers, etc.*) before the zombies strike. The ettin zombie starts smashing its way into the taproom or inn, dealing 13 points of damage per blow and destroying most doors and barricades

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in a few rounds. It then starts attacking the closest thing in sight, blood randomly spurting from its bloody stump. The troglodyte zombies do likewise, hissing in hollow sepulchral tones as they lash out with their greatclubs.

Once the zombies are dead, Draguus charges towards the Heart on his rhinoceros mount blowing on his war horn as he does. The zombie rhinoceros makes gore attacks and fights as a normal mount while Draguus is in the saddle, following his commands as any living mount would. Draguus does not fight until his mount is destroyed or he is knocked off the saddle, whereupon he throws his war horn aside and attacks with his claws and teeth in an effort to devour the PCs succulent brains.

All the zombies (*including Draguus*) fight until destroyed.

Brothers in Arms

If Hardin is seriously hurt either during or before the final fight and Ganak is relatively uninjured, he takes the opportunity to murder his brother. PCs can make a DC 10 Spot check to notice Ganak's actions, but receive a –2 penalty to the check since they are being distracted.

How PCs react to this turn of events is up to them, but if they do not interfere, the brothers struggle while the zombies continue their attack. In this case you can either run the battle between the brothers as the PCs are fighting or simply tell the PCs the result of the clash.

If Ganak succeeds in killing his brother and is confronted for his actions he attempts to bluff his way free (*Bluff modifier +0*). If this does not work he flees at the first opportunity, only fighting if cornered. If Ganak escapes, he is captured by some zombies a few hours later and dragged before the nebulim to be made into a kechshar, the PCs facing him during one of the later episodes.

If Hardin is saved and Ganak is killed by the PCs he is shocked by his brothers' actions and falls into silence. Unfortunately, he does not thank the PCs for their aid and may even nurse a grudge against them if they had the opportunity to capture Ganak and choose not to take it.

Concluding the Adventure

With Draguus dead the rest of the zombies disperse and the PCs face no more threats. In the morning Zelly (*or one of the other surviving suppliers*) tells the PCs about Caba Dell's cabin in the mountains and asks them to check on her welfare. If you are intending to run the full trek this leads the PCs to the start of Episode 3.

Appendix A: Scaling the Adventure

The simplest way to scale the adventure down is to reduce the number of powerful zombies in the adventure, including one or two of the rigor zombies from the second zombie wave and the troglodyte zombies or one-headed ettin zombie from the final zombie wave. Removing large numbers of ordinary zombies spoils the flavor of the adventure and should be done only for very low-level parties. Another way to scale the adventure up is to give the PCs more help from the other NPCs, particularly Preacher Toll, who for most of the adventure cowers in the corner. Providing them with a cache of healing supplies is also an option.

As written the adventure should challenge even higher-level parties. If the difficulty does need to be increased, simply increasing the regular zombies' numbers or adding an extra few rigor zombies to the mix should be enough. Creatures like owlbears, stirges or wolves could also be drawn to the town by the noise of battle or the smell of bloodshed, adding an unknown element to the adventure.

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CHARACTER NAME | PLAYER

CLASS & LEVEL | RACE | ALIGNMENT | DEITY

SIZE / TYPE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

HP — TOTAL — WOUNDS/CURRENT HP — NONLETHAL DAMAGE — SPEED

AC — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER — DAMAGE REDUCTION

TOUCH — FLAT-FOOTED

INITIATIVE — TOTAL = DEX. MODIFIER + MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SCORE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE	=	+	+	+	+	+
REFLEX	=	+	+	+	+	+
WILL	=	+	+	+	+	+

CONDITIONAL MODIFIERS

BASE ATTACK BONUS — SPELL RESISTANCE

GRAPPLE — TOTAL = BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + MISC. MODIFIER

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

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SKILLS

MAX RANKS (CLASS/CROSS-CLASS) ___/___

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	APPRAISE ■	INT				
☐	BALANCE ■	DEX*				
☐	BLUFF ■	CHA				
☐	CLIMB ■	STR*				
☐	CONCENTRATION ■	CON				
☐	CRAFT ■ (_____)	INT				
☐	CRAFT ■ (_____)	INT				
☐	CRAFT ■ (_____)	INT				
☐	DECIPHER SCRIPT	INT				
☐	DIPLOMACY ■	CHA				
☐	DISABLE DEVICE	INT				
☐	DISGUISE ■	CHA				
☐	ESCAPE ARTIST ■	DEX*				
☐	FORGERY ■	INT				
☐	GATHER INFORMATION ■	CHA				
☐	HANDLE ANIMAL	CHA				
☐	HEAL ■	WIS				
☐	HIDE ■	DEX*				
☐	INTIMIDATE ■	CHA				
☐	JUMP ■	STR*				
☐	KNOWLEDGE (_____)	INT				
☐	KNOWLEDGE (_____)	INT				
☐	KNOWLEDGE (_____)	INT				
☐	KNOWLEDGE (_____)	INT				
☐	KNOWLEDGE (_____)	INT				
☐	LISTEN ■	WIS				
☐	MOVE SILENTLY ■	DEX*				
☐	OPEN LOCK	DEX				
☐	PERFORM (_____)	CHA				
☐	PERFORM (_____)	CHA				
☐	PERFORM (_____)	CHA				
☐	PROFESSION (_____)	WIS				
☐	PROFESSION (_____)	WIS				
☐	RIDE ■	DEX				
☐	SEARCH ■	INT				
☐	SENSE MOTIVE ■	WIS				
☐	SLEIGHT OF HAND	DEX*				
☐	SPELLCRAFT	INT				
☐	SPOT ■	WIS				
☐	SURVIVAL ■	WIS				
☐	SWIM ■	STR*				
☐	TUMBLE	DEX*				
☐	USE MAGIC DEVICE	CHA				
☐	USE ROPE ■	DEX				
☐	_____	___				
☐	_____	___				
☐	_____	___				

■ Denotes a skill that can be used untrained.
☐ Mark this box with an X if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

NEOEXODUS CHARACTER SHEET

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NEOEXODUS CHARACTER SHEET

CHARACTER NAME

PLAYER

CLASS & LEVEL

RACE

ALIGNMENT

CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

SPELLS

ITEM	PG.	WT.	ITEM	PG.	WT.
			TOTAL WEIGHT CARRIED		

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2 MAX LOAD)	PUSH OR DRAG (5 MAX LOAD)

MONEY

CP—

SP—

GP—

PP—

FEATS

SPECIAL ABILITIES

LANGUAGES

Inital Languages = Common + racial languages + one per point of Int Bonus

SPELLS

DOMAINS/SPECIALITY SCHOOL:

0:

1st:

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELLS SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0:		0
		1st:		
		2nd:		
		3rd:		
		4th:		
		5th:		
		6th:		
		7th:		
		8th:		
		9th:		

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NAME | RACE / CLASS | LVL

STR		INT		INTIV	
DEX		WIS		BAB	
CON		CHA		FORT	
AC		TOUCH		REF	
FLAT		SPEED		WILL	

MELEE
MELEE
RANGE
RANGE

HIT POINTS

Bluff
Diplom.
Hide
Listen
Move Silently
Search
Sense Motive
Spot

Languages

Special / Notes

DELAY or READY

UNCONSCIOUS

NAME | RACE / CLASS | LVL

STR		INT		INTIV	
DEX		WIS		BAB	
CON		CHA		FORT	
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CLASS

STR | INT | INTIV

LEVEL

DEX | WIS | BAB

ALIGN

CON | CHA | FORT

AC | TOUCH | REF

FLAT | SPEED | WILL

MELEE

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MELEE

RANGE

RANGE

Attacks (#)

Special / Notes

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RANGE

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MELEE

HIT POINTS

MELEE

RANGE

RANGE

Attacks (#)

Special / Notes

DELAY or READY

UNCONSCIOUS

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