

The Fifth Sepulcher

Instant Adventure for 4–6 characters levels 12–15



No sooner had you announced your names to the guards who stood upon the gates of Brynmoor, than you were rushed with all due haste to the castle and told that you would soon be granted audience before the king. Now you wait in the empty throne room.

A royal fanfare sounds from unseen trumpets, and a concealed panel behind the throne slips aside. A man who must be King Daqan steps through it and stands before you. You see a sadness in his eyes that is well masked, but not hidden.

“A fortnight ago a man was killed within the very walls of this castle. And in the days since then one deadly murder after another has been committed, and we have found ourselves helpless to thwart them. We know the undead lie behind these horrendous atrocities, but we do not know how or why. They strike without warning, entering our most secure chambers.

“Then, two days ago...” His voice trails off, and he stands motionless through a tense silence.

“Two days ago, my daughter was kidnapped from her chambers. They have taken her. I know not where. I...” His voice breaks, and his face twists in anguish. Then, as quickly as the moment came, it is gone. His voice is that of granite and steel, and his eyes pierce deeply into your own.

“My finest knights fight against the hordes on the frontier, and I fear that there remain none within this city with skill enough to save us from this evil which has descended upon our realm. Will you help us?”

“Will you help me?”

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LEGENDS & LAIRS

INSTANT ADVENTURE



The Fifth Sepulcher

by Justin Bacon

Requires the use of the
Dungeons & Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®



How to Use This Product

This adventure takes place in the world of Menarra, the setting of Fantasy Flight's bestselling *Diskwars* fantasy battle game. This provides a convenient frame of reference, but the adventure is specifically designed to be easily incorporated into any existing D&D campaign. Feel free to alter the names of places and characters and customize the details of the adventure to fit your own world.

You should be able to run this adventure in a single game session. You should read it through at least once and study those sections you will need to know well. In particular, you should familiarize yourself with the features and capabilities of new monsters and magic items introduced in the adventure. You may also wish to photocopy the map on pages 8 and 9, both for your own reference and to show to the players, if appropriate.

Dungeons & Dragons®

This adventure requires the use of the *Dungeons & Dragons® Player's Handbook*, Third Edition, published by Wizards of the Coast.® You won't be able to run the adventure without it.

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DM BACKGROUND

A thousand years ago, Vanal, the fifth king to sit upon the Laurel Throne of Brynmoor, formed a foul pact with the dark goddess Y'llan. Vanal saw that life upon this mortal world was brief, and he was unsatisfied. He did not wish to merely live the flickering life of a candle, waiting to be snuffed out—he desired to be an eternal flame that would burn bright until the final days of the world.

Y'llan offered Vanal eternal life among the undead, and power beyond his darkest imaginings. In return, a black bargain was struck: Vanal would sleep for a thousand years, while his malignant soul served as the focus for creation of an artifact of immense power—the Necromancer's Stone.

Now, the thousand years have come to an end... and Vanal has awoken.

THE ROYAL SEPULCHERS

Castle Athain, the Seat of the Laurel Throne, was built 1,217 years ago by King Haradik, the heir of King Athain the First, the First King of Brynmoor. Haradik commissioned the castle as a commemoration of Athain, and ordered that a Royal Sepulcher was to be constructed beneath the castle in which the bones of his father would be laid to rest.

When Haradik died, in turn, his daughter, Queen Elisabet I, ordered that a new sepulcher be built beneath Athain's, so that her father might rest for all eternity beneath the Laurel Throne as well. Over the course of the millennium that has passed since then, each of the Thirty-Seven Crowns has been laid to rest beneath Castle Athain—and the Royal Sepulchers have grown with each subsequent burial.

In the fifth sepulcher laid the remains of King Vanal, and there he remains still, lurking within its depths until his strength is fully returned and the final preparations of the Necromancer's Stone have been made.

RUNNING THE ADVENTURE

Whether King Daqan knows the undead are coming from the Royal Sepulchers is a decision left to the DM. If he does know, then the PCs will be escorted directly to area 1. If he doesn't, then the PCs will need to conduct an investigation, which will eventually lead them to the Sepulchers.

The characters will need to travel through the first four sepulchers in order to reach the fifth, where they will be able to confront Vanal and end his reign of terror before it begins. When they first

enter the crypts, they will be in the Sepulcher of Athain (areas 1–7). There are few monsters here, and your goal in this section of the adventure should be to cultivate an atmosphere of eerie dread.

As the PCs enter the second sepulcher (areas 8 and 9), this atmosphere will continue, until it explodes in a flurry of combat against a mass of undead. In the third sepulcher (areas 11–13) their skill will be pushed to its limits as they face opponents of epic proportions. In the fourth sepulcher (14–19), they may begin to piece together some of the details of Vanal's foul presence upon the throne a millennium ago, before finally confronting him in the fifth (20–27).

THE FIVE SEPULCHERS

1. ENTRANCE

Strange shadows dance upon the roughly cut stone of this small chamber. A lowered portcullis before you seals the entrance to the Royal Sepulchers, and whatever lies beyond it is lost in a gloom that your light cannot penetrate from here.

A lever on the wall next to the staircase operates the portcullis. Whoever accompanied the PCs here will operate it for them - raising it long enough for them to enter, and then lowering it again behind them. It is explained to the PCs that, although the undead seem to have found some way around the portcullis, every precaution will still be taken. They will also be told that someone will be stationed here to operate the portcullis for them again upon their return. However, if the characters descend past area 9 and then attempt to return, they will find the guard slaughtered—the undead have been using the secret passageway leading to area 3 to circumvent the security precautions.

2. THE CHAMBER OF ATHAIN'S GLORIES

Two desiccated corpses provide stark contrast both to the brightly colored murals that have been painted upon the walls and ceiling of this chamber, and to the finely tiled blue and white marble of the floor that has been worked into a representation of Brynmoor's Royal Laurel. An open doorway is set in each of the four walls.

The bodies belong to two wights that were created from the corpses in areas 3 and 4. They were killed by the last party to enter the sepulcher (see area 5). A PC with the appropriate Knowledge skill will recognize in the murals the stories of Athain's triumph over the orcish hordes; his defeat of the Uthuk barbarians; and the Laurel Coronation of King Athain by Lord Aethel'lor of the elves.

On a successful Listen check (DC 20) the PCs will hear the thudding noises from area 4.

3. TOMB OF THE MAGICIAN

A large stone sarcophagus lies in ruins here, offering testament to the chamber's purpose.

This is the tomb of Saumnur, one of King Athain's closest advisors and friends. If the PCs investigate the sarcophagus, they will discover that it was broken from the inside out. The body that was in the sarcophagus (and transformed into one of the wights in area 2), however, was not Saumnur's. Instead, the true body was hidden in the secret compartment in the north wall. Saumnur's body is gone now—Vanal's undead minions tunneled up from area 9A. The original switch for operating the door is inside the sarcophagus, but the door has been reworked so that it can only be opened from below. The other secret door here leads to area 1.

4. TOMB OF THE GENERAL

A ruined stone sarcophagus lies in the middle of the room, but your attention is seized by the echoing sounds of pounding coming from somewhere beyond the southern wall.

This tomb belonged to General Chathar, another friend and advisor to King Athain. As in area 3, the body in this room was a fake. Chathar's corpse, however, remains behind the wall. It was reanimated as a wight, but found itself trapped behind the wall. The switch for operating the door is inside the sarcophagus. If he's released, Chathar's wight will attack.

General Chathar (Wight): CR 6; SZ M (undead); HD 8d12; hp 55; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 natural); Atk: slam +8 melee (1d4+1, energy drain); Face 5 ft. by 5 ft.; Reach 5 ft.; SA energy drain, create spawn; SQ undead; SV Fort +2, Ref +2, Will +6; Str 12, Dex 15, Con —, Int 11, Wis 13, Cha 15; AL LE. Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. Feats: Blind-Fight.

5. ATHAIN'S COLUMNS

Normally this room would be a place of extraordinary beauty: Golden columns stand in its corners, each carved with elaborate bas-reliefs that spiral up into the shadowy recesses of the ceiling. Every inch of the walls have been covered in the elegant brush strokes of the elvish script. But this beauty has been despoiled: Bloody smears streak the columns, walls, and floor. Two bodies lay in ruins in the center of the room, and another against one of the columns, its head smashed upon the ancient sculptures. There is a portcullis identical to the one through which you entered in the far wall, and an open doorway is set in the south wall.

The columns, like the murals in area 2, tell the story of Athain's life, this time in sequential art that spirals up the columns. The elvish writing upon the wall is the name of every man who served in Athain's Legions, as a tribute to their valor and service. A switch located in area 7 operates the portcullis.

The bodies belong to a group of Daqan's knights who attempted to penetrate the Sepulchers. Although they successfully defeated the wights in area 2, when they reached Athain's tomb they were attacked by three shadows. Two of them were transformed into shadows, while three died here. Two more fell back to area 7.

The shadows remain, lurking near the ceiling. On a successful Spot check opposed by their Hide checks, a PC will see "the shadows suddenly shift of their own accord." If they are detected, the shadows will immediately attack. Otherwise, they will wait 1d6 rounds until they can catch the PCs unawares.

A *shield* +3, three rubies worth 500 gp each, and a coin purse with 25 gp can be found by searching the bodies here. Everything else has been destroyed and is beyond repair.

Shadows (4): CR 5; SZ M (undead); HD 8d12; hp 50, 51, 52, 53; Init +2 (Dex); Spd 30 ft., fly 40 (good); AC 13 (+2 Dex, +1 deflection); Atk: incorporeal touch +5 melee (1d6, temp Strength damage); Face 5 ft. by 5 ft.; Reach 5 ft.; SA strength damage, create spawn; SQ undead, incorporeal, +2 turn resistance; SV Fort +2, Ref +6, Will +7; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13; AL CE. Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7. Feats: Dodge.

Athain's Shadow: CR 7; SZ M (undead); HD 10d12; hp 65; Init +2 (Dex); Spd 30 ft., fly 40 (good); AC 13 (+2 Dex, +1 deflection); Atk: Claws (2) +5 melee (1d8 + 1d6 temp Strength damage); Face 5 ft. by 5 ft.; Reach 5 ft.; SA strength damage, create spawn; SQ undead, incorporeal, +2 turn resistance; SV Fort +3, Ref +7, Will +8; Str 14, Dex 14, Con —, Int 6, Wis 12, Cha 13; AL CE. Skills: Hide +10, Intuit Direction +5, Listen +7, Spot +7. Feats: Dodge.

6. ATHAIN'S CRYPT

Three richly decorated sarcophaguses lie in this elegant crypt.

Anyone with the appropriate Knowledge skills should recognize this as the crypt of King Athain the First. The other two coffins belong to his wife and youngest son. If opened, the coffins will prove to be empty (their occupants having been turned into the shadows in area 5). However, Athain's coffin still contains his *luck blade*, with a single wish remaining. (Note that King Daqan won't appreciate the characters looting the Royal Sepulchers.)

7. HARADIK'S MURAL

Two more mutilated bodies lie here at the top of a flight of narrow stone stairs that descend out of sight. Another blood-spattered mural, done in a style similar to those you have already seen, adorns the wall.

As these knights retreated here from area 5, they ran into a troop of zombies emerging from the staircase. Caught between the two groups of undead, and badly outnumbered, the knights fought fiercely to their death.

The murals here depict Haradik's coronation. This room was the first part of Queen Elisabet's expansion of the Sepulchers, but was consciously done to emulate the existing style.

8. HARADIK'S TOMB

This simple chamber stands in stark contrast to the ornate decoration of the crypts above. A geometric pattern done in fading blue pigment is all that sets this room apart from bare stone, but what it lacks in ornamentation is compensated for in size. The dichotomous relationship between the massive proportions of the space and the simplicity of the plain stone coffin that lies near the far wall grants the latter an unexpected grandeur.

Haradik's body still rests within his coffin. It has been resistant to the effects of the Necromancer's Stone thanks to a *power consecrate* spell that was cast upon this room—a gift from the gods for Haradik's deeds in the Battles of the First Age. However, the Stone is beginning to break through this divine protection. If the PCs open his coffin, they will find the body within warped, twisted, and slowly metamorphosing as the Stone attempts to transform it. Undead who pursue the characters to this room will be unable to follow them.

9. HALL OF SERVITORS

At the bottom of the stairs you come into a narrow passageway, barely large enough for you to traverse single file. Off to your left it seems to lead into a large chamber, but to the right it stretches away into shadow.

If the PCs go to their left they'll end up in area 8. When they proceed down the length of the hallway to the right, read the following:

Both walls of the hall have been painted with a sequence of stylized portraits. Obvious tributes to the long dead, they seem to look down upon you with a judgment from beyond the grave.

Behind each of the paintings is a crypt containing a member of Haradik's court. Vanal has used the Necromancer's Stone to transform all of them into undead, and they remain behind the walls as a primary wall of defense against incursions into the Sepulchers. When the PCs reach the midpoint of the corridor, secret doors will swing open and the undead will emerge. The characters will be forced to fight single file (in two directions at once), while the wraiths and specters will take advantage of their incorporeal forms to strike at them from the walls using hit-and-run tactics.

9A: This compartment contains a hole in the ceiling that leads up to area 3. It also contains a wraith (see 9D).

9B: These chambers contain bodak.

9C: These chambers contain mummies.

9D: These chambers contain wraiths. Although their doors will fly open like the others, the wraiths will actually go through the walls and emerge to attack the characters.

9E: These chambers contain specters, which will take actions similar to those of the wraiths in 9D.

Bodak (10): CR 8; SZ M (undead); HD 9d12; hp 58; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 15 (+2 Dex, +3 natural); Atk: slam +6 melee (1d8+1); Face 5 ft. by 5 ft.; Reach 5 ft.; SA death gaze; SQ undead, damage reduction 15/silver, fire and acid resistance 20, electricity immunity, sunlight vulnerability, flashbacks; SV Fort +3, Ref +5, Will +7; Str 13, Dex 15, Con —, Int 6, Wis 12, Cha 12; AL CE. Skills: Listen +11, Move Silently +14, Spot +13; Feats: Dodge, Improved Initiative, Weapon Focus (slam).

Mummies (7): CR 6; SZ M (undead); HD 12d12+3 hp 114; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk: slam +6 melee (1d6+4 and mummy rot); Face 5 ft. by 5 ft.; Reach 5 ft.; SA despair, mummy rot; SQ undead, resistant to blows, damage reduction 5/+1, fire vulnerability; SV Fort +4, Ref +3, Will +10; Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 15; AL LE. Skills: Hide +8, Listen +9, Move Silently +8, Spot +9. Feats: Alertness, Toughness.

Specters (2): CR 7; SZ M (undead); HD 7d12; hp 45, 46; Init +7 (Dex, Improved Init); Spd 40 ft., fly 80 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk: incorporeal touch +6 melee (1d8 and energy drain); Face 5 ft. by 5 ft.; Reach 5 ft.; SA energy drain, create spawn; SQ undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness; SV Fort +2, Ref +5, Will +7; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15; AL LE. Skills: Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13. Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Wraiths (3): CR 7; SZ M (undead); 10d12; hp 64, 65, 66; Init +7 (Dex, Improved Initiative); Spd 40 ft., fly 80 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk: incorporeal touch +5 melee (1d4 and Constitution drain); Face 5 ft. by 5 ft.; Reach 5 ft.; SA Constitution drain, create spawn; SQ undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; SV Fort +2, Ref +7, Will +7; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15; AL LE. Skills: Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12. Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

10. STAIRS

The stairs end at a plain wooden door.

The door has been sealed with an *arcane lock* spell.

11. HARADIK'S LEGIONS

As you step through the door you find yourself standing atop a long flight of broad stone stairs that lead down into a chamber whose immense proportions stretch out of sight among the shadows. To your horror you realize your flickering light is playing off what must be hundreds of armed figures below!

This chamber is, in fact, filled with harmless terra cotta statues,

each fashioned in the precise likenesses of the surviving members of Haradik's Legions, who served with him on the Plains of Loth. Once the PCs discover their mistake and let their guard down, however, the real danger will present itself: At either end of this hall were the 40-foot-tall remains of Haradik's Giants, which have now been animated by the Necromancer's Stone. These colossal skeletons will attack 1d4 rounds after the PCs reach the bottom of the stairs.

Colossal Skeletons (2): CR 9; SZ C (undead); HD 32d12; hp 200, 215; Init +5 (Dex, Improved Initiative); Spd. 40; AC 13 (-8 size, +1 Dex, +10 natural); Atk: 2 claws +16 melee (2d8+8); SQ undead, immunities (cold, 1/2 damage from slashing/piercing weapons); SV Fort +10, Ref +11, Will +18; St 26, Dex 12, Con —, Int —, Wis 10, Cha 11; AL N. Feats: Improved Initiative.

12. ELISABET'S ANTECHAMBER

Two sets of golden double doors face each other in this red-carpeted chamber. Six golden thrones—in two rows of three—face each other, and six figures sit upon the thrones.

These are six of the Seven Daughters of Brynmoor. The seventh, of course, is Queen Elisabet, who was interred in area 13. Each of the Daughters is under the effect of a permanent *gentle repose* and *magic circle against evil enchantments* (cast at 20th level). These spells have kept their bodies perfectly preserved, and protected them from the effects of the Necromancer's Stone.

The Daughters were prepared in this manner against the prophecy that they would rise again to save Brynmoor in her darkest hour. If the PCs take the proper actions (casting *raise dead*, for example), this could be that hour. The Daughters are 8th to 12th level sorcerers. However, if the enchantments are disrupted without returning the Daughters to life (through the use of a *dispel magic* spell, for example), the Stone will immediately transform the Daughters into lichens.

13. THE CRYPT OF FIENDS

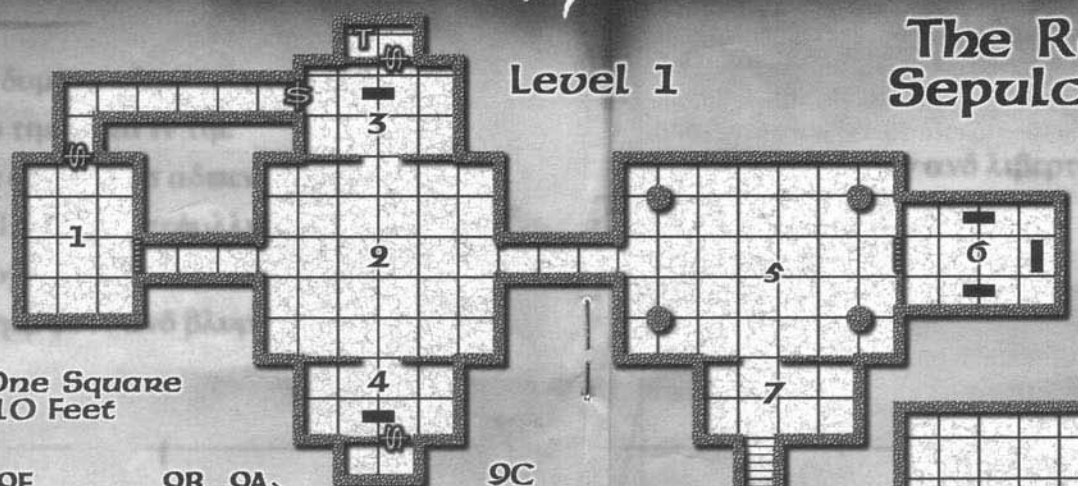
As the door swings open you are suddenly blinded by the bright lights beyond: A hall more than thirty yards in length and half as high lays before your eyes, lit as brightly as if it rested beneath the noon-day sun. As your eyes clear, however, the light is no longer your primary concern. At the far end of the room, gathered around an altar upon a dais, are three demonic forms, the guttural gibbering of their foul tongue echoing to your ears. Flanking them are twenty-foot-tall shadows, shadows shaped like men... shadows that move.

One of the figures at the altar is a cornugon in thrall to Vanal. He is here performing the ritual that will seal the preparations of the Necromancer's Stone (see below). The other two are his kyton servants, who are lending their outer planar essence to the ritual. The shadows are nightwalkers, sent to guard the devils until their ritual is completed. The nightwalkers will attack first, attempting to keep the PCs away from the ritual until it can be completed, which will



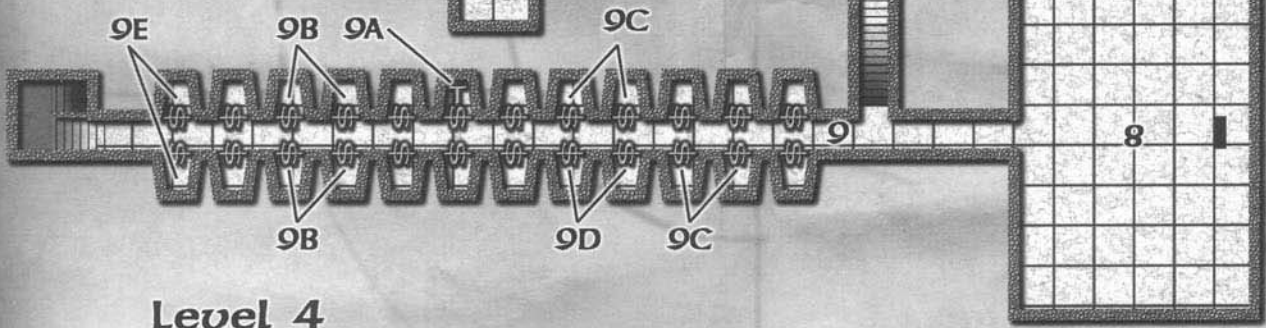
The Royal Sepulchers

Level 1



Scale: One Square Equals 10 Feet

Level 2



Key



Stairs



Door

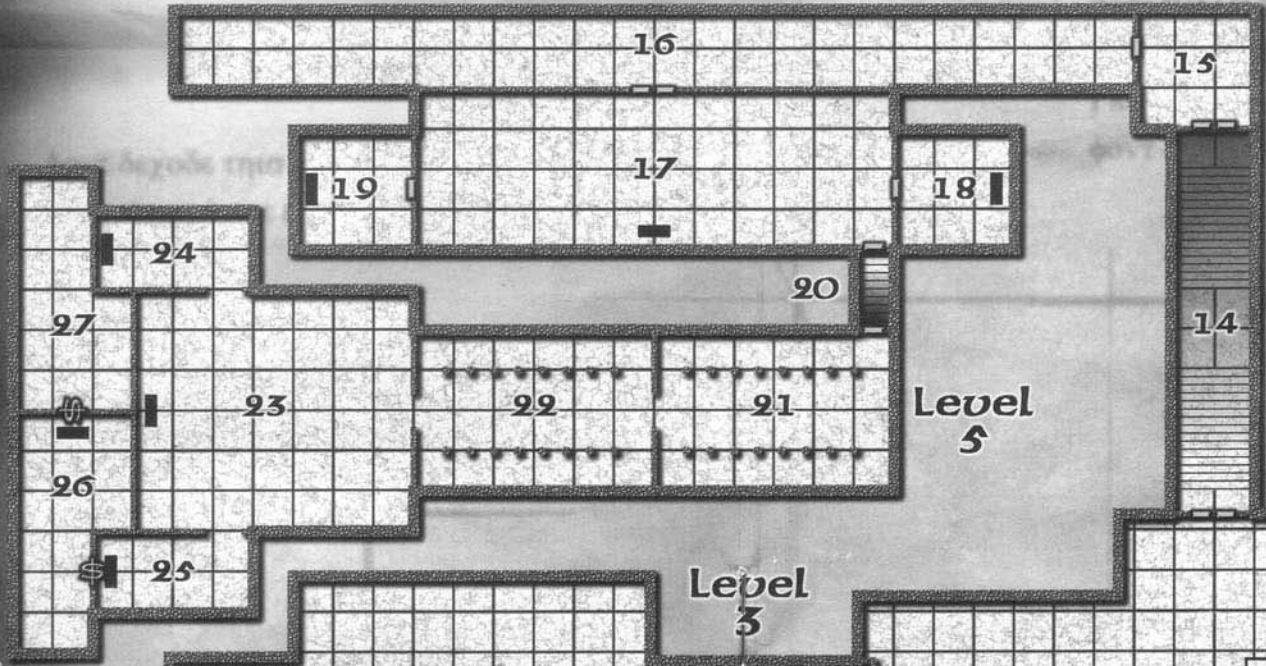


Tunnel Entrance



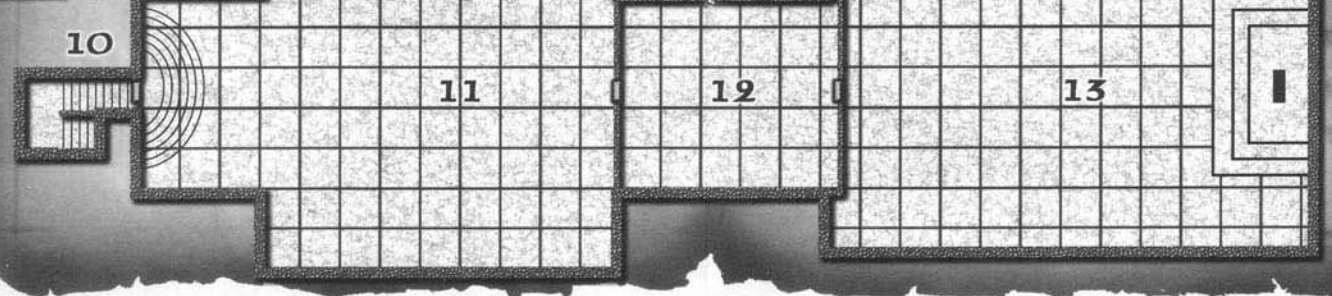
Secret Door

Level 4



Level 5

Level 3



happen 1d20 rounds after they enter the room. Once the ritual is completed, the kyton will move in as well, while the cornugon will dispel the *daylight* spell and harass the characters from a distance with his spells. The nightwalkers and kyton will fight to the death, but if the cornugon feels his life is threatened, he will use his *teleport without error* ability to flee to area 26 and warn Vanal of the characters' approach.

An early part of the ritual was the sacrificial killing of a virgin—and the chosen victim was King Daqan's daughter. Her ruined body lies upon the altar. She cannot be raised, because her soul has been trapped as per a *soul bind* spell in the Necromancer's Stone in area 27.

Queen Elisabet—the Seventh Sister (see area 12)—rests in a secret compartment beneath the altar (a fact the other Sisters know).

Cornugon (1): CR 10; SZ L (outsider); HD 11d8+33; hp 82; Init +1 (Dex); Spd 20 ft., fly 50 (average); AC 25 (-1 size, +1 Dex, +15 natural); Atk: whip +15/+10/+5 melee (1d6+5 and stun) or 2 claws +15 melee (1d4+5), bite +9 melee (1d4+2), tail +9 melee (1d3+2 and wound); Face 10 ft. by 10 ft.; Reach 15 ft.; SA spell-like abilities; SQ damage reduction 20/+2, SR 24, fire and poison immunity, cold and acid resistance 15, see in darkness, telepathy, regeneration 5; SV Fort +10, Ref +8, Will +9; Str 21, Dex 12, Con 17, Int 14, Wis 14, Cha 14; AL LE. Skills: Bluff +14, Climb +16, Concentration +15, Hide +7, Listen +14, Move Silently +14, Search +14, Sense Motive +14, Spot +14. Feats: Cleave, Power Attack, Sunder.

Kyton (2): CR 6; SZ M (outsider); HD 8d8+8; hp 43, 45; Init +4; Spd 30 ft.; AC 18 (+8 natural); Atk: 2 chain rakes +9 melee (1d8+1); Face 5 ft. by 5 ft.; Reach 10 ft.; SA dancing chains, unnerving gaze; SQ damage reduction 20/+2, SR 17, cold immunity, regeneration 2; SV Fort +7, Ref +6, Will +6; Str 13, Dex 11, Con 13, Int , Wis 10, Cha 12; AL LE. Skills: Climb +12, Craft (blacksmithing) +10, Escape Artist +11, Listen +13, Spot +13. Feats: Alertness, Improved Critical (chain), Improved Initiative.

Nightwalkers (2): CR 12; SZ H (undead); HD 10d12; hp 62, 68; Init +6; Spd. 40 ft., fly 20 ft. (poor); AC 26 (-2 size, +2 Dex, +16 natural); Atk: 2 slams +20 melee (2d6+6); Face 10 ft. by 10 ft.; Reach 15 ft.; SA nightshade abilities, crush item, evil gaze, spell-like abilities, summon undead; SQ undead, aversion to daylight, cold immunity, resistances (fire, acid, electricity), spell immunity (4th level or lower), detect magic, see invisibility, telepathy, damage reduction 25/+3; SV Fort +7, Ref +9, Will +14; Str 35, Dex 14, Con —, Int 20, Wis 20, Cha 18; AL CE. Skills: Concentration +19, Hide +12 (+20 in darkness), Listen +22, Move Silently +19, Spellcraft +19, Spot +22. Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Sunder.

14. GRAND STAIRS

A marble staircase runs down between walls that tower thirty feet above you, with an elegantly preserved red carpet running down the center of them. You can see another door at the far end of the stairs.

As the PCs start down the stairs read the following:

You hear the eerie howling of wolves coming from somewhere behind you.

After 1d4 rounds, the doors at the top of the stairs will burst open and a pack of shadow mastiffs and ghost worgs will come chasing after the PCs. If the PCs turn around to investigate, they will run into the pack, which is returning from a hunt on the surface, as they enter area 12.

Shadow Mastiffs (7): CR 5; SZ M (outsider); HD 4d8+12; hp 30 each; Init +5; Spd 50 ft.; AC 14 (+1 Dex, +3 natural); Atk: bite +7 melee (1d6+4); Face 5 ft. by 5 ft.; Reach 5 ft.; SA bay, trip; SQ shadow blend, scent; SV Fort +7, Ref +5, Will +5; Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13; AL NE. Skills: Listen +8, Spot +8, Wilderness Lore +7. Feats: Dodge, Improved Initiative.

Ghost Worgs (3): CR 4; SZ M (undead); HD 4d12+8; hp 36 each; Init +2; Spd fly 50 ft. (perfect); AC 15 (+2 Dex, +2 natural, +1 deflection); Atk: bite +7 melee (1d6+4), incorporeal touch corruption (1d4, 1d4+3 vs. ethereal); Face 5 ft. by 5 ft.; Reach 5 ft.; SA trip, corrupting gaze; SQ undead, incorporeal, rejuvenation, turn resistance +4; SV Fort +6, Ref +6, Will +3; St 17, Dex 15, Con —, Int 6, Wis 14, Cha 14; AL NE. Skills: Hide +15, Listen +17, Search +8, Spot +17, Move Silently +7, Wilderness Lore +2. Feats: Alertness.

15. LANDING

This is an empty, stone room.

16. HALL OF ARMOR

This long hall with a door in the south wall is lined by suits of armor. Two sinuous, flying snakes, nearly twenty feet long each, with a single claw extruding near their heads, swim through the air towards you.

The ravids in this room will animate the armor and weaponry, which once belonged to the personal guard of King Athain II, to attack the PCs.

Ravids (2): CR 5; SZ M (outsider); HD 3d8+3; hp 15, 16; Spd fly 60 ft. (perfect); Init +0; AC 25 (+15 natural); Atk: tail slap +4 melee (1d6+1 and positive energy lash), claw +2 melee (1d4 and positive energy lash); Face 5 ft. by 5 ft.; Reach 5 ft.; SA positive

energy lash, animate objects; SQ fire immunity, flight; SV Fort +4, Ref +3, Will +4; Str 13, Dex 10, Con 13, Int 7, Wis 12, Cha 14; AL NE. Skills: Listen +7, Move Silently +6, Spot +7. Feats: Multiattack.

17. ATHAIN THE SECOND

What was once a royal burial chamber is now a foul scene of bloody butchery. The bodies of a man and two children have been spiked to the wall above the ruined crypt with blackened spears, a grim and foreboding omen for the door that lies beyond them. Two other doors have been reduced to splintered ruins on the left and right sides of the chamber.

These bodies, in fact, belong to King Athain II and his two sons, the Princes Atur and Sethal. When they lived a thousand years ago, Vanal saw to the murder of his elder brother, Athain, and then poisoned his two heirs. They were interred with the minimum of ceremony that Vanal could manage. When he awoke two weeks ago, Vanal used the nascent power of the Necromancer's Stone to bring all three of them back to life—and then proceeded to torture them back to death again.

18. CRYPT OF THE FIRST HEIR

The heavy stone lid of the small, empty sarcophagus in this room lies haphazardly to one side of the room, as if it had been callously tossed aside by some creature of amazing strength.

This is where Prince Atur's body was laid to rest before Vanal came for his second revenge.

19. CRYPT OF THE SECOND HEIR

This room is identical to area 18, except that it was the resting place of Prince Sethal.

20. STAIRS

These stairs lead from area 17 to area 21.

21. VANAL'S HALL

The two rows of columns that run down the middle of this hall, along with the walls beyond them, are covered in sickening murals depicting Vanal's reign. Vanal saw to the preparations of his sepulcher before his "death," and these represent his own twisted perception of his "glorious accomplishments." Darkness spells have been cast upon four of the columns here, shrouding the hall in magical darkness.

22. HALL OF WRAITHS

This hall is identical to area 21, except that four wraiths (see area 9 for stats) stand guard here and will attack the PCs as they enter. The sounds of combat may draw the devourers in area 23.

23. THE FALSE CRYPT OF VANAL

This burial chamber has been sumptuously decorated with gold and silver. A jewel encrusted coffin stands directly before the door.

This is a false crypt. Vanal's body actually lay in area 26.

Two devourers stand guard in the entrance to area 25, assuming they weren't drawn off by the PCs' fighting the wraiths in area 22, out of sight of the entrance. They'll attack the PCs as soon as they're aware of their presence.

Devourers (2): CR 11; SZ L (undead); HD 12d12; hp 74, 76; Spd 30 ft.; Init +4; AC 18 (-1 size, +9 natural); Atk: 2 claws +11 melee (1d6+5); Face 5 ft. by 5 ft.; Reach 10 ft.; SA energy drain, trap essence, spell-like abilities; SQ undead, spell deflection, SR 21; SV Fort +4, Ref +4, Will +11; Str 21, Dex 10, Con —, Int 16, Wis 16, Cha 17; AL NE. Skills: Climb +10, Concentration +18, Jump +17, Listen +17, Move Silently +12, Spot +17. Feats: Alertness, Blind-fight, Combat Casting, Expertise, Improved Initiative, Weapon Focus (claw).

24. FALSE TOMB

Although less impressive than the outer chamber, this crypt also displays a sumptuous wealth of gold, silver, and jewels.

If the PCs open the coffin here they will discover it to be empty, with no signs that it was ever occupied.

25. ENTRANCE TO VANAL'S CRYPT

This room is identical to area 24, except for the presence of a secret door that leads to Vanal's actual tomb. Sliding the coffin forward opens the door, which requires a Strength check (DC 30) or magic.

26. THE TRUE CRYPT OF VANAL

As the secret door swings aside, you hear a shout from the next chamber: "Kill them! Kill them all!"

This is Vanal's true crypt. Vanal waits within it, guarded by an elite guard of 10 skeletons specially prepared a millennium ago for his return to this world. Also with him is a cornugon (two cornugons if the one from area 13 escaped the PCs earlier), who is acting as his liaison to the goddess Y'llan. As combat breaks out, the cornugon will slip away through the secret passage to area 27—have the PCs make a Spot check at DC 15 to notice them go. If Vanal was aware of the PCs approach, he will have prepared defensive spells (such as *mage armor* and *protection from good*).

Skeletons (10): CR 2; SZ M (undead); HD 4d12; hp 26 each; Spd 30 ft.; Init +5; AC 15 (+1 Dex, +4 natural); Atk: 2 claws +4 melee (1d6+4); Face 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, immunities; SV Fort +1, Ref +2, Will +4; Str 18, Dex 12, Con —, Int —, Wis 10, Cha 11; AL NE. Feats: Improved Initiative.

Vanal, 11th level Lich: CR 13; SZ M (undead); HD 11d12+3; hp 74; Spd. 30 ft.; Init +7; AC 19 (+3 Dex, +5 natural, +1 ring of protection); Atk: touch +7 melee (1d8+5 and paralysis), wand of unholy searing light +11 ranged (10d8 to non-undead; 5d6 to undead); Face 5 ft. by 5 ft.; Reach 5 ft.; SA spells; SQ Undead, +4 turn resistance, damage reduction 15/+1, immunities; SV Fort +4, Ref +7, Will +10; Str 15, Dex 17, Con —, Int 19, Wis 14, Cha 13; AL LE. Skills: Concentration +15, Hide +15, Scry +14, Search +16, Sense Motive +10, Spellcraft +18, Spot +15. Feats: Combat Casting, Craft Wondrous Item, Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Necromancy), Still Spell, Toughness. Spells: *endure elements, hold portal, mage armor, obscuring mist, magic missile, darkness, blur, ghoul touch, scare, fireball, hold person (3), vampiric touch, halt undead, wall of fire, bestow curse, polymorph other, animate dead, dismissal, chain lightning.*

27. THE NECROMANCER'S STONE

The hideous, demonic creature you saw slipping into this secret chamber is still here, crouched over a blackened orb. Behind it is the green glow of a magical gate.

The orb is the Necromancer's Stone, and the cornugon is preparing to take it back to his home dimension, and from there, to his Dark Goddess.

CONCLUDING THE ADVENTURE

If the characters fail to defeat Vanal and seize the Necromancer's Stone, Vanal's power will continue to grow, gaining two levels per week until he reaches 20th level. If you allowed the PCs to stop the sacrifice of the princess, then this progression is delayed until Vanal can successfully perform an appropriate sacrifice. The Necromancer's Stone will also grow in power until, one month after the PCs first enter the Sepulchers, the dead will rise throughout Brynmoor and Vanal will crush the city to dust before him. His undead armies will spill forth from the ruined city, and the Necromancer's Stone will be used to fuel the march of the undead hordes across the world.

If the characters defeat Vanal, but the Necromancer's Stone remains in the Royal Sepulchers, the Stone's power will grow unchecked: Brynmoor will still succumb to a rising tide of undead, unless the PCs can correct their mistake.

If the cornugon escapes with the Stone, it will take the artifact to Y'llan. The dark goddess may choose to give it to one of her other mortal servants, from whom the characters may soon hear.

If the PCs succeed, there remains an open question as to what should be done with the Stone. It is a powerful artifact capable of many great things, but it is also innately evil. If it remains intact, there will doubtlessly be some conflict over who will control it.

FURTHER ADVENTURES

1. Even with Vanal defeated and the Stone removed or put in check, there may still be a need to finish clearing out the undead created in the other 32 levels of the Royal Sepulchers. And there's

always the possibility that Vanal was just a diversion in the dark goddess's true plan... and that an even greater evil lurks somewhere beneath the castle.

2. If the Seven Sisters are awakened from their long "sleep" through the actions of this adventure, their role in the new world might merit some exploration. And if they weren't, there's nothing stopping them from waking sometime in the future.

3. If Vanal manages to escape somehow (perhaps by fleeing with the cornugons), the adventure has only just begun.

NEW MAGIC ITEM

THE NECROMANCER'S STONE

The Necromancer's Stone is one of the Primal Stones—like the Philosopher's Stone. The original stone was destroyed by the Order of Paladins nearly 2,000 years ago, and it had been thought that its evil had been banished from the world forever. However, the dark goddess discovered the secret of creating a new Stone, and used Vanal to accomplish it.

In game terms, the Stone is capable of creating the following spell-like effects as per a 20th level caster — *animate dead, control undead, create greater undead, create undead, death knell, desecrate, gentle repose, halt undead, soul bind* (placing the soul in the Stone), and *unholy blight*.

The Stone can also be used to raise dead, whether the normal time limit has expired or the soul resists. The current wielder of the Stone is permanently under the effects of *death ward*, gains a +10 to the use of necromantic spells, and has a +20 bonus to saves against necromantic effects.

When wielded by the focus point that created it, the Stone is capable of even more powerful feats—but these are beyond the expression of specific mechanics, and are left in the hands of the DM to determine.

Caster Level: 30th; **Weight:** 10

