

4E FOREVER

Issue #1

- A New World
- Tales of the Lost City
- Scalemail: 4e Mass Combat
- Zombies

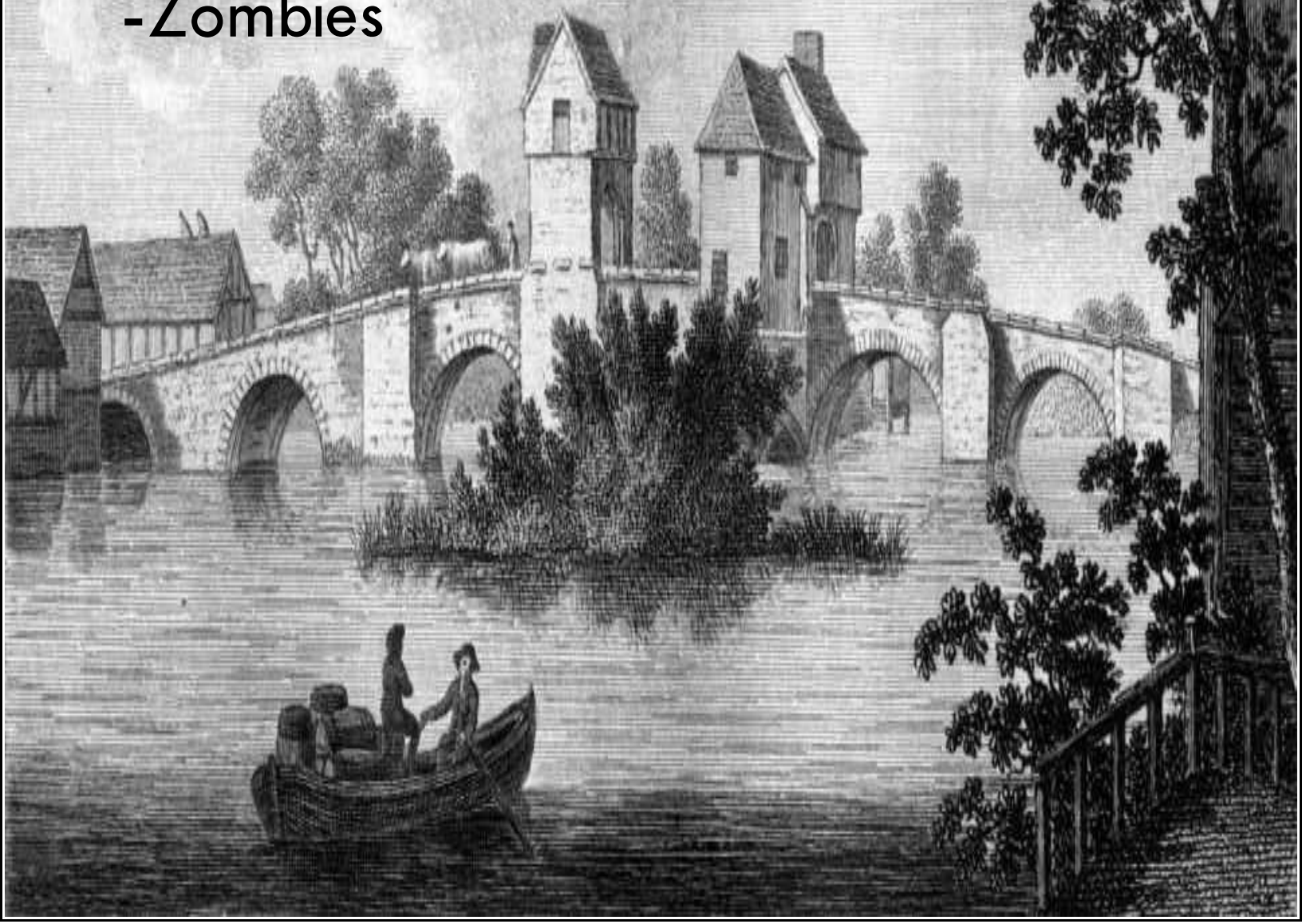


TABLE OF CONTENTS

-Mundane Gear.....	Page 3
-A New World.....	Page 4
-The 4e Forever Grimoire	Page 11
-The Town of Bridgepuddle.....	Page 27
-Scalemail: 4e Mass Combat.....	Page 61
-Tales of the Lost City, Part One.....	Page 83
	-Bestiary.....Page 119
	- Tricks and Traps.....Page 148
-Submissions and Feedback.....	Page 153

**On the cover: Bill and Kip Chapman leaving Bridgepuddle, Serd.*

Created, edited, and written by frothsof, except "Scalemail", written by Will Doyle at Beholder Pie; reprinted with kind permission. Professional cartography by the legendary Crypt Thing, Robert Waluchow. Original artwork by Timothy Reynolds. All other artwork is public domain in the USA. Everything else is covered by the GSL. For more on 4e Forever magazine please visit: <http://frothsof4e.blogspot.com/>.



DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20. DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.

MUNDANE GEAR

Hello and welcome to 4e Forever, a free fanzine for the 4th edition of the world's greatest roleplaying game. It is with great excitement that I bring you this first issue, and I hope there will be many more to come. I have been very inspired by other fanzines out there that support other editions of the game. 'Zines such as Footprints, OD&Dities, Oubliette...they help keep games alive, and allow players to create and share their own material. As 4e's print run wound down to a close, I found myself feeling that the game had a lot further to go. I wanted to share my ideas that I had been featuring on my blog and to create something fun that 4e fans could work on together. So here we are. If you haven't guessed, "Mundane Gear" is the name I will be using for the editorial section.

I knew what I wanted from this mag: to support high-level 4e play exclusively, and to bring more elements of the classic editions into 4th edition. Yet it took me a minute to think of how to frame it all. That's when it hit me—all of the material in 4e Forever will be tied to a new "core world". That isn't to say you cannot use this material in your current game; on the contrary, I imagine much of the material will be easy to drop into any campaign. Still, if you like the content and want to set your game in the new world, you will find inspiration and ideas here to help you. I really want your help, too! Later in this issue I have some information on how you can help shape the world by submitting your own ideas, artwork, and what have you.

As far as the current look of the mag goes, I am using a lot of old-school fonts and public domain art. I had the great honor of having "Crypt Thing" Robert Waluchow do some cartography; see more of his work at <http://cryptthing.blogspot.com/>. His help has made this issue much, much better than it otherwise would have been. Big thanks to Will Doyle from Beholder Pie for letting me reprint his excellent "Scalemail" mass combat rules for 4e. They really are a triumph and it feels good to draw some more eyes to them. Check out more of Will's designs at <http://beholderpie.blogspot.com/>. Thanks also to Timothy "Morpho" Reynolds for his amazing original artwork. It turned out better than I could have even imagined.

I would also like to thank everyone that helped playtest some of the material. It made the magazine better. The biggest thing I think I learned from the playtest is that sometimes you just have fundamental differences in opinion with people, and that is ok. It is actually to 4e's great credit that it can be played in completely different ways. 4e is ultimately quite flexible and versatile, just like D&D should be.

Let's be honest, I am not an expert graphic/game designer. Heck, I barely managed to put this thing together by the skin of my teeth! I am just someone that is passionate about both 4e and the classic editions, and I hope you will enjoy this attempt to marry them. This has been a lot of fun and a surprising amount of work, but I am happy to finally present to you my magazine, 4e Forever.

frothsof

A NEW WORLD



An Introduction to
the 4e Forever Setting
by frothsof

THE WORLD

The game world in 4e *Forever* magazine is divided into two large continents that are separated by miles and miles of ocean. Inhabitants of the southern continent call their land **Soro**. The northern continent is called **Serd**. The distance between the two land masses is great enough that inhabitants of each continent are not aware of the other. Although Humans on both continents share a common ancient ancestor (as evidenced by a very similar “Common” language), the prevailing cultures are quite different.

This overview gives you a brief, general description of each continent. This is not a “gazetteer”; this is a loose framework to be added to over time. Towards the end of each section there are notes on classes and races typical for the settings, and a look at how each continent specifically supports high Paragon and Epic Tier play.

SORO

Soro is mostly wild and dense jungle. All creatures borne of Soro are inextricably linked to the ancient magic and primal spirits of the land.

Soro consists of a land mass roughly the size of Greenland. Its northern and eastern coasts are dotted with hundreds and hundreds of small barrier islands. Due to the rugged nature of much of the terrain, travel in many areas is near impossible. As a result, cultures can sometimes be isolated from one another even when they are only a few miles apart.

Superficially, the civilizations of Soro resemble an amalgam of Mesoamerican, and American Indian cultures. Though there are perhaps sixty or more distinguishable tribes found in Soro, twelve larger bands make up the vast majority of the population.

An impersonal primal energy emanates from the the lands of Soro like some sort of nearly imperceptible hum. This power manifests itself in all things native to Soro. This is the meaning of the Cahota saying, “The mountain is alive”. Even a common ant in Soro can be a formidable foe to PCs.

The Warriors, Shaman and Medicine Men of Soro call on primal spirits to aid them in battle. People of Soro work with this magic in some capacity as part of their everyday routine. The inherent power of the land is well-known and woven into all aspects of their lives. Powerful men dwell here.



Among the mightiest Soron creatures are a variety of large, intelligent reptiles. While similar in appearance to the ancient dinosaurs of our world, these beasts also manipulate primal energies; this makes them considerable threats to even the most powerful adventurers. Referred to collectively as **Macatal**, they are a significant threat to Human tribes and Demi-Humans alike. Many of the most respected and honored heroes of the land are those that bravely battle these awesome foes. Initiation rituals inevitably lead young Warriors on treks not just to find themselves, but also to find and face Macatal.

There are considerable variations amongst the different types of Macatal. Some fly, some slither, some are clever, some not so much...but its safe to say that none of them are very pleasant creatures to encounter. Among the most powerful Macatal are the Saarn, who can bend and manipulate time itself.



While other races such as Goliath are known to exist in Soro, they are usually found only in the most remote areas, far from Human tribes. Human villages are usually just that-Human. However, trade with other races sometimes occurs at the edges of the Human lands, and ancient battles were said to have been fought side by side with some of them against common enemies. Children listen with fascination to tales of Minotaur and Wilden. Some Humans might go their entire lives and never set eyes on another race, but those with a taste for adventure may yet cross paths with some, and perhaps unite to face common challenges together like the days of old.



Although Sorons are blissfully ignorant of the rest of the world, divination rituals performed by the Medicine Men and Priestesses of certain temples indicate that change is on the wind. Their auguries

provide hazy images of strange sea vessels, bizarrely dressed humans, and alien cities. Unable to decipher these riddles, the Seers can only brace themselves for whatever is coming.

CLASSES AND RACES

The most typical classes found in Soro are Druids, Barbarians, Shaman, Wardens, Seekers, Fighters, Slayers, Scouts, Rangers, Ardents, and Psions.

Humans are the most abundant race, but there are also pockets of Half-Orcs, Wilden, Minotaurs, "Beastmen" (Orcs, Goblins, Hobgoblins, and the like), and a few Goliath. Some Shifters live openly among a few of the tribes. Due to the difficult travel in many areas of Soro, it is possible, even likely, for other races to be living on the continent unnoticed and undetected.

SORO IN PLAY

Soro is a very dangerous place. Primal power strengthens even the simplest creatures. Therefore, Soro provides a unique high-level experience: many creatures typically associated with "beginner" play, such as Giant Ants or Giant Rats, have become tremendous threats again. Even the gangliest Soron teenager is a Paragon Tier combatant. It is just the nature of the land. However, this power does not extend to any creature not born in Soro, no matter how long they stay.

SERD

Serd is the most commonly used name for the northern continent of the 4e Forever world; it is very different from Soro. The majority of Serd is now considered one large country (also called Serd). It was not always this way. Even as recently as 100 years ago, the continent was split into multiple

independent factions.

The predominant level of technology in Serd is close to that of the Enlightenment era. Gunpowder and firearms, while fairly crude and dangerous, are used in Serd.



Science has taken tentative steps, and doctors have managed to find cures for some common ailments. Some simple preventative behaviors that fight disease are known and widely employed. Elsewhere, fledgling experiments in balloon flight are taking place. Machines are becoming more sophisticated. All of these leaps forward have happened within the last one hundred years. Unfortunately, it was not Human ingenuity alone that spurred these advancements.

The expansion of the Human nation of Serd first began about one hundred years ago. Prior to this time, Humans were organized into clans-basically wealthy families of landowners who raised their own private armies. These clans united in order to drive the unwashed Beastmen (Orc, Ogre, Hobgoblin, and the like) from an area now called the Crescent. Most of the Beastmen were pushed back to the Endless Swamp, where they still dwell.

During the campaign, clan leaders discovered several ancient sites that predated anything else that

they had ever seen before. The discovery of legible, translatable scrolls within the structures led to the unification of the clans and the following "Renaissance". Ancient, esoteric wisdom was contained in the scrolls, and the secrets therein provided the blueprint for almost all scientific thought that has followed. The clans became the united nation of Serd, and the thirst for hidden knowledge drove the young nation's philosophy of ruthless expansionism.

While the majority of the knowledge found in the scrolls has helped all Serdians, a few of the former clan leaders became aware of other darker, more esoteric tomes and began the first mystery schools, initiating those that proved themselves worthy into the inner circle of a fraternal occult society. Though the government of Serd is ostensibly a militocracy, the central Serdian government is controlled by this inner circle. Members of this group include not only military leaders, but also the very wealthy, social scientists, and several Magic-Users. The inner circle employs a number of front organizations to recruit new members.

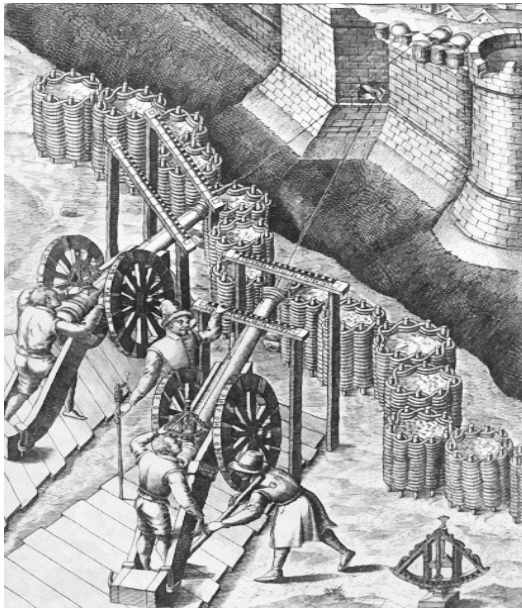
The scrolls found in the Beastmen sites also contained maps to other hidden shrines, many in Demi-Human territories. Craving the power and knowledge that the sites promised, Serdian leaders continued their military campaign, now against the Demi-Humans.

At that time, the Elven Forests stretched from the western portion of the continent to its center, and included a large stretch of the western coastline. This area was also the location of the Gnomes' famed underground complexes. The Elves, Gnomes, and a few Humans (mostly Druids and Rangers) rallied against the Serdians, but were eventually defeated. The Elves and Gnomes were pushed away from the western lands (where the sites were located) towards the center of the continent, where many still dwell. Some Elves and Gnomes fled into the still-uncharted Wilderlands of the north. Some live in Human cities.

In the thickest of the central forests, some Elves and Gnomes are still embroiled in guerrilla warfare with Serdian authorities. However, the Elves and Gnomes have such natural terrain advantage there that they are by and large ignored.

The Dwarves of the Eastern Ridge, not being particularly fond of the Elves, chose not to aid them in battle. This decision came back to haunt them, as the Dwarves were eventually overrun by the Serdian Humans. By that time, the Humans had a secret weapon, and the Dwarves were not ready for it.

Towards the beginning of the War, Serdian alchemists deciphered a scroll dealing with gunpowder and explosives. Seizing the possibilities of the new discovery, the best engineers and Artificers in Serd constructed the first cannons and firearms. Although they were crude and dangerous, with this awesome power the Serdians were simply unbeatable.



Generally speaking, Serdian forces did not treat defeated races cruelly or enslave them. They did, however, absorb their conquered lands. The races have assimilated poorly. Though outright violence between races is uncommon, there is a general undertone of racism towards Demi-Humans,

especially in southern Serd. Demi-Humans tend to be distrustful of Humans, and usually stick with their kind, only mingling when trade or circumstance requires them to.

Southern Serd is the most heavily populated area. It can be described as urban. The sprawling area was rapidly deforested during the War and now is a mass of concrete and bizarre architecture. A series of well-constructed roads leads out from this “heart” of Serd to multiple trading centers all over the continent. Only the Wilderlands, the Endless Swamp, and what is left of the Elven Forests remain untouched by Human hands.

THE WILDERLANDS

Distant reaches of Northern Serd remain wild and free. Dotted with ruins and remnants of long-ago peoples, these **Wilderlands** are still home to Human and Demi-Human alike. They mostly practice the old ways; Druids thrive here, and mingle with Fey races, who can cross easily in this area. Nymphs, Dryads, and less friendly Faerie maintain a presence here, withdrawing whenever any sign of Serd proper rears its head. Curious adventurers from the larger cities can seek out ancient treasure here. They sometimes search for the Wilderlands' inhabitants in order to gain knowledge of the old ways. Some visitors never return, having become enchanted by the land. Miles of difficult, near-impassable land provide a buffer between the Wilderlands and the northernmost Serdian cities.



SERDIAN MAGIC

Magic is somewhat rare in Serd. A Mage might take but one apprentice in his entire lifetime. Therefore, while Wizards certainly exist, they are few in number. Those that do practice the arcane arts are usually quite powerful, and it is a great honor to be selected to study with an Arcanist. Commoners are sometimes fearful of Magic-Users, sometimes fascinated.

A handful of Human Magic-Users became legendary figures fighting alongside the Serdian army in the War; some of these venerable Sages still live by virtue of necromantic rituals. Other Magic-Users help the inner circle search out ancient tomes. Grifters sometimes pose as Magic-Users.

CLASSES AND RACES

The most typical classes in Serd are Fighter, Rogue, Thief, Warlord, Cleric, Invoker, Artificer, Warlock, Sorcerer, Battlemind, Knight, and all form of Wizard. There are also Vampires, but they typically try to conceal themselves for fear of persecution. In the Wilderlands of the north, you will find Druids, Bards, and Monks.

Humans are the most populace race, but there are many other racial types found in Serd, including the traditional races (Elves, Halflings, Dwarves, Gnomes, Half-Orcs). Certain races, such as Shades, Vryloka, and Shifters, hide in plain sight amongst the general populace. In the Wilderlands, you also will find fey races represented: Hamadryad, Pixie, Hengeyokai, Satyr, and various types of Elves, including Drow and Eladrin.

SERD IN PLAY

Unlike Soro, there is no primal font of power infusing all things. In fact, almost every NPC encountered will be in most respects a 1st level Minion. Few Serdians

are of high level: the famed Magic-Users, some military men, Druids of the north. There are a few among the decadent glitterati and inner circle of the occult society. Those that have actually become privy to the hidden teachings will be of higher level.

Like Soro, Serd offers high-level 4e support in a novel way. The threat to PCs is not always from high level opponents. Firearms allow even the weakest of Humans, Demi-Humans, and Beastmen to wield considerable power.

In mechanical terms, firearms are typically assigned their own attack bonus, independent of the level of creature firing it. An NPC or whomever is wielding the firearm must have training or experience to use this attack bonus, otherwise they stand next to no chance to hit. Firearms in Serd always take at least a full round to reload. They also always have a chance of backfire, which can be lethal to the wielder.

STRONGHOLDS

Next issue will present stronghold rules for 4e Forever. Ambitious Barons enlist and field small armies in order to clear wild areas for new castles and manor houses. In Soro, the larger tribes seek to expand their reach and form new colonies in uncharted areas.

SCALEMAIL

This issue of 4e Forever contains Will Doyle's brilliant Scalemail mass combat system for 4e. This is the default system for mass combat for the magazine; future articles will support this system, incorporating it into the stronghold rules, adventures and more. An important facet of the 4e Forever is the backdrop of warfare. Scalemail brings the continents' warring factions to life.

SUMMARY

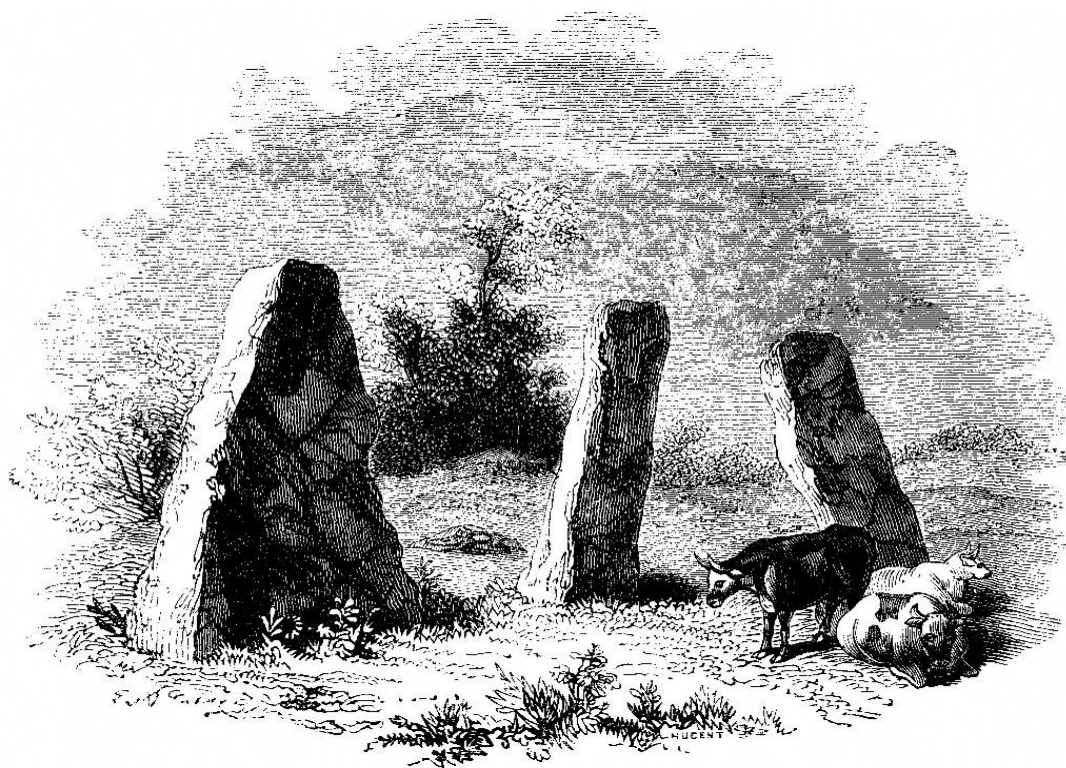
So there they are, the two continents of the 4e Forever world.

Serd, the lost world, powered by primal energies, filled with danger. Perfect territory for pulp adventures, its landscape is dotted with forgotten ruins guarded by fearsome beasts.

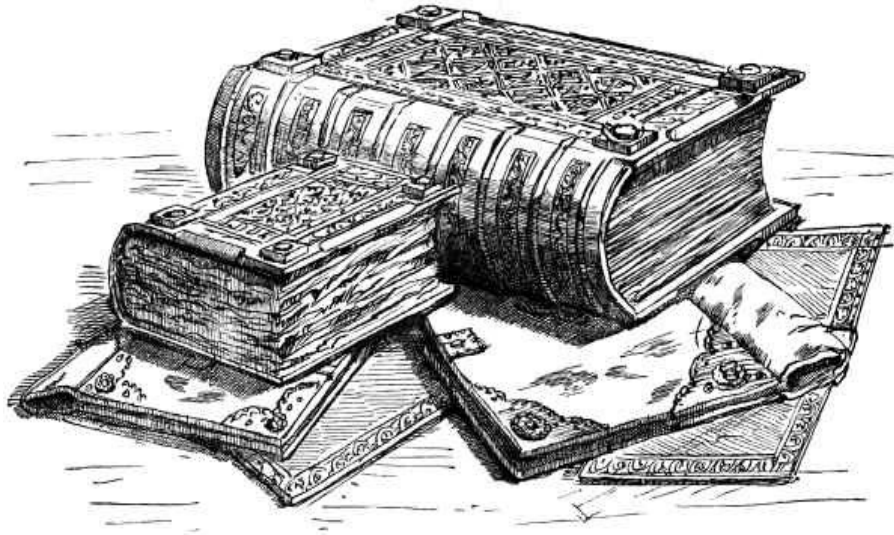
Soro, home to a decadent, sprawling empire run by paranoid cultists and war-weary butchers. Perfect for adventures of intrigue or conspiracy, or even Gothic horror. Werewolves and Vampyr walk amongst the living. Depraved and power-mad adepts of the mystery school attempt to bind evils that they cannot begin to understand.

These two continents are on a collision course. In Serd, certain uncovered texts indicate the existence of an unknown land mass to the south, across the ocean. In Soro, divination rituals suggest that strange visitors from the north will soon be arriving on the shores.

I am hoping that this general overview has given you some ideas. I have deliberately not started any large scale maps, as I would like to build a loose framework with a lot of breathing room before trying to map it. If you found these ideas inspiring, I would like to encourage you to help me build this world. There is some information on how to submit material at the end of this issue. I really need your help to make the world everything it can be, so check it out!



THE 4E FOREVER GRIMOIRE



INTRODUCTION

This magazine uses several alternate and/or additional rules for 4e. I encourage DMs to try out these rules and see how they play. Most changes or additions have been made either to inject 4e with old-school flavor or to attempt to fix some 4e issues, such as high-level encounter balance and slow encounter speed.

While material in the magazine assumes you will use these rules, most of it is interchangeable with “official” 4e material. In this issue, as well as future issues, you might see an article refer back to this Grimoire as a rules source. Additions to the Grimoire will be added from time to time as needed; it is a “living” document.

CHARACTERS

Equipment

Sunrods do not exist.

Feats

4e Forever players are allowed a free “Expertise” feat. This can include the Man at Arms feat.

Backgrounds

Players cannot choose previously appearing Backgrounds. Instead, a player presents a backstory to the

DM. The DM can choose to award a +2 bonus to a skill that has to do with the PCs backstory or to add a skill to their class list that has something to do with their PCs backstory.

Themes

Themes are allowed, although a DM might require a player to re-flavor a theme if it makes no sense within the setting.

Inherent Bonuses and Magic Items

4e Forever PCs are required to use the inherent bonus system. PCs cannot typically buy or create magic items.

Starting Play at Higher Levels

4e Forever supports high-level play exclusively. It stands to reason that some players might not already have a high-level PC and will need to make one in order to play. 4e Forever PCs should never start play with magic items, regardless of starting level. There are exceptions: some themes offer magic items and these should be allowed. Likewise, some classes might automatically start with a ritual book and a ritual.

A PC starts with their level x 100 gp. For example, a 14th level PC starts with 1,400 gp. A 21st level PC starts with 2,100 gp.

SPELLS

Rituals

Rituals follow the same rules in 4e Forever as they do in standard 4e, with one important exception: ritual scrolls do not require component costs to cast. The magic used to bind a spell to the page incorporates component costs into the creation of the scroll. Rituals performed from ritual books still require component costs.

Spell Research

4e Forever spellcasters have the ability to research and create their own spells. This is a joint exercise between player and DM, and uses the following rules.

1. A PC must be of 11th level or higher to attempt to research and create a new spell.
2. The player must notify a DM of this intention immediately upon leveling up.
3. The player and DM discuss the spell idea and whether it should be allowed in the game. It can be an Encounter, Utility, or Daily power (no At-Wills or Rituals). Both individuals should be honest about the power of the spell, and the spell's flavor should always reinforce something about the PCs personality, skills, and/or backstory. The new spell will be permanent, and will not be able to be replaced or traded

out at higher levels or through retraining. This will ensure that great care and thought goes into the design of the spell.

4. The player must give up a spell of the same type as the spell being created in order to gain the new one. **A player must designate his or her highest level spell of a certain type to be replaced.** For example, if a player just hitting 13th level wants to research a new Encounter power, he or she must designate their 13th level Encounter power as the spell to be replaced. They can use the power normally until it is replaced.

5. Researching a spell takes an entire level of play. It also costs the new power's level x 2,000 gp in various components and research material. So, in our example, the player will end up paying 26,000 gp for a 13th level Encounter power. If for whatever reason you are not using the Inherent Bonus system, new spells should cost the equivalent of a magic item of the spell's level.

6. The player and DM should work together to emphasize the flavor and action of the research over the course of the level. The DM could frequently ask the player what their character has been doing to research the spell. When the PCs take an extended rest, the player might talk about what their PC is reading, or what have you. When they enter a new town, the player might have their PC go check out the library or approach a Sage. Maybe a quest derives from it; maybe some NPCs aid in some way. Who knows, let the story decide. It is just flavor, of course, but when the spell is finally done, there will be more of a sense of accomplishment.

7. When the player hits their next level (14th in our example), the old spell fades away and the new spell is put in its place. Remember that this spell is permanent and cannot be trained away or replaced by another spell.

ADVENTURING RULES

Time

4e Forever adventures might instruct a DM to make a check based on a **turn**; a turn is ten minutes. Here are some examples of things that take a turn in 4e Forever:

- A combat encounter *combined* with the following short rest
- Checking for traps/disarming a trap
- Cautiously moving 20 or so squares (~100 ft) underground
- Reading runes from a stone wall
- Similar actions that require time and concentration

Traps

4e Forever uses new rules for traps. A trap has a *trigger* and an *effect*. A trap's triggered effect always behaves as an Opportunity Action unless otherwise noted. Most triggered traps do not make attack rolls; instead, a PC is usually required to make a saving throw to avoid a trap's effects. PCs trained in applicable Skills might be given small bonuses to their saving throws. Since 4e saving throws stay the same regardless of a PC's level, a single trap can now threaten PCs over multiple tiers of play. In addition, *trap damage no longer scales*. The damage simply is what it is. Traps are not assigned levels, and, as the traps typically do not attack, they no longer require constantly increasing attack bonuses that have historically lead to "trap bloat".

For example, while a falling stone block is lethal to low-level PCs, it can still pack a wallop against high-level PCs. A falling block trap does 50 points of damage. This will flat-out crush a 1st Level character, and still dent the hell out of an Epic suit of armor. PCs that are trained in Acrobatics might get a small bonus to their save, representing an increased chance to dodge the block.

The relative damage totals for different traps are assigned based on a rough comparison of their deadliness, and are somewhat arbitrary. So while a scything blade might do less damage than a falling two-ton block, a strong poison gas might just kill you outright, regardless of your hit points or armor.

Traps are presented in simple terms, with a brief description of the trap and what it does, along with a trigger and effect. The size of a trapped area, or the number of trapped squares, is left for to the DM to decide unless otherwise noted.

Specific Skill(s) that can be used to detect or disable traps are provided at the beginning of a trap's listing. **The DCs to detect and/or disable traps are always the Hard DCs of a PCs level.** This is the only way in which traps "scale".

Sample Trap: Falling Block Trap

Stepping onto the floor released a massive stone block from overhead, crushing the Elf.

-Detect: Perception or possibly Dungeoneering

-Disable: Thievery

-Trigger: A creature enters a trapped square.

-Effect: The creature must roll a saving throw. Creatures trained in Acrobatics receive a +2 bonus to the roll, representing an increased chance to dodge. On a failed save the creature takes 50 damage.

Morale

Morale is a very important concept in 4e Forever, woven inextricably into the game balance, and I strongly suggest that DMs use it if running any material from this magazine. It is a very helpful tool to help mitigate encounter difficulty and to increase the speed of play.

Morale in 4e Forever works much like it did in older editions. Most monsters are given a morale score from 2-12. During an encounter, the DM checks enemy morale when the first monster dies (or is otherwise knocked out of combat), and then again, if necessary, when at least half of the monsters are killed (or otherwise knocked out of combat). Each time that the DM checks morale, he rolls 2d6 *once* for the entire group of monsters. If the resulting number is higher than that of the highest remaining monster morale score, the monsters flee, surrender, or otherwise attempt to end the encounter. If the number is equal to or less than the score, they continue to fight. If the monsters do not fail a morale check on either roll then the DM does not check again; the monsters will not flee or surrender, regardless of Intimidation, etc. Minions do not affect morale and do not have scores; it is up to the DM whether or when an all-Minion group of monsters flees.

Use the following table as the guideline for Morale scores.

4e Forever Morale Score Table*

12 Will never flee or surrender; effectively immune to fear
9-11 Unlikely to flee
6-8 Average
3-5 Weak willed, flees easily
2 Always surrenders or flees after the first death of an ally

*The DM might also want to add or subtract a small modifier from a morale check, depending on the circumstance.

Reaction Tables

Reaction tables are used by a DM whenever the PCs encounter an NPC whose reaction or attitude towards the PCs is uncertain. If an NPC is *always* friendly, etc., it will be noted in the text. Otherwise, use these tables.

4e Forever Reaction Table for NPCs

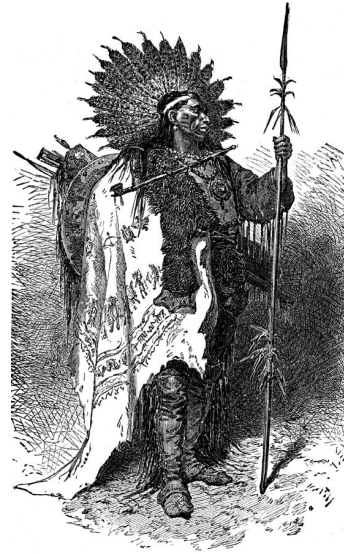
roll 2d6 once for NPCs and check the table below*

2 Unusually friendly
3-6 Friendly
7-9 Neutral/Indifferent
10-11 Unfriendly
12 Openly hostile

*If the NPC encountered and the PCs are from different continents, add a +3 bonus to the roll

Henchmen and Hirelings

4e Forever presents new rules for Henchmen and hirelings. Hirelings are much like you might remember them to be, but henchmen combine elements of old-school henchmen, men-at-arms, and “followers”.



General Hireling Notes

Hirelings have a level cap of 10. Hirelings do not usually accompany PCs on adventures; instead, if PCs need a specific good or service, they might seek out a hireling. Hirelings are assumed to have some sophistication and skill in a specific area, and thus are differentiated from common laborers. Assuming you are using the 4e Forever Treasure Tables and prices, the cost per day of employing a hireling is 2 gp x the hireling's level. Hireling level is based on a hireling's specific area of expertise rather than combat prowess. Therefore, a ship captain would be of higher level than a ship's mate. If raw materials are needed for their work, such as leather to make armor, then it should be purchased by the PCs. Hirelings may not typically employ firearms.

Hirelings are not slaves. If hirelings are abused verbally or otherwise by the party, check morale to see if the hireling will quit on the party. A hireling has a base morale score of 6.

General Henchman Notes

Henchmen typically accompany heroes on adventures, but like hirelings, henchmen cannot typically employ firearms.

Henchmen are automatically attracted to a PC when a PC first hits the Paragon tier (level 11), and then again on each following level-up. Henchmen will pledge their loyalty and services. Possible reasons for this fealty can be derived from previous adventures; it could just be that the word on the street is that the PCs are bad asses. Whatever the fluff, PCs will attract a number of henchmen equal to one-fifth of their level rounded down. The PC cannot have a number of henchmen in excess of one-fifth of their level at any time. Henchmen are replenished at each level up. Henchman attracted are always of the PCs level, and henchmen do not level up or track/receive experience points.

Example: A PC just starting the 14th level attracts two henchmen of the 14th level. If one of the two 14th level henchmen die over the course of the level, when the same PC hits the 15th level he will attract two new henchmen, both of the 15th level. The lucky henchman that survived it all is rewarded (see below), and continues on at level 14 without leveling up.

Henchmen have a morale score of 8, and they check morale whenever they are put in an extremely dangerous situation (such as triggering a trap, or having to dodge falling rocks), or the first time they are targeted with an attack in an encounter. If a henchman is not targeted during a given combat encounter, he should not check morale unless some other element, such as a trap, triggers the check. If a henchman checks morale after being targeted and does not fail his morale check, the DM does not check it again that encounter, or until there is another extremely dangerous situation. Henchmen also check morale when brought back from 0 hit points (see below).

At the discretion of the DM, henchmen could be paid a small cash allowance at the end of a successful adventure.

Henchman and Hireling Mechanics

Generally speaking, henchmen and hirelings are built from the same basic formulas that “official” monsters would use, but there are a few twists to remember.

Henchmen and hirelings can be considered as members of whatever race the DM desires, but they do not receive racial bonuses or powers. They may be considered to be of a specific race in order to qualify for a Theme (more on Themes below).

Henchmen and hirelings have 1 hit point, like a Minion; unlike a Minion, however, a henchman or hireling takes damage on a miss. Henchmen and hirelings always have a speed of 5. Their defenses are derived with the following formulas: level +14 = AC; level +12 = NADs.

Henchmen are able to make both an MBA and an RBA. These can be flavored however you like, but the statistics are always the same; both attacks always target AC, and the RBA's range is always 10. MBAs and RBAs deal $\frac{1}{2}$ level + 4 damage. Henchmen *always* use their level +5 as their bonus to hit an opponent's AC, and their level +3 as their bonus to hit an opponent's non-AC defenses (NADs).

Henchmen do not roll initiative, they always go together at the end of a combat round. The player with the highest initiative score's henchmen go first, then the second highest, and so on. Henchmen and hirelings cannot delay or ready actions. Henchmen and hirelings will always seek to avoid an auto-damaging effect, such as an aura.



Henchman and Hireling Themes and Skills

To add flavor to your game, each henchman and hireling is assigned a theme by the DM, as well as one trained Skill. Treat a henchman or hireling's trained skill check as $1d20 + 5 + (\frac{1}{2} \text{ their level})$. For all other skills, just add half of their level to a d20 roll. I suggest using only a small number of themes per group at a time to make it easier to track. In the magazine, you will see things like random theme tables, with the themes selected to fit the specific flavor of a given adventure.

Certain themes allow henchmen to use different powers. It is crucial to note that regardless of how a theme's power reads, henchmen always use the same attack bonuses vs a given defense (see below). If a henchman's theme power calls for a [W], or variable weapon damage, use a 1d8. Finally if a theme power's damage line mentions adding an ability modifier to a damage roll, always use $\frac{1}{2}$ of the henchman's level as the modifier.

Henchman Template

Name/Level

THEME: HP: 1 **MOVE:** 5"

AC: (level+14) **FORT:** **REF:** **WILL:** (each level+12)

MORALE: 8 **SKILL:** $5 + \frac{1}{2}$ level bonus to trained check, $\frac{1}{2}$ level untrained

MBA/RBA: Level+5 vs AC, $4 + \frac{1}{2}$ level damage

Sample Henchman

Martin of Edelby, Level 25 Henchman

THEME: Explorer **HP:** 1 **MOVE:** 5"

AC: 39 **FORT:** 37 **REF:** 37 **WILL:** 37

MORALE: 8 **SKILL:** Athletics +17, +12 untrained

MBA/RBA: +30 vs AC, 16 damage

Henchman and Hireling Death and Healing

A hireling cannot be raised from 0 hit points except by the Raise Dead ritual, but a henchman can be raised from 0 hit points once by a ritual or any other method of healing, including a potion or power. If a henchman hits 0 hit points for a second time, he is permanently killed, and cannot be raised from the dead under any circumstances. Remember that henchmen check morale when they are raised. Hirelings that are raised from the dead by ritual will always refuse to continue helping the party. Henchmen and hirelings will always seek to avoid an auto-damaging effect, such as an aura. Henchmen and hirelings do not make death saving throws; consider them automatically stabilized.

ENCOUNTERS AND COMBAT

Mass Combat

This magazine uses a specific set of rules for mass combat. The “Scalemail” system, designed by Will Doyle of Beholder Pie, is detailed later in the issue. Future issues will continue to utilize these rules.

MONSTERS

4e Forever Monsters are built to be more reflective of old-school editions, in presentation as well as play. There are new monster creation mechanics whose purpose is generally to simplify and streamline things for DMs. You will see variable encounter groups (“No. Appearing”), as well as monsters whose abilities do not always abide by typical 4e conventions. You will not see monster roles like “Skirmisher” in 4e Forever although there are the basics: Minion, Standard, Elite, Solo, and a new type, the **Savage**.



Savages

A Savage is an Elite monster that has been “buffed” enough to be run as a Solo. They provide for quick, violent bursts of combat. The Savage’s increased offensive power is balanced by its lower Hit Points; since they will not last as long as a typical Solo, they can be more deadly. Savages come in all shapes and sizes, but they will typically have many of the following features:

- Immunity to stun and dominate
- Make saving throws at the start and end of turn
- Attack at their Initiative and Initiative +10
- Multiple attacks per turn, including Minor and/or Free Action attacks
- Elusiveness
- Free action attack when bloodied
- Free action attack when dies
- 2 action points
- An auto-damaging Aura or the equivalent

Reaction tables

Reaction tables are used by a DM whenever the PCs encounter a wandering monster whose reaction to the PC is in question or uncertain. If a monster *always* attacks, etc, it will be noted in the text. Otherwise, use these tables.

4e Forever Reaction Table for Wandering Monsters

roll 2d6 once for monsters and check the table below

2 Friendly

3-5 Neutral; indifferent or disinterested in party

6-8 Unfriendly; will typically attack if PCs come within close proximity (75-100 feet), or if their lair is entered or violated

9-12 Hostile; attacks

Monster Hit Points

Hit points are now simply based on a single formula, no longer affected by a specialized role or Constitution score. The formula for a Standard creature's hit points is always **(Level x 8)+20**. Multiply this total by 2 for Elites or Savages, and multiply it times 4 for Solos. Minions, of course, have 1 hit point.

The 4e Forever Stat Block

The 4e stat block has been revised to incorporate a mixture of both the 4e stat block and those of earlier editions of the game. Information has been added, taken away, rephrased, and/or reorganized. Some of the changes are purely cosmetic and only serve to reinforce the old-school angle. A template is presented here without abbreviations, with guidelines added:

NAME

LEVEL/ROLE/XP

SIZE/ORIGIN/TYPE

HIT POINTS: (Bloodied Value) **MOVE:** **INITIATIVE:** **ACTION POINTS:** (if needed)

NUMBER APPEARING: **ENCOUNTER LEVEL RANGE:** (Average) **MORALE:**

ARMOR CLASS: **FORTITUDE:** **REFLEX:** **WILL:**

SENSES:

TRAITS: (Auras, Resistances, Immunities, Benefits, etc)

ATTACK:

-Primary attack routine: (Action Type; Usage; Limitations; Attack type/range; Number of attacks; Target); Attacks, Damage, and Effects; MBA (if any)

SPECIAL ATTACKS: (if needed; may include new attacks and/or augmentations to primary attack routine)

SPECIAL DEFENSES: (if needed; purely defensive powers are listed here)

SPECIAL MOVEMENT: (if needed; purely movement-related powers are listed here)

LANGUAGES: **INTELLIGENCE:** (Animal, Low, Average, Very, or Supra-Genius)

TRAINED SKILL BONUS:

UNTRAINED SKILL BONUS:

SAVING THROW BONUS: (if needed) **ALIGNMENT:** (Law, Neutrality, or Chaos)

TREASURE TYPE: (if needed)

About the Stat Block

While **Keywords** exist, they are usually only implied within the stat block. If a monster has a power that does cold damage, that power has the cold Keyword; as this will always be the case, there is no need to clutter the stat block with references to it. There are exceptions: if a power has the Charm or Fear Keyword, it will be noted in the stat block. An example of this can be seen in the Giant Rattlesnake's statistics (see the Bestiary later in this issue).

Name, **Level**, **Role**, and **XP** are all self-explanatory, although note again that the only Roles are Minion, Standard, Elite, Savage, and Solo. **Size**, **Origin**, and **Type** are unchanged.

Most encounters in 4e Forever have a random element to them. DMs usually roll for the "**Number Appearing**". A die roll expression will be listed on the stat block. Roll to determine how many of the creatures the party encounters. Next to this on the stat block is the **Encounter Level Range** that the die expression generates. The average encounter level that you will roll is in parenthesis.

Morale is listed, of course. Details of the 4e Forever Morale rules are given prior to this section of the Grimoire.

As previously noted, **Hit Points** in 4e Forever are generated with a single formula.

A creature's movement is expressed in inches. This is really for aesthetic, romantic reasons, and as 4e actually does use 1 inch grids, it makes no mechanical difference. Movement is also termed "**Move**" instead of "Speed" to further reflect the classic stat block.

Changes in **Initiative and Skill modifiers** are explained in detail below.

Action Points, defenses, Senses, Traits, Languages, and bonuses to **Saving Throws** are all familiar to 4e players and DMs, and the Attack verbiage ("Action Type", "Usage", etc) is the same as it ever was.

In 4e Forever, most creatures have a **Primary Attack Routine**. This is often a sequence of multiple attacks, such as "Claw/Claw/Bite". A creature's basic attack is typically included in the Primary Attack Routine, and will be noted in the attack's description. **Special Attacks, Special Defenses, and Special Movement** are then separated under their own headings.

Intelligence is not listed as a characteristic with a numerical value. The possible categories are **Animal, Low, Average, Very,** and **Supra-Genius**.

Alignment is presented in White Box terminology. While good and evil may exist and even correlate with these terms in many cases, good and evil are not mentioned in the statistics. There is only **Law, Neutrality,** and **Chaos**.

Treasure Types are detailed in the section on Treasure.

Monster Initiative and Skill Modifiers

Monster ability scores are not listed in 4e Forever stat blocks. This magazine employs a different technique to derive monster Initiative and Skill modifiers, using the updated Skill DCs of a monster's level. Specifically, it uses the updated Moderate and Hard DCs of a monster's level subtracted by ten.

To assign Initiative scores, the DM decides if it is a creature of somewhat average speed, intuition, etc (Moderate DC of its level-10=Initiative Modifier), or if the creature is lightning-fast and/or exceptional (Hard DC of its level-10=Initiative Modifier). To assign Skill bonuses, use the Hard DC-10 as the creatures' modifier for a trained Skill. For untrained skill modifiers, use the Moderate DC-10. Do not add half their level or anything to these, you are done.

To illustrate, let's say we are creating a level 28 monster. First, look up the level 28 Hard and Moderate Skill DC's. We find that these are 40 and 30, respectively. We then subtract 10 from both DCs, to get 30 and 20. These are the numbers we use the rest of the way. The DM decides whether the creature should have exceptional or average Initiative (+30 or +20), then assigns the Trained Skill Bonus (+30) and the Untrained Skill Bonus (+20).

If a situation arises where a creature needs to use a Skill, the DM decides on the fly whether a creature has “training”. For example, a Giant Eagle might have training in Perception, or a Spider might have training in Stealth. Other times, a DM may simply decide that a creature is so terrible at a task that it cannot even attempt a check.

TREASURE

Certain mechanics in 4e Forever, such as the forthcoming stronghold rules, require the use of the inherent bonus system to function correctly. The magazine assumes a DM is using inherent bonuses as the default system. 4e Forever uses a new economy and the DM is encouraged to use the 4e Forever Treasure Tables.

There are two basic categories of treasure: treasure carried by *individuals*, and treasure found *in a lair*. Much, much greater quantities of treasure are found in lairs. Conquering lairs should represent a *huge* challenge for PCs. An entire adventure could constitute a lair, or a literal army of monsters might lair in an immense cavern.

These tables are just guidelines; DMs should feel free to add and subtract items as they see fit.

There are six basic “treasure types”: three for lairs, listed from largest to smallest (A,B,C), and three for individuals listed the same way (D,E,F). DMs should feel free to combine treasure types; maybe an individual has (2 x D, E) or whatever. These tables require DMs to pick out the specific magic items that are found, but they are prompted for the treasure type (for example, “Arms Slot” or “Foot Slot”). As mentioned above, DMs should feel free to add items as they see fit to individuals or lairs.

In some cases treasure is automatic, i.e. always occurs. In other cases you will need to roll percentage dice to see if it appears.

You will see “Maps” being given out with certain treasure types; these could lead to other lairs and/or serve as plot hooks. If you would rather handle this a different way, just drop the maps.

4e Forever Treasure Tables

Lair Tables

	<u>1,000s copper</u>	<u>1,000s silver</u>	<u>1,000s gold</u>	<u>gems and jewelry*</u>	<u>magic items**</u>	<u>map</u>
A	50% / 1d12	50% / 1d12	50% / 1d6x10	50% / 2d12	3 +1 potion +1 scroll	yes
B	40% / 1d10	40% / 1d10	40% / 1d4x10	40% / 1d12	2 +1 potion +1 scroll	yes
C	40% / 1d6	40% / 1d6	40% / 2d12	40% / 1d6	1	no

*if gems and jewelry are indicated, roll on the Gems and Jewelry Table below

**if magic items are indicated, roll on the Magic Item Table below

Individual Tables

	<u>copper (pieces)</u>	<u>silver (pieces)</u>	<u>gold (pieces)</u>	<u>gems and jewelry*</u>	<u>map</u>
D	-	-	6d6	10% / 1d4	5% chance
E	-	6d6	-	-	no
F	6d6	-	-	-	no

*if gems and jewelry are indicated, roll on the Gems and Jewelry Table below

Gems and Jewelry Table (roll percentage dice for each individual piece)

Value in gp / Dice roll 01-100

50	01-30
100	31-60
500	61-80
1000	81-100

Magic Item Table (roll percentage dice for each unspecified magic item)

Dice Roll 01-100 / Item type

01-15	Weapon/Implement
16-23	Foot Slot
24-31	Head Slot
32-39	Arms Slot
40-55	Wondrous Item
55-61	Potion or Consumable
61-66	Ritual Scroll
67-74	Hands Slot
75-82	Waist Slot
83-94	Armor
95-100	Ring

Item rarity is not used. New magic items appearing in this magazine do not have levels or prices, and they are not regularly bought or sold. As 4e already has an abundance of magic items, you are unlikely to see many new items in this pages. When you do, they will be presented more as “story” items and might have a loose, narrative presentation.

PCs will not usually know the properties of a magic item until they use it. A PC must take a small sip of a potion, taste an herb, wield a sword, etc to know what it does. There are exceptions; should the PCs come across any purchasable rituals, ritual scrolls, or consumables, they will be “labeled”. In the default world there are no “magic shoppes”, though in Serd there are occasional curio shoppes that deal in potions, rituals, and the odd wondrous item. In Soro, as magic permeates almost everything, many plants and herbs have magical qualities and behave much like potions.

DUNGEON MASTER INFORMATION

Skill Challenges

There are no skill challenges in 4e Forever.

Disease

4e Forever uses alternate rules for Disease. Any PC that is exposed to a disease does not get a saving throw; they simply contract the disease. There are no “stages” of a disease; the effect is what it is. A PC can make an Endurance check at the end of an extended rest. If the PC beats the Hard DC of his level, he recovers; if he fails, he still has the disease. Rituals, such as Remove Affliction, work as usual against disease.

The Poisoned Condition

Many creatures deal poison damage, but in 4e Forever there is also a new condition, “Poisoned”. Any time that you see an effect in a monster stat block that causes another creature to be poisoned, it always means the same thing.

-*Poisoned*: A poisoned target is weakened, slowed, and grants combat advantage (save ends). If the target is not bloodied, its hit points drop to their bloodied value. On each failed saving throw, the target's hit points drop to zero.

Poisonous creatures can usually only use this effect once a day; they need to take an extended rest in order to regenerate their poison. It is typically determined by a random die roll whether a creature is currently poisonous.

Adventure Design

Adventures in 4e Forever hearken back to the old days. You will see hex crawls and random tables, old-school maps with 10 foot to 1 square scale, random encounters, and many other classic design elements. DMs are given a lot of freedom to make their own maps and design encounters on the fly, to expand on the provided adventures as they see fit, and/or to just let the PCs off the leash for a while and chill. Many modules that will appear in this fanzine could best be described as location-based sandbox adventures. I hope that they allow DMs to improvise and “wing it” in a way that was not perhaps commonplace in many published 4e adventures.

THE TOWN OF BRIDGEPUDDLE

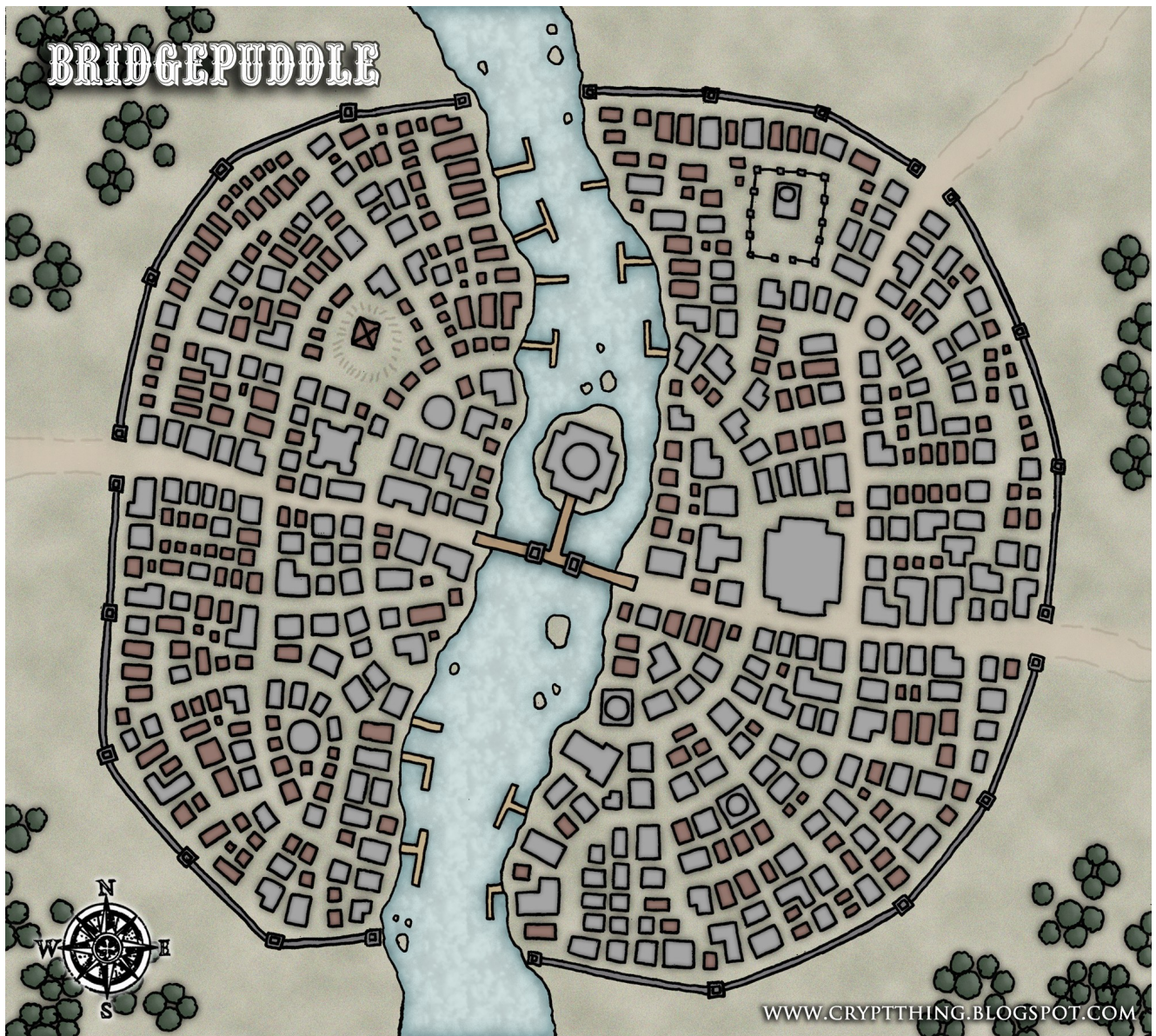


An Adventure for 18th-19th Level PCs

Words by frothsof

Cartography by Robert Waluchow aka Crypt Thing

Original Illustration by Timothy Reynolds



Bridgepuddle is a remote town in northwestern Serd. It thrives as a result of its robust trade in high-quality, uncommon exports. It is a curious place, filled with eccentrics and odd specialty shoppes. It is also about to become ground zero for the zombie apocalypse.

Overview

This article presents DMs with a location-based adventure for PCs of the 18th to 19th level. This module presents the PCs with a flavorful town to explore. Just as they have gotten comfortable, perhaps in the middle of their beauty sleep, a rapidly spreading outbreak of Zombies envelops the town. The PCs will have to quickly figure a way out, help others in need, and make other choices while fighting off the hordes of Zombies.

A Brief Description of the Town

The town is a quiet, peaceful place, isolated from the political and hermetic machinations of the south. Post-war Bridgepuddle has also inadvertently become a “last chance” for supplies and trade for adventurous Serdians heading to and from the Wilderlands of the north.

The town has all of the common businesses you might expect to find in a town of fair size. However, Bridgepuddle is most widely known for its furniture. Bridgepuddle is home to several famed craftsmen known for their exquisite woodworking and idiosyncratic furniture design. The chances are that if one has ever seen a finely crafted couch or wooden cabinet that it was fashioned in Bridgepuddle.

Bridgepuddle has a strange, vaguely unwholesome vibe. It is fairly isolated from any nearby towns, and its residents march to the beat of their own drum. Many personalities encountered are eccentric and unusual in some form or fashion.

The town's primary defense is a massive, 30 foot tall wall which was built well over one hundred years ago, during the War. Three gates provide access into town from the northeast, east, and west. More details of these locations are provided in the Bridgepuddle map Key. The town is also accessible from the north and south by way of the slow-moving Blue River.

A few miles to the north lie the untamed Wilderlands. To the south, a traveler faces two days' journey to the next point of light. Few dare stray off of the Blue River during this stretch, as renegade Elves and Gnomes inhabit the thick forests.

How the Outbreak Starts

It all starts about a day before the PCs arrive in town. As was their monthly routine, teenage brothers Bill and Kip Chapman took their father's small boat and rowed upriver to trade with some of the hill folk living on the edge of the Wilderlands. They typically traded for molasses, edible flowers, and animal skins; exotic goods such as these sell for a high price in southern Serd. The boys were especially anxious today, as their most reliable trading partner, Old Jim, had sent word via carrier pigeon that he had found something special for the young men. Jim's short note indicated that he had happened on the ruins of an old underground structure, and that within a half-collapsed room found a metallic cone, "heavy as all git out". Knowing the absurd value southern Serdians ascribe to such archaic discoveries, the boys felt they might have hit the jackpot.

When the young men arrived at the trading post, it was very late in the afternoon. Old Jim was nowhere to be found, but the goods (including the curious cone) were stacked and waiting and a fire was smoldering, so the boys went ahead and unloaded and loaded their boat. As it was late in the day by the time they finished, they decided to camp there for the night and head back to Serd in the morning. They rebuilt the fire.

Late that night they heard rummaging going on around the campsite and woke to see a familiar face. It was the trapper, Old Jim, staggering towards them. Thinking him drunk, Kip approached him in a friendly manner. As he entered the moonlight, it was plain to see that something was very wrong with Old Jim. It looked like wild animals had gotten a hold of him...and in fact they had.

You see, the strange cone originally belonged to a powerful Necromancer that lived tens of thousands of years ago. Its purpose was to raise an undead army. When activated, the cone gives off an almost imperceptible vibration. Dead creatures within about a quarter mile will stir and rise from the dead. Once risen, the undead do not need to stay within range of the cone in order to stay animated. Any creature bitten by the undead will turn into a Zombie as well. Old Jim, drunkenly fumbling with the cone, accidentally activated it by unscrewing its base. He quickly reattached it in the fear that he might break it, but the damage had been done. Shortly after packing up the shipment he was attacked by his dinner: some skinned and gutted squirrels he was getting ready to cook.

Old Jim pounced on Kip, managing to nearly bite his arm off before Bill caved Jim's head in with a shovel. The young men ran to the boat in a daze and hurriedly rowed downstream. By the time they got back to Bridgepuddle, Kip was hallucinating.

Bill took the cone from the boat and hurried Kip home. Sometime within the next 8-10 hours, Kip turned and killed his family (who were at his bedside). In the melee, the cone was knocked over and activated, and everything falls apart from that point. The outbreak spreads with incredible speed and tremendous momentum. In a matter of hours, the town is completely overrun with Zombies.

Notes for the DM

Prior to the outbreak, allow the PCs to roam the entire town to their heart's desire. There are dozens of locations and plenty of bizarre NPCs; see the Bridgepuddle Map Key for more information. The more they explore, and the more people they meet, the richer the experience will be later when all hell is breaking loose.

In order for the outbreak to take the PCs by surprise, the PCs need to spend a few hours somewhere doing something that will prevent them from noticing the town transforming around them. There are several options that a DM could choose from, or you could easily make up your own. Perhaps the most cinematic choice would be to catch the PCs by surprise while they are asleep at an inn. They could go to bed, fall asleep, and be jolted awake by the chaos. Another option is for the PCs to be invited to the tower of Archibald the Fair (Location 18 in the map key section); Archie is attracted to anything unusual and would likely offer the PCs a meal and conversation, as well as a tour of his tower. PCs could also spend several hours visiting Bingham College (Location 31). Among the other curiosities currently on display at the college are bizarre, foreign relics that have recently washed ashore on Serd's western coast (from Soro!)



Wherever the PCs might be, it is important to make their first Zombie skirmish a quick one. This is noted in the Zombie Encounter Tables later in the adventure. Use the first encounter to establish what is going on.

Once PCs are made aware of the outbreak, there are two main sites that will contain holed-up survivors. These “survivor sites” are Bingham College (Location 31) and Aleister Bamen's furniture showroom and gallery (Location 9). Each entry for these sites goes into more detail. There will be a few other survivors here and there in random buildings, but these are the primary two.

Wherever the PCs start, it is important for them to be made aware of the nearest large group of survivors. If they start at Bingham College, this is automatic. In other cases, PCs might hear screaming, look out a window and see motion, etc. Don't railroad, just give them the opportunity to be heroes.

The many warehouses on the river are not identical, but they are similar enough that one description can suffice. They are all large, wooden structures. They typically only house freight for only a short amount of time, and there is a constant flow of goods coming through them. Most are lumber companies; others ship finished products, typically furniture. Great cranes are used to load lumber and palettes onto ships. Assume that each warehouse has 1d20+30 employees on site, with a foreman present as well. Many of the warehouses employ their own security, and it is rare to see a constable here unless accompanying a tax collector. During the outbreak, warehouses and docks will have an 80% chance of being ablaze. There will be huge throngs of Zombies around the docks (see the Zombie Encounter Tables). All large waterborne vessels will be sunk, aflame, or have already set sail...in some cases manned by zombies!

The largest congregations of Zombies are at the cemetery and the mausoleum. PCs will always encounter zombies at these locations. See the key for more details. If PCs are moving in the open at any time, such as running from a building to another building, or are holed up in a location, hiding with others, then use the Random Zombie Tables provided.

Although this adventure is probably more suited to PCs with Serdian backgrounds, it is not inconceivable for Soron PCs to arrive in town, as it is close to the coast and on the bank of a river. If you are running this adventure with Soron PCs, players can still communicate with Serdians, as the common tongue of both continents is remarkable similar. There will be a thick accent and some differing pronunciations, but the general meaning of most words will be the same.

Creating Encounter Maps

This adventure is not a series of planned encounters. The framework is loose, and no two DMs will run this adventure in the exact same way. As a result, DMs will want to set up combat encounters on the fly, as the action occurs.

A DM should be prepared to run combat encounters in an urban setting. I advise having a set of city tiles, a printed battle map of a city, and/or a dry-erase mat. You might find having some tiles for interiors of buildings handy. If you do not own a lot of miniature figures or tokens, I also recommend cutting out some small pieces of colored paper to use as “minis”, as there is a good chance the PCs will be facing a considerable number of Zombies.

A DM can decide for themselves when a combat encounter is appropriate. You can slowly map the PCs way through the town, inch by inch, or you can just run an encounter here or there depending on where the PCs want to go; do whatever best fits your group's style of play.

Hiding in Buildings

PCs, henchmen, and townsfolk that are hiding in buildings must remain fairly quiet and discrete, or else Zombies might be attracted. This will be easier said than done, as there will be young children, elderly folk, and very stressed out and hysterical people in each location. If Demi-Humans are present, there could be added racial tension.

If the DM feels the survivors have not been cautious, Zombies begin beating on the walls of the building, trying to get in. It is up to the DM how long Zombies might take to gain entrance into a given building, or if it is even possible. It may depend on how well the building has been boarded up, or what have you. If they break in, use the “Main Street/Other Buildings” die expression from the Zombie Encounter Table to determine their numbers. Other important considerations for those hiding in buildings could include food, water, medicine, temperature, or whatever else the DM imagines.

Henchmen

At the suggested level of experience, your PCs should have 3 henchmen apiece (unless some have already died prior to entering the town). If needed, use the tables below to determine each henchman's theme, then use the **Henchman Template** found in the Grimoire to build henchmen appropriate for your players' level. If necessary, the DM should also adjust any theme powers prior to play in order to abide by the Henchmen rules.

Random Henchmen Table (Serd background)

-Roll 1d4 to determine each henchman's theme

1-2. Scholar

3-4. Mercenary

Random Henchmen Table (Soro background)

-Roll 1d4 to determine each henchman's theme

1-2. Mariner

3-4. Explorer



The Townsfolk

Unless noted otherwise, use the following information for townsfolk of Bridgepuddle.



Reaction Table for Townsfolk

-roll 2d6 once for NPCs and check the table below*

2 Unusually friendly

3-6 Friendly

7-9 Neutral/Indifferent

10-11 Unfriendly

12 Openly hostile

*If the PCs are from Soro, add a +3 bonus to the roll

Townsfolk Statistics

AC: 11 FORT: 12 REF: 11 WILL: 12

HP: 1 Move: 5" INIT: +0 MORALE: 6

-Adult males and females have a 10% chance of having training in pistols. Constables always have training in firearms.

-Trained adult males and females encountered have a 30% chance of currently being armed with a loaded pistol. Constables are always armed.

-Adults carry 6d6 gp

Notes on the Serdian Pistol

This long-barreled pistol is the most common type found throughout Serd. A quasi-revolver, they hold 3 shots, but each bullet takes a few seconds to maneuver to the chamber. Therefore, the pistol has a rate of fire of one shot for every two combat rounds. A trained creature spends a Standard Action to fire it and a Standard Action to reload it. Untrained creatures cannot successfully reload the weapon. They can only attempt to fire a pistol that is loaded, cocked, and and ready to go.

Pistol Attack: (Standard Action; 1 shot per 2 rounds; Ranged 3/6; One attack; One creature); +18 vs REF; Hit: 3d4+10 damage, ongoing 10 damage (save ends). Untrained creatures do not receive a bonus to their attack rolls. There is a 10% chance of the pistol backfiring (30% if untrained). In the case of backfire, the shot that caused the backfire does not leave the gun. In addition, the backfire causes 2d10 damage to all creatures within a Close Burst 1 around the pistol's square. Pistols that have backfired are no longer operable.



Zombies

Zombie statistics are provided below with a Zombie Encounter Table to use based on the PCs locations. Also provided is a Zombie Flavor Table.

Tactically, the Zombies will seek to surround and overwhelm individual PCs; emphasize this in your descriptions. This tactic is reinforced by the Zombies' Triggered Action (see the Zombie statistics); if a PC faced with a horde of Zombies takes an eye off of one for even a moment-say in order to fend off another-it opens a spot for a Zombie to bite. The Zombies are slow both mentally and physically, and while they may charge, they never run.

Note that many of the Zombies were originally killed in the War. Hundreds, perhaps thousands of soldiers are buried in memorial in Bridgepuddle.

The strange cone does not continually reanimate the dead; a creature can only be raised by the cone but once. When PCs, NPCs, henchmen, or whomever "kill" a Zombie, that Zombie is defunct; it cannot rise again. It is assumed the attack that dispatches the Zombie was a head shot, dismembered the Zombie, melted the Zombie, or otherwise made it impossible for it to continue.



ZOMBIE (Type 1)

LEVEL 17 MINION XP: 400

MEDIUM NATURAL HUMANOID (UNDEAD)

HP: 1 (A miss never damages a Minion) **MOVE:** 4" **INIT:** +13

NO. APPEARING: Special **ENC RNGE:** Special **MORALE:** N/A

AC: 31 **FORT:** 30 **REF:** 26 **WILL:** 27

SENSES: Standard

TRAITS:

-*Immunities:* Poison, Necrotic, Charm, Unconscious

-Zombies cannot run.

ATTACK:

-*Overwhelm:* (Standard Action; At-Will; Melee 1; Two attacks; One or two creatures); +22 vs AC; 12 necrotic damage per hit. Treat a single attack as its MBA.

SPECIAL ATTACKS:

-*Triggered Action:* If an adjacent enemy makes an attack that does not include the Zombie, it can make its Overwhelm attack routine against the enemy as an Opportunity Action.

LANGUAGES: Nil **INTELLIGENCE:** Low

TRAINED SKILL BONUS: +21

UNTRAINED SKILL BONUS: +13

ALIGNMENT: Chaos

ZOMBIE (Type 2)

LEVEL 19 ELITE XP: 4,800

MEDIUM NATURAL HUMANOID (UNDEAD)

HP: 344 (172) **MOVE:** 5" **INIT:** +14 **AP:** 1

NO. APPEARING: Special **ENC RNGE:** Special **MORALE:** 12

AC: 33 **FORT:** 32 **REF:** 28 **WILL:** 30

SENSES: Standard

TRAITS:

-*Immunities:* Poison, Necrotic, Charm, Stun, Dominate, Unconscious

-*Aura 2:* Any creature that enters or starts their turn in the aura takes 10 necrotic damage.

-Zombies cannot run.

ATTACK:

-*Overwhelm:* (Standard Action; At-Will; Melee 1; Two attacks; One or two creatures); +24 vs AC; 2d12+12 necrotic damage per hit. Treat a single attack as its MBA.

SPECIAL ATTACKS:

-*Eat Brain:* Once an encounter, the Type 2 Zombie can add ongoing 10 necrotic to the attack's effects.

-*Entrail Splash:* (Minor Action; Once per round; At-Will; Close Blast 3; One or two creatures in blast); Effect: The target takes 10 necrotic and acid damage.

-*Triggered Action:* If an adjacent enemy makes an attack that does not include the Zombie, it can make its Overwhelm attack routine against the enemy as an Opportunity Action.

LANGUAGES: Nil **INTELLIGENCE:** Low

TRAINED SKILL BONUS: +23

UNTRAINED SKILL BONUS: +14

SAVING THROW BONUS: +2 **ALIGNMENT:** Chaos



Illustration by Timothy Reynolds

About the Zombie Encounter Table

The following table provides die expressions for variable totals of Zombies based on the PCs location in town. If the PCs are still engaged with a group of Zombies after the given time limit has passed, reinforcements will be attracted and join the encounter. Roll for each successive group of reinforcements using the same table as before, and start the newly-attracted Zombies anywhere within 20 squares of the PCs. The table also provides the initial encounter level ranges. Note that these can be much, much higher depending on how many reinforcements are allowed to arrive.

Circumstances should encourage PCs to keep moving; they can easily be overwhelmed if they stand around fighting for very long. DMs should use their own best judgment as to whether a given street would be considered a “main” or “side” street, although the map is clear enough in most cases.

Zombie Encounter Table

<u>Location</u>	<u>No. Appearing</u>	<u>Reinforced In</u>	<u>Enc Rnge</u>
Docks/Mausoleum/Cemetery	1d20+20 Type 1 Zombies; 2 Type 2 Zombies	1 round	21-23 (22)
Side Street/Wall Gate (Open)	1d10+2 Type 1 Zombies; 1 Type 2 Zombie	2 rounds	15-17 (16)
Main Street/Other Building	2d4+9 Type 1 Zombies; 1 Type 2 Zombie	1 round	17-18 (18)
Wall Gate (Closed)	2d20+20 Type 1 Zombies	2 rounds	17-22 (19)
*First Encounter	3d6+3 Type 1 Zombies	-	9-17 (13)

*Note that the first encounter is a small skirmish, wherever the PCs are located.

About the Zombie Flavor Table

If at any point you need some quick Zombie flavor, use this table. Roll again if you get the same thing twice.

Zombie Flavor Table

-Roll 2d20 for flavor.

- | | |
|--|---|
| 2. No eyes | carriage |
| 3. One eye dangling | 23. Halfling Zombie |
| 4. No eyes, but another Zombie is on its back, directing and "riding" it | 24. Zombie with flute stuck through the back of its head |
| 5. Hops on one leg | 25. Eating a dog |
| 6. Young child Zombie holding a doll with its head torn off | 26. Eating a cat |
| 7. Zombie chews on eyeballs | 27. Dwarf Zombie |
| 8. Zombie child holding a slingshot | 28. Lots of bullet holes; large enough that you can see through them |
| 9. Legless Zombie dragging itself along ground | 29. Skeletal Zombie; has a small amount of tissue bunched around its neck, otherwise bones |
| 10. Zombie playing with its exposed, dried entrails | 30. Impaled on an oar; as it walks and turns, knocks other Zombies over inadvertently with the oar |
| 11. Zombie in rotting military outfit | 31. Child Zombie eating hard candy, which falls through a hole in belly into the street; it picks it up and eats it again |
| 12. Bird flies out of hole in its chest | 32. Wears a red satin sash |
| 13. Squirrel crawls out of hole in chest | 33. Long, white beard |
| 14. Has no bottom jaw; swollen tongue dangles | 34. Gnome Zombie |
| 15. Neck is broken and head has flopped over its back; walking backwards | 35. Spits up black liquid |
| 16. Zombie in long flowing dress | 36. Leaves trail of a brown-white discharge |
| 17. Elf Zombie | 37. Fumbles with a gun and blows own head off |
| 18. Zombie is munching on a severed arm | 38. "Reading" a book; holds it upside-down |
| 19. Armless Zombie | 39. Worms crawl from its eyes and mouth |
| 20. Zombie wearing a fancy wide-brimmed hat | 40. Covered in maggots |
| 21. Zombie being dragged by a horse | |
| 22. Zombies riding in the back of a runaway | |

Notes on the Bridgepuddle Map Key

Locations are given two descriptions. The first gives details of what PCs encounter upon entering town, *before the outbreak*. The second description gives details of those same locations, only this time, *it is during the outbreak*. Descriptions of locations during the outbreak are noted with a “**ZA**”, which is short for “Zombie Apocalypse”. The more exploration that a party has done before the outbreak, the richer the overall experience when they see how everything has changed; encourage PCs to explore the town. Zombies always attack, but remember to use the Reaction Tables provided for Bridgepuddle NPCs if needed.

Bridgepuddle Map Key

1. Western Gate. This entrance can only be used by Humans. It is locked at dusk and opened at dawn. This wall entrance is referred to as “Westgate”; the northwestern quarter of the town is known by the same name, and is home to the most famous of the master furniture craftsmen and their galleries. The southwestern area of town is called the Working Quarter. Residents there are primarily loggers and dockworkers. Several government buildings are also found there, including the jail.

ZA: Use the Zombie Encounter Tables to determine number of Zombies depending on whether the gate is closed or open. Zombies will be kind of banging their heads against the gate, and the constables (Location 2) will now be Zombies.

2. Guardhouse. This small building is always manned by 1d4+2 Human constables who will attempt to verify residence and collect a small tax of 2d4 gp from every entrant into town. Anyone entering the gate will be approached, but use the Reaction Table for their moods.

ZA: Any remaining guards will now be Zombies wandering around Location 1. The doors and windows of the guardhouse have been smashed.

3. This is the town's bank and moneylender. They will convert currency and buy jewelry. The manager is a bald Human named Jared. Jared has a huge birthmark on his head and wears a thick mustache. Jared will be drawing something on a piece of paper when first encountered, then quickly put it away in his desk when he sees anyone looking. Do not use the Reaction Tables; Jared always puts on friendly airs, but in truth he is quite greedy, and PCs will immediately get the feeling that he is basically a sleazy salesman.

ZA: There is money everywhere, all over the floor. Roll 2d10. The currency is worth the total in thousands of gp. This is of course, the town's money; a bank employee, likely Jared, must have

been trying to make away with it when everything went down the drain. The front windows and doors are smashed. There are also 1d8 Type 1 Zombies wandering around inside the building. If Jared's desk is searched, it is discovered he was drawing a picture of a bearded female Dwarf on the aforementioned piece of paper. Jared will still be alive, hiding out with others at Location 9.

4. This is a jeweler's shoppe. The proprietor is a Human female named Linda Bennett. She will typically be encountered behind her desk, hunched over with an eyeglass, working on some delicate piece.

ZA: The shoppe has been ransacked and Linda is nowhere to be found. A party spending 1d4 turns searching the place finds a few gems with a total worth of 1,000 to 4,000 gp. Linda has been turned into a Zombie. If she is spotted in the streets, her eyeglass will be stuck through one of her eyes.



5. This is the abode of a Human sage named Horace. Horace's specialty is Palmistry. Horace wears a loose pink tunic and stutters. On the walls of his abode are realistic portraits of bearded Dwarven women. Horace charges 20 gp to read a fortune. All party members' fortunes will be the same: Horace will turn pale and say that all he can see is death. He will then try to return their money and rush them out the door.

ZA: The place is empty and Horace is nowhere to be found. In truth he has managed to escape town. He started preparing to depart immediately after the party left.

6. The market square. A variety of stalls and wagons surround a war memorial. The memorial is a 30 foot tall stone obelisk on a slightly raised mound. Its design reflects the imagery of the fraternal occult organization of the south; in many cases their civic and public works have hidden symbolic meanings. Most of the carts here sell foodstuffs. The most common items are misshaped roots and tubers, local honeycomb, and whole rabbits tied to spits. Several of the stalls are operated by Humans that live in the hills and mountains outside of town; they will be wearing animal skins and smell a little gamey.

ZA: Treat as a "Main Street" on the Zombie Encounter Table. In addition to Zombies, each stall has a 50% chance of being engulfed in flames. The rabbits on the spits will be reanimated but unable to move, as they are bound by rope. They bare their front teeth and stare with crazed red eyes.

7. Mausoleum. This impressive stone building serves as a monument and tomb for honored military veterans of the War. There are hundreds of bodies entombed here. The building's grounds are impeccably manicured, and its interior features extravagant fixtures, marble floors, and other fancy amenities. It is well-known that a great deal of wealth is interred here with the honored dead. Cremations are also performed here.

ZA: There are hundreds of undead wandering here, most of them dressed in tattered remnants of military uniforms. Many will have sabers on their belts, and the highest-ranking officers (10%) will have loaded firearms in holsters. Random gunfire goes off every few seconds. The grounds and the interior will be completely infested. See "Mausoleum" on the Zombie Encounter Table.

8. Fire Department. More a loose fraternal organization than a disciplined unit, this building serves as the headquarters for the fledgling fire-fighters. There are four wagons with water pumps; two are horse-drawn and the others are hand-drawn. "Bucky" Burgur is the chief of the 20-man force. He is a rosy-cheeked, grey-haired Human who bares more than a passing resemblance to Santa Claus.

ZA: The building is deserted. Most of the men will have given their lives attempting to put out fires in the warehouses. PCs might see the abandoned wagons here and there, or even spot some Zombies joyriding in one drawn by an undead horse. “Bucky” will be holed up in Location 9, head in his hands, weeping.

9. Alexandre Bamen's Furniture Showroom. Mr. Bamen is perhaps the most famous furniture craftsman in Serd. He is a middle-aged Human with a wispy mustache; he is wealthy and flamboyant. The building's layout consists of two small offices and one large, open showroom filled with odd furniture. The chairs, beds, and tables all look as if Dr. Seuss had made them. They are stretched in odd angles, squared here, curved there, elongated and twisted in weird directions. The pieces are wholly original and bizarrely functional. Mr. Bamen has an aged companion, a living legend in the world of wood craftsmanship named Tony Shay. Confined to a wheelchair, Mr. Shay is attended to by a youngish boy named Lucas. Tony and Alexandre will be wearing Serdian silken robes; perceptive PCs will also notice that both wear signet rings depicting a motif of some sort of bird. The furniture is just outrageously expensive.

ZA: This is one of two main locations that will have the highest number of survivors. There will be 1d12+20 survivors here. 10% of the survivors (rounded down) will be children; another 10% will be elderly and/or incapacitated. In addition, Jared (Location 3), Bucky (Location 8), Lady Gertrude (Location 10), and Mamie Halford (Location 53) will also be hiding out here. The only windows are at the front of the building. The front windows will already have been expertly boarded up by the time the PCs arrive. Those inside will initially resist letting the PCs in. It should be very difficult for Zombies to break into this building. That said, there is no food or drink here, no medicine, and the Zombies aren't going anywhere.

10. Perfumer. Lady Gertrude is a Human female of the ripe age of 82, but she is still dressed in the fashions of a teenager. She will dramatically step from behind her display tables, shush any member of the party speaking, then close her eyes and sniff the air around a random PC. She will be able to deduce something about the PC, Sherlock Holmes-style.

ZA: Lady Gertrude will be at Location 9. Her shoppe looks pretty much unscathed and could be used as a temporary hiding place.

11. Ray's on the River. This is a tavern and inn. Old Ray is known for serving fine local fish. Ray grills the fish on a deck looking out on the river; the smell of the grilled fish wafts all over town, and the place is always fairly crowded with locals and visitors alike. Ray wears an eye patch due to an unfortunate salmon accident. The rooms are of fair quality, and there is a 50% chance that all of the rooms are full.

ZA: Ray's will be crawling with Zombies (treat as an "Other Building" on the Zombie Encounter Table). There will be Zombie fish terrorizing any living creatures. Ray has been turned, his eye patch gone, the open socket oozing.

12. This particular warehouse belongs to the E. E. Blankenship Logging Company. E.E. Blankenship is a rotund, squat fellow who always wears suspenders and smokes a cigar. He is paranoid and if approached he will figure the adventurers as spies for the other logging companies.

ZA: The warehouse will have an 80% chance of being ablaze. There will be huge throngs of Zombies around the docks (see the Zombie Encounter Tables), and many of them will be on fire. E.E. is nowhere to be found; his bloated, lifeless body is actually floating down the river.

13. Furrier. A hare-lipped man of few words, Jeb Mudd stands 7 feet tall and wears a coonskin cap. Hanging on hooks throughout the small store are breeches, coats, boots, and other items made from the fur of local critters such as muskrat and beaver. There are dozens of fox stoles as well, each with the fox's head still attached.

ZA: Jeb has fled into the wilderness. The fox stoles have regained consciousness and yip and try to bite anything in reach. Half-cleaned undead varmints waddle about a back room, hungrily.

14. The river is very deep and slow moving here, so you will see a wide variety of vessels of all sizes docked here. This particular dock is maintained by the Northern Reaches Lumber Company.

ZA: The warehouse will have an 80% chance of being ablaze. There will be huge throngs of Zombies around the docks (see the Zombie Encounter Tables), and many of them will be on fire.

15. These docks are operated by the Hanover and Sons Logging Firm.

ZA: Docks will have an 80% chance of being ablaze. There will also be huge throngs of Zombies around the docks (see the Zombie Encounter Tables).

16. These docks are operated by the E. E. Blankenship Logging Company (see Location 12).

ZA: Docks will have an 80% chance of being ablaze. There will also be huge throngs of Zombies around the docks (see the Zombie Encounter Tables).

17. Tower Bridge. This is a pleasant and scenic thoroughfare. There are benches and planters here and there that give the bridge the feel of a public park. The town is named for this bridge.

ZA: The bridge is made from cement and iron, and will not burn (unlike the docks). Any living creatures still here will be in total panic. Treat the bridge as a Main Street on the Zombie Encounter Table.

18. Wizard's Tower. A powerful Mage resides here, a 23rd level Human Nethermancer known as Archibald the Fair. His apprentice is a young, mute Half-Elf that goes by the name of Bobby Bertrand, or “Bonny” Bobby Bertrand. “Archie”, as he prefers to be called, has built a tower in the center of the city on a small island in the river. The island is connected to the rest of the city by the Tower Bridge (Location 17). Archie will be enthused to meet any traveling adventurers. If he becomes aware that the PCs are in town he will invite them to dine at his tower. Archie's tower is a bizarre, decadent place. The interior seems much larger than the exterior. There are all sorts of bizarre artifacts on display, usually of a grotesque or perverse nature...”treasure” found from his years of adventuring. Archie will get uncomfortably close to PCs when talking to them, and laugh and shriek like a schoolgirl if this behavior is corrected.

ZA: If the PCs are visiting the tower when the outbreak occurs, Archie and “Bonny” Bobby will attempt to help the PCs fight Zombies. Unfortunately, all of Archie's spells deal with charm of some sort, and these spells will not affect the Zombies. This will cause Archie to fly into fits of weeping. “Bonny” Bobby will quietly attempt to console him and stare into space. If the PCs were not at the tower during the outbreak, Archie and “Bonny” Bobby can be seen at the very top of the tower, dousing Zombies from above with boiling oil.



“Bonny” Bobby Bertrand

19. Constable's Pier. Incoming vessels from the north must check in with authorities here and pay applicable taxes before being able to dock in Bridgepuddle. 1d4+2 Constables are always on duty. They sometimes employ dinghies equipped with red-tinted lanterns.

ZA: The aforementioned constables will be among the undead running amok here. 80% chance of the pier and dinghies being on fire.

20. Petunia's Dock. This dock is used by Benway Logging Enterprises. Their warehouse is nearby. Tom Benway named the dock (and the largest vessel of his fleet) after his niece, Petunia.

ZA: Docks will have an 80% chance of being ablaze. There will also be huge throngs of Zombies around the docks (see the Zombie Encounter Tables).

21. Graveyard. This large graveyard was established during the War and is the resting place for many deceased soldiers (those of lower rank, as officers were typically interred in the mausoleum). Regular townsfolk are now usually buried here as well, unless cremation is desired. Cremations are performed at the mausoleum.

ZA: Hundreds of undead roam the graveyard (see the Encounter Table). The stench alone is enough to stun. Bodies will be pouring out of the ground. Many Zombies will be clad in rotting military regalia. Undead soldiers from the graveyard will not carry firearms, as these were usually only buried with officers.

22. Northgate. The busiest of the town entrances, and the only gate that is not locked at night. 1D4+2 constables will be on duty and collect 2d4 gp in taxes from anyone entering the town. The northeastern section of town is the trendiest, most youthful area of town. You have the theater district, Bingham College, Willoughby Street. The graveyard stands in stark contrast, a reminder of the bloody history of the area. Demi-Humans can use this gate after dusk.

ZA: The gate is wide open. Treat as an "Open Gate" on the Zombie Encounter Table. The constables are nowhere to be seen.

23. Willoughby Street is known for its "Odds and Ends" shoppes. Filled with bizarre bric-a-brac of varying quality, these are the kind of places that one might find a journal of scribbled alchemy formulas, or perhaps an obscure book with a map stuck inside.

ZA: Most store-owners in this area made it out of town, as they were right next to the gate. Most valuable items that could be carried will have been taken with them. Treat as "Other Buildings" on the Zombie Encounter Tables.



24. Candle Maker. Run by the husband and wife team of Ernie and Esmerelda Jipsom. Both wear white wigs. Esmerelda will ramble on and on about the healing power of candles. Hundreds of candles are lit as well as incense.

ZA: Ernie has been bitten and is out in the streets somewhere. Esmerelda will be at Bingham College (Location 31). The little candle shop has completely burnt to the ground.

25. Public Docks. The boats typically docked here are used by sportsmen and small-time fishermen. Locals also fish and crab off of the docks. Smells of dead fish.

ZA: Docks will have an 80% chance of being ablaze. There will also be huge throngs of Zombies around the docks (see the Zombie Encounter Tables). Discarded fish heads will flop and gasp, and stray crab-arms will lurch about.

26. Herbalist. Thick, rich smoke wafts from the open doorway of this handsome little shoppe. A wooden sign with a pipe carved onto it hangs from the sill. The shop is owned by Elaine Rigby, a dreadlocked Human who looks 40 but is in reality over 70 years old. She will be smoking a long cigarette that gives off a fragrant bluish smoke. She specializes in herbs local to the area. Most are intoxicants, but a few will provide minor benefits, like a small bonus to Perception checks for an hour or two. Other herbs are simply tasty seasonings. Rigby has a one-legged dog named Shep. If adventurers enter the shoppe, Shep will good-naturedly hop over to them, causing Rigby to exclaim, “Shep, no!”

ZA: Rigby can be found at Location 31, crying. If asked about Shep, she says that he didn’t make it. Actually, they only got separated; he will be inside the herb shoppe whimpering, and he will hop to the adventurers if they enter. The shoppe is not damaged.

28. Theater District. Home to several small theaters of varying quality. Performances are mostly melodramatic fare, although some of the shows could be described as vaudevillian revues. Most but not all of the performers will be locals; traveling troupes sometimes pass through.

ZA: Many of the Zombies encountered will be in stage costumes. Some will carry instruments and/or be impaled on them.

29. Town Hall. Bridgepuddle’s governing body consists of a revolving council of five randomly selected citizens (Human ex-military above the age of 30). Each member serves for a period of six months, then five more are selected. The council has little to do. There is a meeting once a month that is open to the public, where citizens can air grievances or make suggestions. Any new logging outfits will apply for permits here, although most of the surrounding areas (at least those that are somewhat “safe”) are already claimed. Authorities will not acknowledge claims to the Wilderlands or Elf/Gnome country; if you are gutsy enough to try and log these areas, go for it. Any major crises or issues are to be turned over to the bureaucrats in the south, but Bridgepuddlians would always prefer to handle matters themselves.

ZA: The building is locked; the five current town leaders and 3 representatives of a fledgling logging company barred themselves inside as the outbreak spread. They will refuse to open the door.

30. Mama's. This inn and tavern is more upscale than Ray's (Location 11). Sharp dress is expected. Traveling dignitaries stay here. There is an exclusive casino upstairs for high-rollers; Mama also provides escorts for these guests if needed. The menu includes steamed escargot and fresh rutabaga. Rooms are expensive but there will always be at least a few vacancies.

ZA: The building is mostly abandoned, but 1d10 Type I Zombies will be wandering about inside. There is a locked safe in the casino containing 6,500 gp, 12,000 sp, and a loaded Serdian Pistol.

31. Bingham College. Let's hear it for old Bingham U! This public college awards degrees in Astrology, Mathematics, and the new science of Archeology. The Archeology department serves as a recruiting front for the southern occult society. They seek the best and brightest minds to help analyze artifacts found in various newly-uncovered ruins. They also utilize small teams from college in finding the artifacts in the first place. The Bingham Archaeological Society has gone on several digs and excursions recently to the western coast of Serd. There they found multiple artifacts and relics that appear to originate from an entirely alien culture: odd weapons, totems, and most spectacularly, a beaded headdress. These artifacts are all in fact Soron and washed ashore several years ago. The items are now on proud display in the college, and intelligent PCs that visit the college, especially those trained in History, will be encouraged by staff to view the items and share their input.

ZA: This is one of the main "survivor sites". There will be 2d10+15 other survivors. 10% of the survivors (rounded down) will be children; another 10% will be elderly and/or incapacitated. 20% will be Demi-Humans. In addition to these survivors, Esmerelda Jipsom (Location 24), Dusty and Charley (Location 34), Og (Location 36), Toots and Pip (Location 39), and Sam (41) will be hiding here. The college is actually pretty secure due to the involvement of the inner circle and the valuables it contains. A portcullis around the main entrance has been lowered and the windows are barred. There is not much food here, and the academics are not medical doctors. It might be fun to have one of the survivors here hiding the fact that they have already been bitten; have them turn on everyone out of the blue, and cause the whole "secure" situation to blow up.

32. Armorer. Thaddeus "Teddy" Rockeater, a burly Dwarf, operates this establishment with his twin children, Gigli and Dinka. They are both bearded, "tween" females, and will giggle at the adventurers and blush. The armor is very high quality and can be sold for twice its value in the south. Teddy is a man of few words and does not suffer fools gladly.

ZA: Teddy will be defending his daughters and store, fending off droves of Zombies with a craghammer. If aided by the PCs, Teddy will give the party his magic craghammer. The craghammer scores critical hits on rolls of 18-20. Teddy calls it “Boomer”.

33. Spice Shoppe and Charcuterie. “Spiced meats! GET YOUR SPICED MEATS HERE!”, calls the sing-songy voice of little Punkin Pitt, son of Ben and Winnie Pitt, owners of the shoppe. Inside, sausages, speck, prosciutto, and link after link of cured, spicy meat hang everywhere. There are also small vials of various spices and dried peppers. Ben and Winnie will invite customers to “spice up their life” with their spiced olive loaf. The Pitts are a bit creepy; their smiles seem exaggerated and grotesque. The meat is delicious but has a strange hard-to-place flavor. This is actually a family of undercover Vryloka. They sometimes feed on Humans, and grind any unused bits into their spiced meats.

ZA: The Pitts have fled the town. The grisly truth about the business can be learned by checking out the back of the store. An animated severed head will be rolling about amongst the innards.

34. Stapleton General Store. Here one can purchase a variety of mundane goods, such as bedrolls, lamp oil, dried beans, dust mops, and other non-magical items. Two old Humans named Dusty and Charley play cards on the front porch daily; they will always act crotchety. Winnie Stapleton runs the store with her son Markus. Winnie has a matter-of-fact way of doing business, but by all accounts she has a heart of gold. Markus however is lazy and spends most of his days feigning work.

ZA: Dusty and Charley will be at Location 31; they will be playing cards and will barely take a notice of other survivors. Winnie and Markus are holed up in their cottage, located directly behind the store. The store has been ransacked, with looters grabbing as many basic necessities as they could carry before fleeing into the wilderness.

35. Eastgate. This gate is open to Demi-Humans and Humans alike, but is locked at night. Demi-Humans can use Northgate (Location 22) after dusk. There is increased police presence here; $3d4+4$ constables will be on duty, collecting $2d4$ gp in taxes from anyone entering the town.

ZA: Use the Zombie Encounter Tables to determine number of Zombies depending on whether the gate is closed or open. Zombies will be kind of banging their heads against the gate, and the constables will now be Zombies.



36. Blacksmith and Wainwright. Despite his gruff demeanor, Og the Half-Orc actually runs a reputable establishment. Fair prices, solid work, and only a bare minimum of farting. Og speaks in simple, short sentences, like “Og fix cart good”, and “Og take good care of you”.

ZA: Og will be at Bingham College (Location 31). The shop is ransacked; all of the carts and wagons have been stolen, several of them by Zombies.

37. Orphanage. It is a hard knock life for the young, scrappy orphans of Bridgepuddle. There are about twenty children of mixed race living in this three-story wooden building. Most were left on the doorstep as infants. A few runaways were caught pickpocketing or stealing food and brought to the orphanage. The children will take a great liking to the PCs if they encounter each other. The marm, kindly old Winifred Lane, will treat the PCs in a friendly manner.

ZA: The lower floor of the building is on fire. The children and marm are screaming from the third-story windows for help.

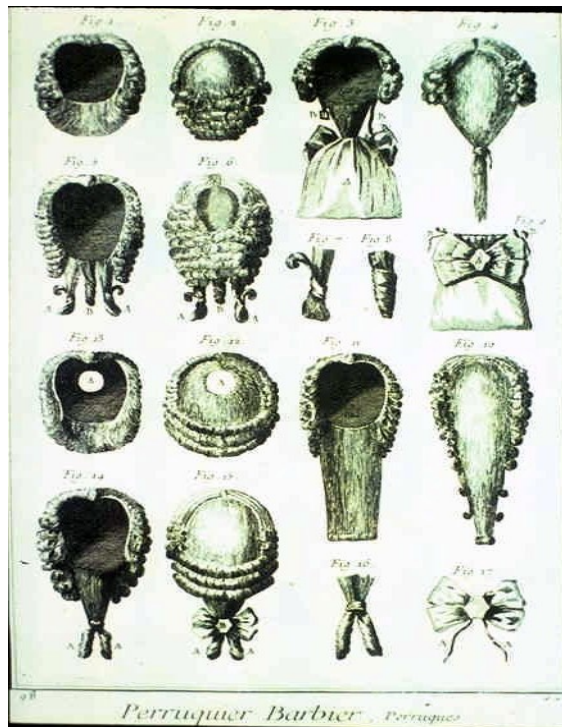
38. This bakery serves hot cross buns and butter pies 24 hours a day. It is run by the Half-Elf Fiddle-Faddle family. The butter pies are delicious but very, very high calorie. Twaddle Fiddle-Faddle is the progenitor, a rotund type who coyly sticks his left pinky in every butter pie to make sure the butter is as hot as it should be.



ZA: The Fiddle-Faddle family (Twaddle, Twinkie, Tim Tim, and little Nance) are locked in their storage room. They have 2d4 butter pies with them.

39. Wigmaker. Thomas "Toots" Thayer is the master wigmaker, and he is assisted by his young apprentice, Pip. Unfortunately, the wigs here are of very poor quality. Both Toots and Pip will be wearing wigs which look something like roadkill stapled to their heads. Toots will constantly claim that hats are just a passing fad but that "Wigs are forever".

ZA: Toots and Pip will be at Location 31, nearly all of their inventory lying in a sad pile at their feet. Toots will attempt to sell a wig to survivors. Their shoppe is unattended. There is a one wig-wearing zombie under the counter, chewing on a severed leg.



40. Lodge of the Path of the Hidden Hand. This fraternal hall is home to the innocuous Path of the Hidden Hand, a group formed mostly of loggers and fishermen. They donate to the orphanage (Location 37) and pool resources if one of their own get sick or has some other emergency.

ZA: There will be 6d6 Type I Zombies inside, members that could not escape or that were drawn back to the lodge in death. They will be wearing crimson hooded robes.

41. Spectacle Maker. Visitors to this shoppe encounter an incredibly gaunt Half-Elf wearing goggles. He will excitedly and manically engage the PCs in conversation. Known only as Sam, he spends every waking hour on an invention that he says will change the world. The invention looks like a prototype of our modern-day binoculars, which Sam calls his “Gen-u-ine Box-shaped Binocular Terrestrial Telescopes”. He will entreat PCs to use the contraptions to view chickens in a nearby backyard. Though Sam is not nearly as passionate about standard, mundane spectacles, he has a wide variety on display.

ZA: Sam will be at Bingham College (Location 31). He will carry only a small chest containing his binocular prototypes. He will offer several pair to the PCs to help them scout the area.

42. Bill and Kip Chapman's house. If the PCs pass by the house prior to the outbreak, they simply see a cozy little cottage with its shutters drawn. If PCs approach the house for whatever reason,

they hear the sound of Kip's mother crying softly at Kip's bedside.

ZA: The house radiates magic. Inside, the PCs will find the remains of the Chapman family, and the unscrewed cone humming, sitting on a blood-stained bed.

43. Watch Maker. Impish Gnome Donnagen "Patches" Davenport is an absolute master craftsman. The timepieces are all one-of-a-kind creations, incredibly accurate, and look smart on the wrist. Donnagen says, "God gave me tha' fingahs for it", then holds up his hands. "See! I got small hands!" He has a wispy beard, and the storefront has a large window that allows passers bye to watch him work. He has a small pet bird in a cage by his work desk.

ZA: Donnagen can be seen on the top of his store, 20 feet up, holding the bird cage, swatting at Zombies that are climbing the building. He will be happy to see any PCs, and will promise to make them all custom watches if they help him survive. The shop's windows are smashed in, and the structure will eventually collapse if the climbing Zombies are not fended off.

44. Ye Olde Chubb Brewery. The Chubb family of Halflings has operated this small brewery for almost 75 years. The most popular concoction is their "Chubby Ale"; it is a flavorful brown ale with hints of walnut and spice. They supply the local taverns and also sell small batches out of the brewery. Tyler, wife Anne, and son Turtledove are the current owners. Tyler resents the constables and tax collector, as they are made to pay more in taxes than Humans. Tyler gives each member of the party a free mug of ale, as he is very proud of his skills.



ZA: The Chubbs will be holed up in the cellar; PCs entering the building will hear their screams. The building is otherwise empty. Tyler will promise the PCs a year's supply of ale if they help his family escape.

45. This house is empty. There is a nice little garden in the front with a small plot of carrots. There is a shed in the back of the house containing three gallon-sized buckets of oil, hedge clippers, shovels, saws, and axes.

ZA: Everything is the same as it was prior to the outbreak.

46. Barber. A Half-Elf named Quint runs this establishment along with his assistant Poppy. Quint is a fine hairdresser, but a poor doctor. Quint pretends to keep up with modern scientific discoveries, but in reality he makes things up as he goes along. Quint's few living clients are usually worse off after visiting him. Quint and Poppy will almost always prescribe bloodletting as a cure for an ailment.



ZA: Quint was bitten. Minutes before turning he begged Poppy to tie him down and perform a crude transfusion. PCs entering the building will see an appalling amount of blood spraying all over the place. Remarkably, the procedure cures Quint. Unfortunately it is not feasible to give blood transfusions to all of the infected, but the process could be used selectively.

47. Demi-Human Docks. These are the only docks in Bridgepuddle that Demi-Humans can use unless they are under the employ of Humans. Crowded and rowdy.

ZA: Docks will have an 80% chance of being ablaze. There will also be huge throngs of Zombies around the docks (see the Zombie Encounter Tables). Most of the Zombies are not Human.

48. Newly constructed docks. These docks are new construction and have not been finished. There will be 2d10 construction workers working on them during the daytime.

ZA: These docks are not on fire. There is a large, 6-man rowboat still tied to a post.

49. Constable's Pier. Incoming vessels from the south must check in with authorities here and pay applicable taxes before being able to dock in Bridgepuddle. 1d4+2 Constables are always on duty. They sometimes employ dinghies equipped with red-tinted lanterns.

ZA: The aforementioned constables will be among the undead running amok here. 80% chance of the pier and dinghies being on fire.

50. Jail. Bridgepuddle is typically quiet, and rarely sees more than a charge of vagrancy or an occasional fistfight. There are only five cells, four empty and one occupied by a certain Samuel J. Hornsweight, public drunk extraordinaire. Should the party encounter him, the most remarkable things about him are his breath and rotten teeth. He will sloppily attempt to put on high-class airs. He will always vomit in the presence of a female character. 1D4 constables will be on duty.

ZA: The place is empty except for Samuel, who will beg for his release.

51. South Street Docks. These docks are shared by several smaller lumber outfits. Alexandre Bamen (Location 9) also ships from these docks.

ZA: Docks will have an 80% chance of being ablaze. There will also be huge throngs of Zombies around the docks (see the Zombie Encounter Tables).

52. South Street Warehouse. These warehouses are jointly leased by several lumber companies. Product ships from the South Street Docks (Location 9).

ZA: The warehouse will have an 80% chance of being ablaze. There will be huge throngs of Zombies around the docks (see the Zombie Encounter Tables), and many of them will be on fire.



53. Blacksmith/Wainwright. Mamie Halford is a tough-as-nails woman of about 50 years. She has the strength and spunk of someone half her age. She will always be at work hammering something or other against an anvil. She gets a lot of business and takes pride in her work. She has several well-built carts and carriages for sale, and sells her high-quality metalwork to several of the logging outfits. She is a bit uncouth and will scratch her crotch frequently, spitting in her hand prior to shaking another. Mamie also has some stables on the property and charges reasonable rates.

ZA: Mamie will be at Location 9. Her carts and carriages have been stolen by folks fleeing the town, but otherwise her shoppe appears as it was prior to the outbreak. If encountered during the

ZA, she will insist on fighting alongside the party, and will use her large, heavy hammer against any Zombies. Treat Mamie as a Level 19 Henchman with a +2 bonus to all defenses and +10 damage bonus on all melee attacks. Mamie has no Theme.

54. Tax Collector's Office. The tax collector, Mr. Higgenbotham, is a skinny, rat-faced Human with a thin mustache. He always wears a dark suit and tie. He is actually an Adept in the southern occult group, and he uses his position to observe progress made in research at Bingham University (Location 31). As taxes are the primary source of funds for the southern government, all tax collectors are typically trusted initiates into hidden degrees.

ZA: The building is empty. Higgenbotham fled town and is on his way back south as fast as he can travel. He left in a rush. PCs entering the office will find paperwork that mentions some cryptic details about the inner circle and their aims. A large safe contains almost 40,000 gp. The safe will be trapped with a poison needle (see "Tricks and Traps" later in this issue for trap statistics).

55. Printer. Beautiful young Celia Pureheart operates this small press. She lives off of an inheritance and focuses on publishing what she considers to be important work. She is uncompromising and capable. Most of the press' releases are pamphlets espousing various concerns, such as the current deforestation crisis, the danger firearms present to the public, and a desire for all races to live together in harmony. The heads of the logging firms all despise her.

ZA: Celia fights in vain to put out the flames burning her small offices. If the party sees her, they may be just in time to save her life, but the building will be lost.

56. Pigeon Street. Named after the birds that tend to congregate here.

ZA: The pigeons have all wisely flown away.

57. Post Office. This post office sends mail via carrier pigeon. In southern Serd, post offices employ riders on horseback (and the rare griffon), but in the more distant northern towns the pigeons are much more reliable. A man with enormous sideburns named Tibbs manages the office. He uses "baby talk" when dealing with the pigeons, calling them "sweetums" and "yum-yums" in creepy fashion. He will happily blurt out the names of all ten of his prize-winning brood: Hosiah, Jebediah, Jeb Jr., Lila, Lil', Peaches, Patches, Bigsby, Hornfuel, and Poot.

ZA: The pigeons turned on Tibbs, eating (most of) him alive. At first glance he appears dead, but suddenly comes alive screaming "KILL ME !!!!".

Concluding the Adventure

There is no predetermined way for this adventure to end. It is likely that your group will set its own goals, such as destroying all Zombies, rescuing children, etc, and so the adventure will end when they either complete their objectives or die. Some of the Zombies inevitably escape; this could lead to other adventures. It is possible that the PCs will detect the cone's magic and shut it down. If the cone is not discovered by the PCs, then the occult group of the south will dispatch a team to Bridgepuddle to retrieve it.



SCALEMAIL



By Will Doyle

Original Illustrations by Sandro Sammarco, John Kelly and Stacey Allan
(Card illustrations care of Queen Matilda & her ladies-in-waiting)

Originally appeared at Beholder Pie

<http://beholderpie.blogspot.co.uk/2012/05/mass-combat-revisited.html>

Reprinted with kind permission

Introduction and Adaptation for 4e Forever by frothsof

INTRODUCTION TO SCALEMAIL

It really is an honor to be able to introduce 4e Forever readers to Scalemail. There is a multitude of fan-made material for every edition of the game floating around on the internet, much more than anyone will ever even have the time to fully digest. While most of it is certainly well-intentioned, if not readable, it is rare indeed that an idea really grabs me through the computer, slaps me in the face, shakes me violently, and makes me say, "This is freaking awesome". That was my experience reading Will Doyle's Scalemail.

Other editions had their mass combat systems. 1st had Battlesystem. 2nd had Greyhawk Wars. OD&D was partially derived from Chainmail, and later had Swords and Spells. But up until now I had not seen a mass combat system for 4e. Certainly nothing this creative and fun.

When I contacted Will Doyle about reprinting this article, he was very gracious and modest. He pretty much just let me add whatever I wanted in order to have the flavor match the 4e Forever world. He answered rules questions I had along the way. I am very thankful for that. I added a little flavor to the armies and added some art but otherwise didn't change anything, as it is perfect as it is.

I would like to encourage DMs to not just read these rules, but play them. Get your hands dirty. I think this system can really open up some possibilities for your 4e campaigns.

And with that, there really isn't much more for me to say. I hope you enjoy Scalemail as much as I do.



The **Scalemail** system allows players to determine the outcome of large-scale conflicts. The players control one side, and the DM controls the other.

SETUP

Each side starts the battle with a pool of 20 Initiative Points (IP). Players spend IP to draw Battle Cards and command units, placing spent IP into discard piles. We use pennies to represent initiative points.

Each side has a deck of Battle Cards. These represent their army's available orders. The decks are shuffled and placed face-down within reach. As battle cards are used, they are placed into discard piles.

Starting Units are then placed:

- Players may place their active units anywhere within their deployment zones (as specified by the scenario).
- Reserve units may start the game off-map (as specified by the scenario). When reinforcements are called in, they appear within their side's deployment zones.

ORDER OF PLAY

The following phases repeat until one side is completely destroyed or routed off the map:

Phase 1: Determine Initiative

Each side rolls 1D20. The side with the highest result gains initiative and becomes the “active player” for this round. In the case of a draw, roll again.

Once the active player has been determined:

- The active player draws IP from their pool equal to the difference between the two Initiative rolls. This is their “active IP”.
- The loser empties any discarded IP from last round back into their pool.

If the active player does not have enough IP left to draw the full amount, any excess owed is lost. In addition, players who withdraw all the IP from their pool do not roll for initiative in the next round (so their initiative score automatically counts as zero).

Phase 2: Orders

The active player may now:

- Spend 1 IP to draw a new battle card (discarding their current battle card)
- Spend 1+ IP to activate their current battle card (see “Battle Cards”, below).

The phase ends once the player spends all of their active IP. Players **must** spend all of their IP, even if it means drawing unwanted cards.

If the player’s current battle card hasn’t yet been activated, it is left face-up, ready for the next round. A battle card that has been activated to any degree must be discarded.

Phase 3: Ongoing Combat

The active player now makes a single attack for each engaged unit (see “Combat”). This attack is mandatory and costs no IP.

Phase 4: Flee

Any routing units now take a “Flee” action. If they move off the edge of the map, they are permanently removed from play.

Rebuilding the Deck

When the player draws their last battle card, they must shuffle their discard pile and rebuild the deck.

Before shuffling:

1. Remove all “Command” and “Reload” cards referring to unit types that have been destroyed or routed (including reinforcements).
2. Remove all “Reinforcements” cards if all reinforcements have been called in.
3. Add any extra cards specified by the scenario.

BATTLE CARD DESCRIPTIONS

“Command [Unit Type]”

All command cards specify a unit type (e.g. “Command Infantry”). Once drawn, each unit of that type may take **any** of the following actions, at the cost of 1 IP per action. Units may take multiple actions, but cannot perform more than their **action point value**.

-Move: The unit moves up to its speed in squares/hexes.

Difficult Terrain: Costs 2 squares of movement to enter.

Hills: Costs 2 squares to enter when moving uphill, and 1 when moving downhill.

-Charge: The unit moves up to its speed and makes a single melee attack with a +1 attack bonus. It is now in an *engagement*.

-Withdraw: The unit withdraws from an engagement by moving 1 square. If it is no longer adjacent to an engaged enemy, the engagement ends. A unit that withdraws from an engagement cannot take any more actions during that phase.

-Flee: The unit withdraws from an engagement by moving its speed. Each enemy in the engagement gets a free attack before the unit moves. The fleeing unit does **not** fight back.

-Attack: The unit makes a melee attack against one enemy it is engaged with.

-Fire: The unit makes a single ranged attack against an enemy within range. Units cannot take this action if they are currently *engaged*.

“Command Failure” Card

When this card is drawn, the active player immediately rolls 1d6 and loses that many active IP. The card is then discarded.

“Delay” Card

This card has no use. Its presence signifies misinterpreted signals and delayed orders. If a battle card is drawn that has no associated units left on the map, it counts as a “Delay” card.

“Special Powers” Card

On this card, units with special powers may activate them at the cost of 1 IP per unit. Each unit may only activate their special powers *once* per “Special Powers” card.

“Surge” Card

On this card, each active unit may take *one* “Command” action. No matter how many units are moved, this card costs just 1 IP to activate.

“Rally” Card

On this card, routing units may take as many morale checks as they need, at the cost of 1 IP per check (see Combat).

“Ready” Card

On this card, “Command” actions may be *readied* for any active unit, at the cost of 1 IP per unit. The player specifies a single action and an event that triggers it (e.g. “charge any enemy unit that moves within range”). When the triggering event occurs, the action is resolved immediately. If this occurs off the player’s turn, they are considered the active player for the duration of the action. Readied actions are wasted if the readied unit takes a different action, or enters into an engagement.

“Reinforcements” Card

Reinforcements are summoned at the cost of 1 IP per unit, and placed anywhere within the player’s deployment zone.

“Reload [Unit Type]” Card

Some units can only fire once before needing to reload. On this card, reload each expended unit of that type at the cost of 1 IP per unit.

“Tactics” Card

When drawn, the active player can place any amount of active IP on top of this card and then move it to one side. Play continues, but now the active player can spend IP from their “Tactics” card as well as from their active IP. The card is discarded when all of its IP is spent.

Players can end the Orders phase with IP still sitting on the card. If they lose the following Initiative roll, they only empty their *discarded* IP back into their pool – not the IP they’ve “banked” on the card.

A player can only have one “Tactics” card active at a time: if another is drawn while the first is in play, any IP banked on it is placed onto the already active card.

COMBAT

Combat is resolved as it occurs.

1: Resolve Attacks

Roll a number of D20 equal to the attacking unit’s **Power**, adding the appropriate **Attack Bonus** to every roll (melee or ranged). If the result beats the defender’s **AC**, they score 1 hit (note the number of hits down but do not deduct them until step 3!)

Melee Attack Modifiers:

- If a unit is charging their opponent, they get a +1 attack bonus to each die.
- If the unit is flanking their opponent, they gain a +2 attack bonus to each die. Units count as flanking when they attack an enemy from the opposite side of an ally that it’s engaged with.
- If the enemy is routing, attacking units gain a +2 **Power** bonus, and a +2 attack bonus to each die.

Ranged Attack Modifiers:

- Units firing at long range take a -2 attack penalty to each die (the first number listed on a unit’s ranged stat block is the extent of short range, and the second is the extent of long range).
- Units firing in bad weather take a -2 attack penalty to each die.
- Units take -2 attack penalty for firing at enemies in light cover, and a -5 penalty for firing at enemies in heavy cover.
- Units firing from a higher elevation gain a +1 attack bonus to each die.

2: Repeat Step 1 for Defender

Unless this was a ranged attack, any surviving units now get a chance to fight back. Repeat step 1 for the defending unit, and then proceed to step 3.

3: Remove Casualties

Both units now simultaneously deduct hits from their current **Power** values. Units that are reduced to zero power are destroyed.

4: Morale

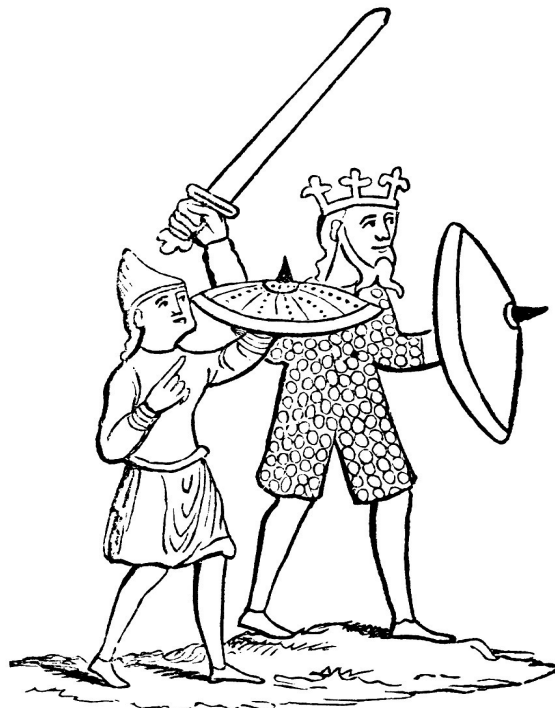
If both units are still intact, the unit that took the most hits must now roll to see if it routs. The player commanding the unit rolls 1D20 and adds their **Morale** bonus to the result. The unit *routs* if they score under a 10.

Morale Check Modifiers:

- Unit flanked: -2 penalty
- Unit bloodied: -2 penalty (units count as bloodied when at 1 Power)
- Unit routing: -2 penalty
- Unit has higher Power than opponent: +2 bonus

ROUTING

Place a yellow counter next to every unit that is routing. These units cannot be commanded, and can only be brought back into the battle by drawing a Rally card and successfully passing a morale check.



SAMPLE UNITS



The following units can be used to represent the Human, Dwarven, Elven, Gnomish, and Beastman forces of Serd.

Humans

These forces represent the Serdian army.

Infantry

Swordsmen (Heavy Infantry)	
Power 4 Traits +2 Power when charging	
Speed 2; AC 18; Morale +5; Action Points 3	
Melee (Sword)	Ranged (None)
Attack +2	Range N/A; Attack N/A

Pikemen (Heavy Infantry)	
Power 4 Traits Double Power versus cavalry	
Speed 2; AC 17; Morale +5; Action Points 3	
Melee (Pike)	Ranged (None)
Attack +3	Range N/A; Attack N/A

Guardsmen (Light Infantry)	
Power 3 Traits Can activate on "Command Archer"	
Speed 3; AC 15; Morale +3; Action Points 3	
Melee (Sword)	Ranged (Crossbow)
Attack +2	Range 2/4; Attack +2

Peasant Levies (Light Infantry)	
Power 2 Traits Morale check when adjacent unit routs	
Speed 3; AC 10 (12 when adjacent to ally); Morale +0; Action Points 3	
Melee (Sword)	Ranged (Sling)
Attack +0	Range 1/2; Attack +1

Archers

Longbowmen (Archers)	
Power 4 Traits +2 Power at long range	
Speed 3; AC 13; Morale +5; Action Points 3	
Melee (Dagger)	Ranged (Longbow)
Attack +0	Range 3/6; Attack +3

Riflemen (treat as Archer)	
Power 4 Traits +2 Power at short range	
Speed 2; AC 15; Morale +5; Action Points 3	
Melee (Dagger)	Ranged (Rifle)
Attack +0	Range 1/2; Attack +3

Rangers (Archers)	
Power 5 Traits +2 Power for ranged attacks	
Speed 4 (ignore difficult terrain in woods); AC 15; Morale +5; Action Points 3	
Melee (Dagger)	Ranged (Longbow)
Attack +0	Range 3/6; Attack +3

Cavalry

Mounted Knights (Heavy Cavalry)	
Power 6 Traits +4 Power when charging	
Speed 5; AC 20; Morale +6; Action Points 4	
Melee (Lance)	Ranged (None)
Attack +4 (+2 if not charging)	Range N/A; Attack N/A

Steppe Cavalry (Light Cavalry)	
Power 3 Traits +2 Power when charging	
Speed 6; AC 15; Morale +3	
Melee (Sword)	Ranged (None)
Attack +2	Range N/A; Attack N/A

Pistoleros (Light Cavalry)	
Power 3 Traits Can activate on "Command Archers"	
Speed 6; AC 12; Morale +3; Action Points 4	
Melee (Shortsword)	Ranged (Pistol)
Attack +1	Range 1; Attack +2

Artillery

Cannon (Artillery)	
Power 8 Traits Also damages structures. Destroyed by a single hit. Requires reload.	
Speed 1; AC 10 (20 versus ranged); Morale +5; Action Points 3	
Melee (None)	Ranged (Cannon)
Attack N/A	Range 3/6; Attack +2

Ballista (Artillery)	
Power 4 Traits Double power versus light infantry. Destroyed by a single hit. Requires reload.	
Speed 2; AC 12 (20 versus ranged); Morale +5; Action Points 3	
Melee (None)	Ranged (Ballista Bolt)
Attack N/A	Range 2/4; Attack +3

Dwarves

The Dwarves of the Eastern Ridge took heavy casualties in the War. While some live amongst Humans and Demi-Humans, many more gather in deep caverns, longing to take back what was theirs.

Infantry

Dwarven Shieldbrothers (Heavy Infantry)	
Power 6 Traits +2 Power when receiving charge	
Speed 2; AC 20; Morale +6; Action Points 3	
Melee (Hammer)	Ranged (None)
Attack +2 (+3 versus orcs)	Range N/A; Attack N/A

Dwarven Stouthearts (Light Infantry)	
Power 3 Traits Can activate on "Command Archer"	
Speed 2; AC 15; Morale +6; Action Points 3	
Melee (Axe)	Ranged (Javelin)
Attack +2 (+3 versus orcs)	Range 1/2; Attack +0

Archers

Dwarven Crossbows (Archers)	
Power 4 Traits Can make ranged attacks when engaged	
Speed 2; AC 15; Morale +6; Action Points 3	
Melee (Mace)	Ranged (Crossbow)
Attack +0	Range 2/4; Attack +3 (+4 versus orcs)

Artillery

Dwarven Catapult (Artillery)	
Power 8 Traits Double power versus structures. Destroyed by a single hit. Requires reload.	
Speed 1; AC 12 (22 versus ranged); Morale +6; Action Points 3	
Melee (None)	Ranged (Catapult Shot)
Power N/A	Range 4/8; Attack +0

Dwarven Flame Cannon (Artillery)	
Power 10 Traits Can fire when engaged. Destroyed by a single hit. Requires reload.	
Speed 1; AC 16 (20 versus ranged); Morale +6; Action Points 3	
Melee (None)	Ranged (Flame)
Attack N/A	Range 1/2; Attack +4

Elves and Gnomes

During the war, the Elves and Gnomes fought together to defend their shared lands. Though some Gnomes and Elves now live amongst Human populations, renegade groups live in what is left of the Elven forests.

Infantry

Gnome Duelist (Heavy Infantry)	
Power 6 Traits Enemy does not return attack when charged	
Speed 2; AC 20; Morale +6; Action Points 3	
Melee (Sword)	Ranged (None)
Attack +3	Range N/A; Attack N/A

Elven Woodwains (Light Infantry)	
Power 3 Traits Can activate on "Command Archer"	
Speed 3 (ignore difficult terrain in woods); AC 15; Morale +3; Action Points 3	
Melee (Sword)	Ranged (Shortbow)
Attack +2	Range 2/4; Attack +2

Archers

Elven Archers (Archers)	
Power 4 Traits double Power when firing from woods	
Speed 3 (ignore difficult terrain in woods); AC 13; Morale +5; Action Points 3	
Melee (Dagger)	Ranged (Longbow)
Attack +0	Range 3/6; Attack +3

Cavalry

Griffon Riders (Heavy Cavalry)	
Power 8 Traits Flies; moves full speed when withdrawing	
Speed 8; AC 18; Morale +6; Action Points 4	
Melee (Lance)	Ranged (None)
Attack +4 (+2 if not charging)	Range N/A; Attack N/A

Beastmen

The majority of the wild and unwashed Beastmen were pushed back into the Endless Swamp during the war. However, some still control portions of desirable southeastern lands known to contain unexplored ancient ruins.

Infantry

War Orcs (Heavy Infantry)

Power 4 Traits +2 power versus units with lower power

Speed 2; AC 18; Morale +4; Action Points 3

Melee (Cleaver) **Ranged (None)**

Attack +2 **Range N/A; Attack N/A**

Ogre Bezerkers (Heavy Infantry)

Power 6 Traits Can never rout, flee or withdraw

Speed 4; AC 16; Morale N/A; Action Points 3

Melee (Axe) **Ranged (None)**

Attack +3 **Range N/A; Attack N/A**

Goblin Halberdiers (Light Infantry)

Power 2 Traits +2 Power versus cavalry

Speed 3; AC 15; Morale +2; Action Points 3

Melee (Halberd) **Ranged (None)**

Attack +2 **Range N/A; Attack N/A**

Orc Rabble (Light Infantry)

Power 2 Traits Can never withdraw.

Speed 3; AC 12; Morale +2; Action Points 3

Melee (Axe) **Ranged (None)**

Attack +0 **Range N/A; Attack N/A**

Archers

Orc Archers (Archers)

Power 4 Traits Only check morale when engaged.

Speed 3; AC 14; Morale +4; Action Points 3

Melee (Dagger) **Ranged (Shortbow)**

Attack +0 **Range 2/4; Attack +3**

Cavalry

Goblin Wolf Riders (Light Cavalry)

Power 3 Traits +2 speed when charging

Speed 5; AC 15; Morale +3; Action Points 4

Melee (Spears) **Ranged (None)**

Attack +2 **Range N/A; Attack N/A**

Artillery

Battering Ram (Artillery)

Power 2 Traits Only damages structures.

Speed 1; AC 16 (20 versus ranged); Morale +5; Action Points 3

Melee (Guards) **Ranged (None)**

Attack +0 **Range 4/8; Attack +0**

COMMANDER TRAITS

Each army has a commander, whose level of leadership, strategy and cunning is represented by a **Command** score. To determine the command score of each commander, roll 1d20 before the battle begins:

1d20	Command Score
1-2	Novice
3-5	Inexperienced
6-14	Veteran
15-18	Seasoned
19-20	Champion

If the PCs are leading the army themselves, the DM may wish to assign a command score based on their character's overall experience of warfare.

Novice

Add 2 "Command Failure" and 2 "Delay" cards to this commander's deck.

Inexperienced

Add 1 "Command Failure", 1 "Delay", 1 "Ready", and 1 "Rally" card to this commander's deck.

Veteran

Add 2 "Ready" and 2 "Rally" cards to this commander's deck.

Seasoned

Add 2 "Ready", 1 "Rally" and 1 "Tactics" card to this commander's deck.

Champion

Add 1 "Ready", 1 "Rally", 1 "Tactics" and 1 "Surge!" card to this commander's deck.

THE BATTLE CARDS

The following battle cards can be printed out to form decks for each side. Each deck should have **52 cards**, but should be tailored to the army at hand.

To construct a deck for your army:

1. Take 4 Rally cards
2. Take 2 Delay cards
3. Take any cards assigned due to “Commander Traits”.
4. Go through your army’s roster in order, taking one card of the appropriate type for each unit.
5. When you get to the end of the roster, take 1 “Reload [Type]” card for each unit *type* that needs it, and 1 “Special Powers” card if any of your units have special powers.
6. Repeat steps 4 and 5 until you have 52 cards in your deck.
7. Shuffle the deck and prepare for war.



Command Cavalry Cards

COMMAND CAVALRY



Command cavalry units for 1 IP
per order.

COMMAND CAVALRY



Command cavalry units for 1 IP
per order.

COMMAND CAVALRY



Command cavalry units for 1 IP
per order.

COMMAND CAVALRY



Command cavalry units for 1 IP
per order.

Command Infantry Cards

COMMAND INFANTRY



Command infantry units for 1 IP
per order.

COMMAND INFANTRY



Command infantry units for 1 IP
per order.

COMMAND INFANTRY



Command infantry units for 1 IP
per order.

COMMAND INFANTRY



Command infantry units for 1 IP
per order.

Command Archers Cards

COMMAND ARCHERS



Command archer units for 1 IP
per order.

COMMAND ARCHERS



Command archer units for 1 IP
per order.

COMMAND ARCHERS



Command archer units for 1 IP
per order.

COMMAND ARCHERS



Command archer units for 1 IP
per order.

Command Artillery / Reload Cards

COMMAND ARTILLERY



Command artillery units for 1 IP
per order.

COMMAND ARTILLERY



Command artillery units for 1 IP
per order.

COMMAND ARTILLERY



Command artillery units for 1 IP
per order.

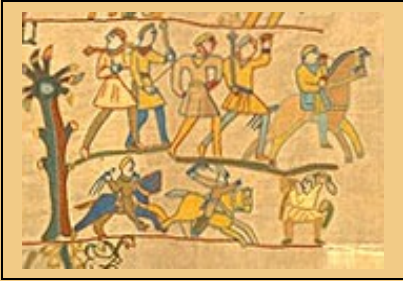
RELOAD ARTILLERY



Reload artillery units for 1 IP per
unit.

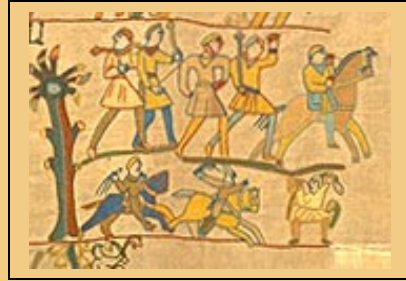
Rally Cards

RALLY



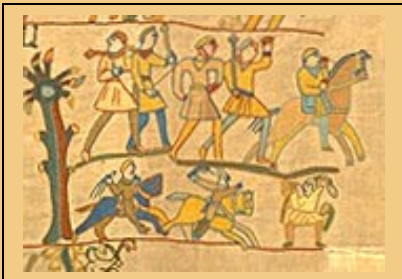
Rally units for 1 IP per unit.

RALLY



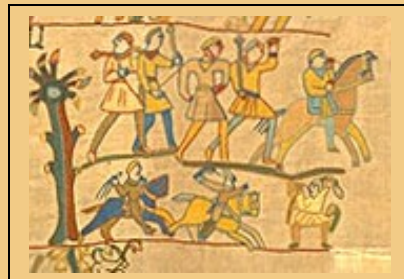
Rally units for 1 IP per unit.

RALLY



Rally units for 1 IP per unit.

RALLY



Rally units for 1 IP per unit.

Delay / Command Failure Cards

DELAY



This card has no effect.

DELAY



This card has no effect.

DELAY



This card has no effect.

COMMAND FAILURE



Immediately roll 1D6 and lose that many IP.

Miscellaneous Cards

SPECIAL POWERS



Activate special powers at the cost of 1 IP per unit

SURGE!



Spend 1 IP to activate this card.
Every active unit resolves one order.

READY

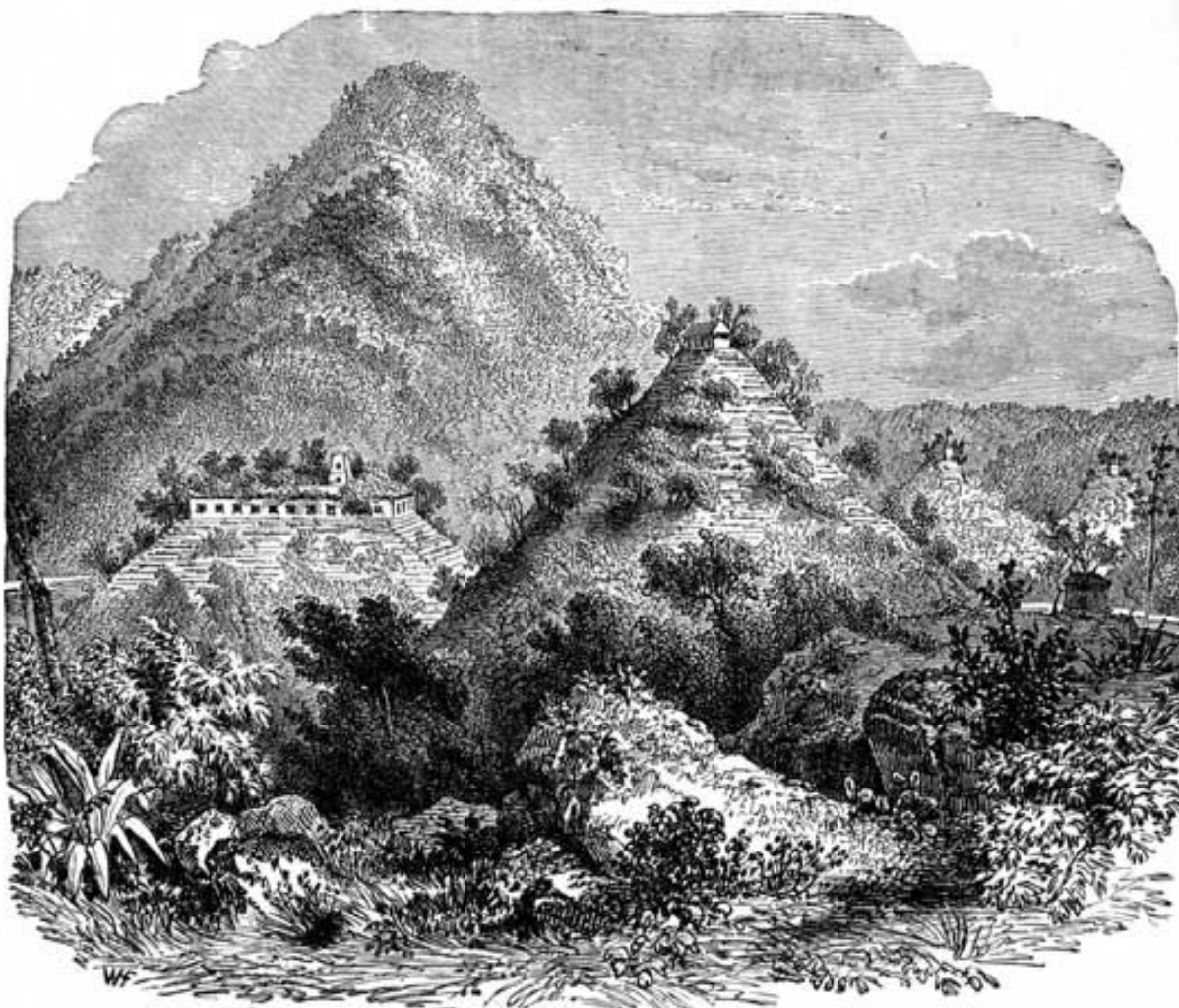


Issue readied orders to units at the cost of 1 IP per unit.

TACTICS



Place active IP on this card to bank it for use later. Discard this card when all IP placed on it has been spent.



TALES OF THE LOST CITY

Part One of an Adventure for 20th to 21st level PCs

Words by frothsof

Cartography by Robert Waluchow aka Crypt Thing

Original Illustrations by Timothy Reynolds

Additional Cartography by Christina Smith and frothsof

Background

About 200 years ago a horrific massacre took place on the remote Soron island of Heikun.

For months, the deranged and corrupt priests had sought to create a race of hybrid Snake-Men...a race which they believed once existed in Soro. They kidnapped folk from surrounding villages and took them back to their temple. There they performed unspeakable rites and experiments.

Sensing their debasement, the dark spirits of the mountains called to the priests in their dreams, luring them down into the vast sub-levels beneath the Pyramid. Somewhere in the cavernous depths they were touched by an eternal evil and given horrific new forms. The deformed priest-things of Heikun crawled back to the surface, systematically destroying all living creatures in their path, including the city's hapless, ineffective leader: the inbred boy-king Yusef.

Notes for the DM

This is Part 1 of an adventure designed for characters of the 20th to 21st level. The PCs start the adventure waking up to find they are shipwrecked on the small island, which is located about 30 miles off the coast of northeastern Soro. It is up to the DM to decide how to set this up. If the PCs hail from Serd, it is possible that after hearing the rumors of the new world, that they sailed in search of the continent of Soro, and were caught in a storm. Similarly, PCs from Soro could have been blown off course or have sailed too close to the jagged coastline. PCs and henchmen from Serd will have no information about the island prior to the adventure. PCs or henchmen from Soro will have only a 5% chance to have heard of the island, and if they have, all that they will know is that a Shaman once whispered to them that devils lived there.

The adventure begins as the PCs wake on the beach hex (Hex Number 2). As the party moves inland, use the **Wilderness Adventures** section of the adventure. Once the PCs have found the city, move on to **The Lost City** section, and eventually **The Pyramid**. Use the random tables provided to bring the areas to life.

Treasure and Rituals

This adventure features new magical items along with some items found in the *Adventurer's Vault* (AV). Rituals that appear in this adventure appear in the *Player's Handbook* (PHB). If you do not have access to these books, feel free to substitute other items.

Henchmen

If you have not done so already, allow henchmen to approach the group (prior to the shipwreck) before beginning the adventure. The party should have 4 henchmen apiece. Roll on the random henchmen table determined by your players' geographic background to determine themes. If a henchmen fails a morale check, he flees into the wilderness and is killed by wild animals no more than an hour later. The complete henchman rules are in the Grimoire.

Random Henchmen Table (Soro background)

Roll 1d4 for each henchman to determine theme

1-2.Explorer

3-4.Guardian

Random Henchmen Table (Serd background)

Roll 1d6 for each henchman to determine theme

1.Wizard's Apprentice

2-4.Outlaw

5-6.Mercenary

The Pyramid

The Pyramid is a megadungeon, the first level of which is presented here in Part 1 of the adventure. Each 4e Forever issue will add a different sub-level. The size of Part 1 will hopefully be enough to keep your group busy while Part 2 is in the works, but if you finish the first level prior to its release you can add extra rooms of your own or even an entire level.

The Pyramid had many functions. It was a palace, barracks, center of learning, and crypt rolled into one. Its lower levels are built at a slant and lead down diagonally for miles into the side of a mountain. In the deepest places there are extremely ancient stone tunnels and several massive, cyclopean chambers. These areas were discovered nearly intact by the Pyramid builders. The weird structures and bizarre labyrinths were then incorporated into the rest of the Pyramid's design.

Resting

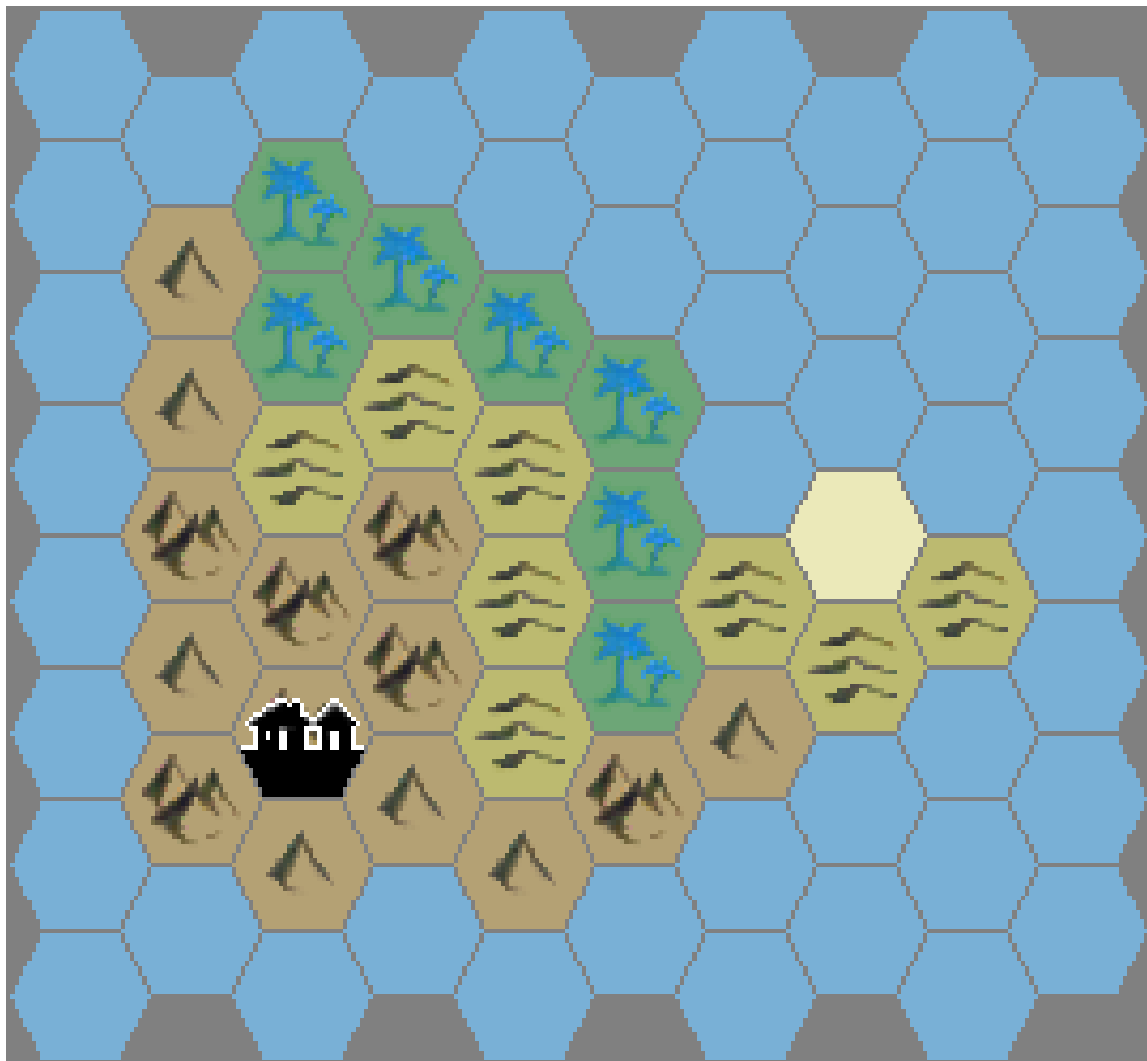
Each section of the adventure (**Wilderness Adventures**, **The Lost City**, and **The Pyramid**) has its own rules for rests. Consult each section for specifics.

Monsters and Traps

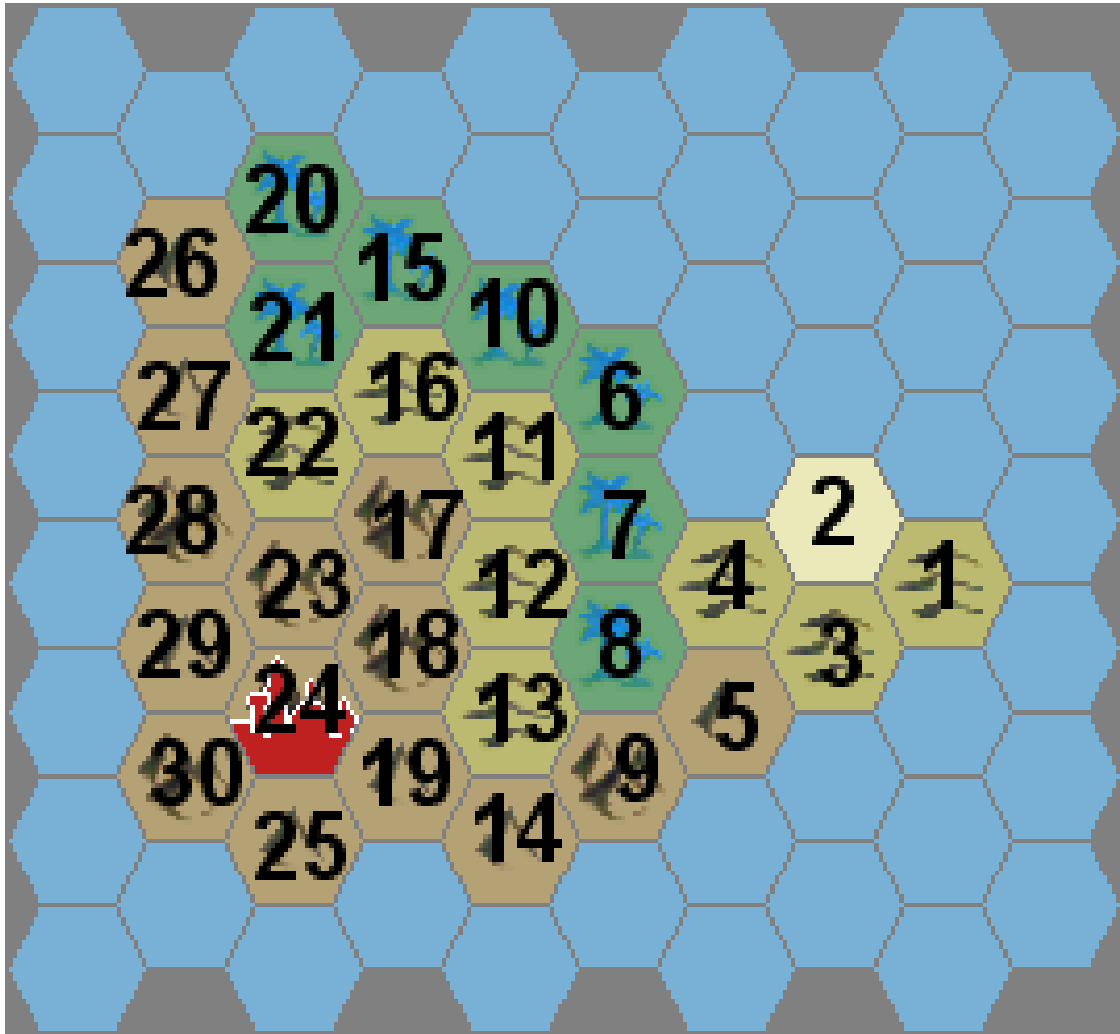
Statistics for all of the monsters and traps are provided at the end of the adventure.

DM's HEX MAP: UNNUMBERED

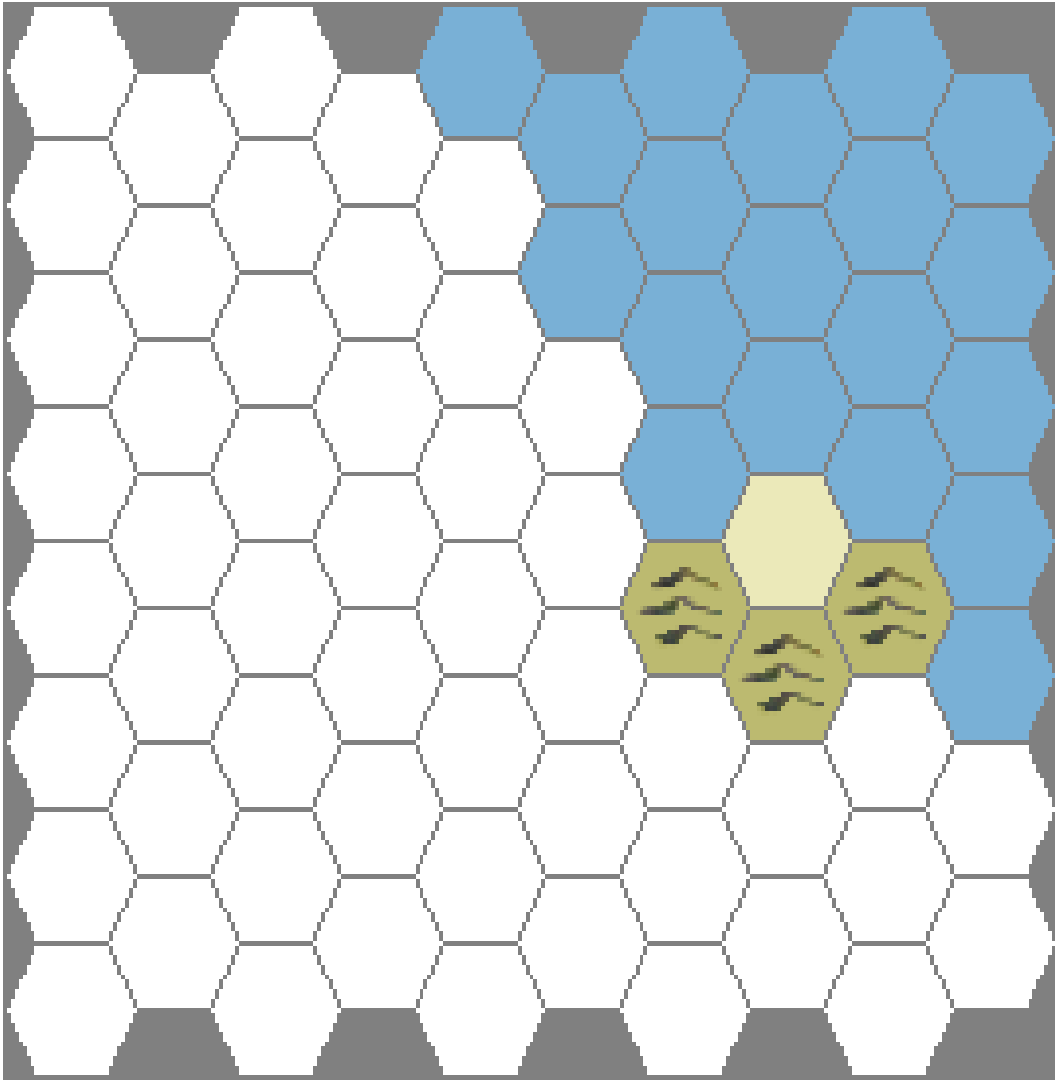
Crude Hex Maps by frothsof



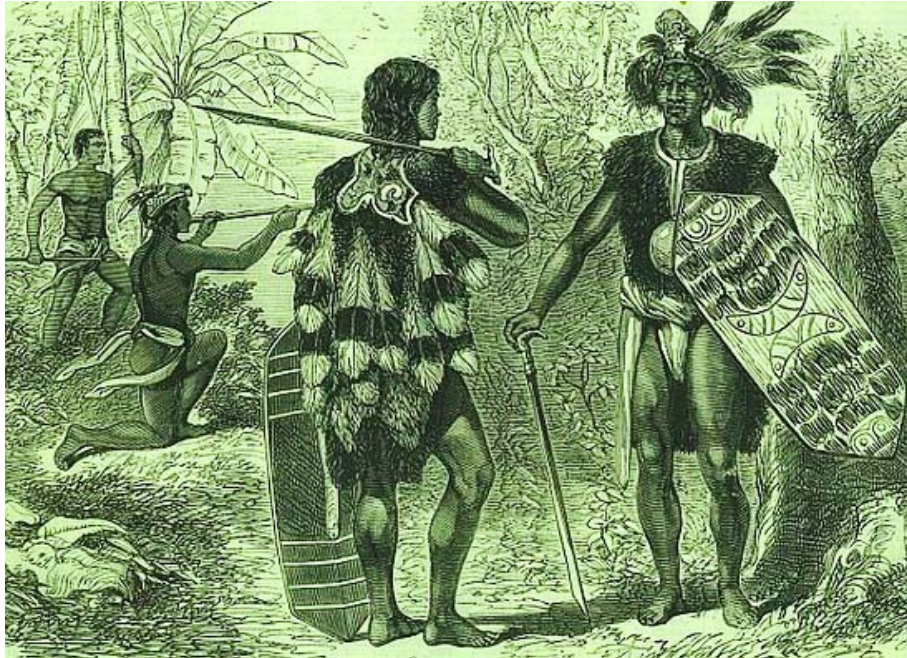
DM's HEX MAP: NUMBERED



PLAYERS' HEX MAP



WILDERNESS ADVENTURES



Running the Wilderness Adventures

The wilderness portion of the adventure presents hex information in several different ways. First, there are **General Terrain Descriptions** that give basic information on each terrain type. There are **Descriptions by Hex Number**. **Random Flavor Tables** are provided to help add unique flavor to the adventure. Finally, there are **Wandering Monster Tables** provided for all terrain types. These all appear below.

Read the General Terrain Description and Hex Number Description to the players as they move about the map, dicing for random flavor and wandering monsters along the way. Expand the adventure as you see fit; many locations could constitute entire adventures in and of themselves.

Resting

Each time the players try to take an extended rest prior to arriving at the city, wandering monsters will attack them. Thus, it is impossible for PCs to take an extended rest during the wilderness section of the adventure. They will have to locate the Lost City in order to take an extended rest. If the party have not found the Lost City after 18 hours of exploration, fatigue sets in. Each member takes a -2 penalty to attack rolls, initiative, and all defenses until the end of an extended rest.

Using the Hex Maps

Give the players a copy of the Players' Hex Map. They can follow along with their progress to note what terrain is where and what they have accomplished. The players should start on the beach hex. Their current visibility allows them to see only the surrounding ocean and hills. Each hex is 3 miles across. The tables below give the rates of travel for the PCs based on the terrain.

PC Land Speed

Beach: 3 miles per hour

Jungle: 1 ½ miles per hour

Hills: 1 ½ miles per hour

Small Mtns: 1 mile per hour

Large Mtns: ½ mile per hour

Hours Per Hex

-Each hex is 3 miles across

Beach: 1 hour

Jungle: 2 hours

Hills: 2 hours

Small Mtns: 3 hours

Large Mtns: 6 hours

General Terrain Descriptions

The island was formed millenia ago by an underwater volcano. It is one of hundreds of tiny Soron islands like it.

Beach-The beach is rocky and windy. Little bits of sand constantly fly into the PC's eyes. The sea is rough and choppy. There are jagged rocks jutting out of the water.

Jungle-This is mostly dense jungle, however there are walkable portions of an old stone road that ease travel.

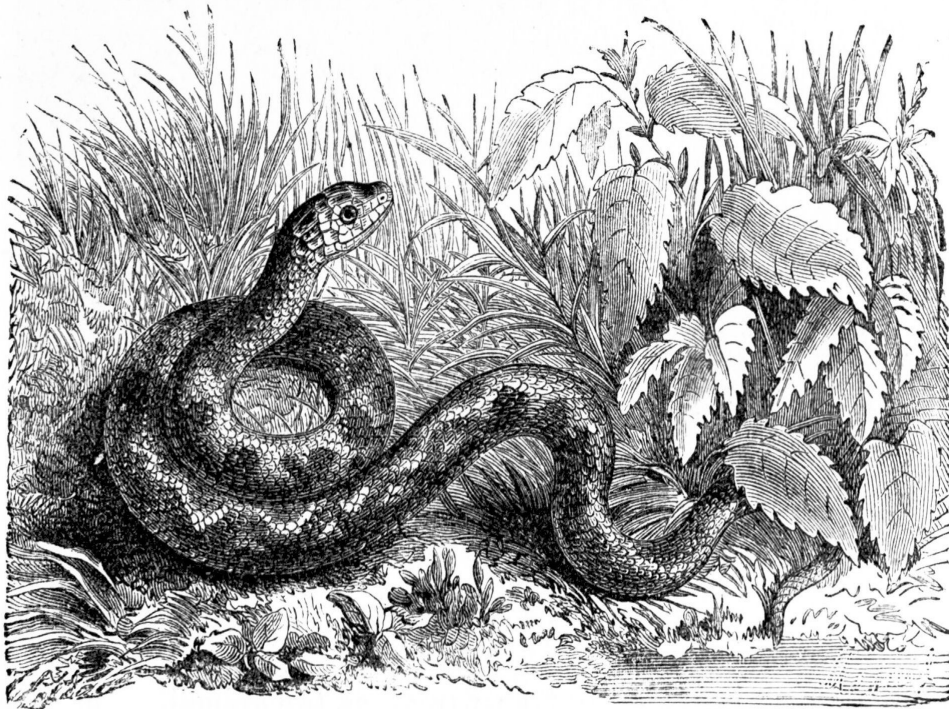
Hills-Rocky, barren hills roll on for miles here. There are some spotty grasses here and there. There are unique rock formations and caves dotting the hills.

Small Mountains-There are remnants of ancient roads in these mountains that make travel in some areas easier than it otherwise would be. Still, there are a few precarious spots that are difficult to navigate. PCs may need to use rope and climbing gear.

Large Mtns-Some remnants of old roads are still passable, but there are a lot of sheer angles and slippery terrain that require attention. PCs will need to use rope and climbing gear.

Descriptions by Hex Number

1. There are geometric symbols painted on a large rock.
2. Several wrecked vessels are beached here. They are abandoned and there are no valuables or bodies on board. Some of the ships look like they have been here for years. None appear to have been used recently. None are in condition to sail. Some will be recognizable as Serdian or Soron depending on PC backgrounds.



3. A random henchman is bitten by a snake and dies.
4. A rusted short sword lies next to a pile of rocks. If the sword is cleaned off, it will glow brightly and hum whenever **Macatal** are within 50 feet of the wielder.
5. Long stretches of smooth, melted rock.
6. A skeleton is found lying near a massive anthill. PCs trained in Heal or Nature might recognize it is a Gnome skeleton.
7. There is an old ship caught in the high branches of a tree.
8. Quicksand. PCs caught in the quicksand will be able to escape fairly easily, but henchmen will need to make a saving throw or be pulled under.
9. When looking back towards the beach from these mountains, a large sand painting is visible. It stretches across the side of the hill and is the image of a snake.

10. Bizarre vines surprise the party and attempt to grab the PCs. The vines are covered in nipple-like mouths. PCs and henchmen must succeed on a saving throw or be grabbed by the vines. Creatures trained in Acrobatics get a +2 bonus to the roll. A grabbed creature drops to zero hit points. The vines only have an AC of 12, and any damaging attack kills a vine.

11. There is a carved stone block on top of a hill. The block is stained a faint red.

12. Automatic encounter. After the encounter, the PCs will notice an odd plant in the surrounding area (pictured). Treat each piece of its fruit as an *Elixir of Invisibility* (AV). There are 4 pieces of fruit; each piece will keep for three days.



13. The PCs see footprints forming next to their own as they walk, but there is nobody there. When they notice it happening, it stops.

14. It never stops raining in this hex.

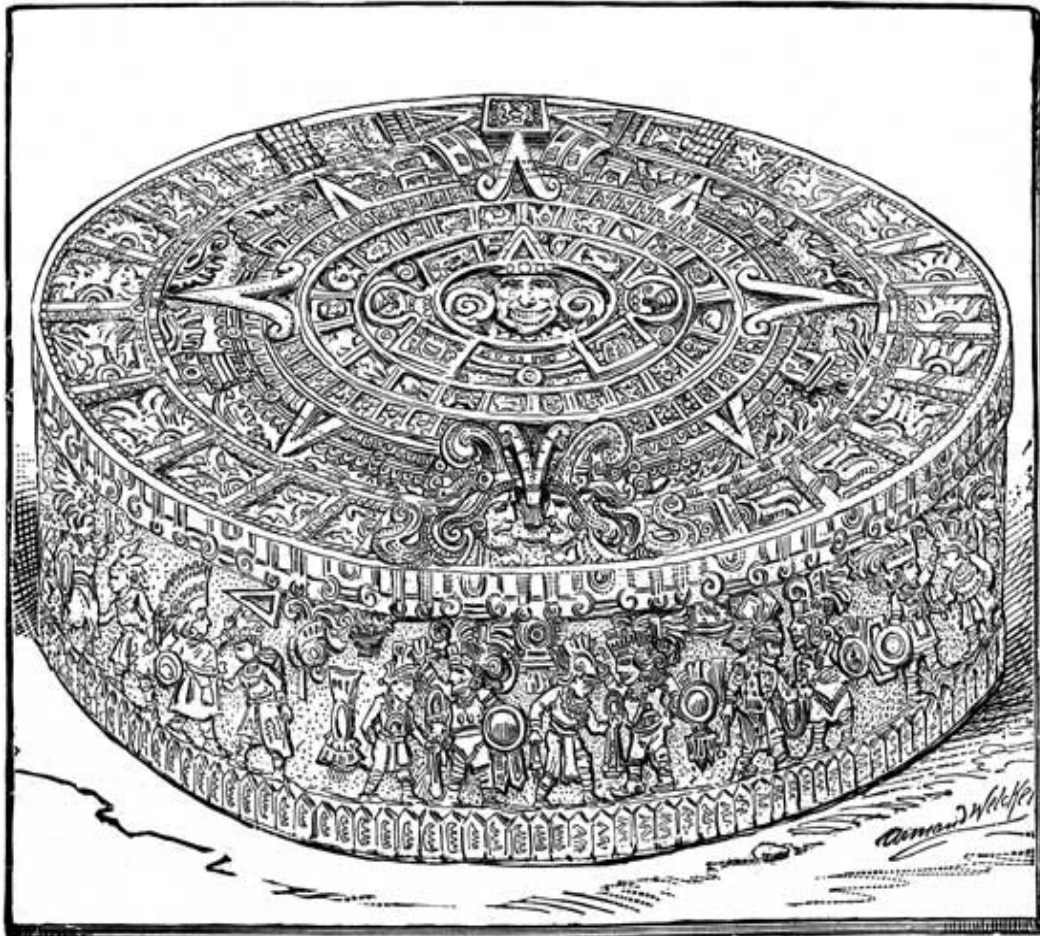
15. An amazingly beautiful waterfall. If the PCs make a genuine effort to explore the area, they find a hidden cave behind the waterfall. There is desiccated Human corpse wearing a pair of *Oceanstrider Boots* (AV).

16. An ancient cairn rises creepily from the top of the hill. Looking at its narrow base and impressive height, it is remarkable that it is still standing.

17. Lightning strikes only a few yards from the party, scaring a random henchman who then slips off of a cliff and falls to his death.

18. Mushroom circle. The first PC or henchman to eat one collapses and has a strange vision. In the vision there is an old bearded Human putting on a red robe. There is a ceremonial dagger and a bowl sitting on a black altar.

19. A stone cylinder covered in strange carvings lies on the side of the road.



20. Enormous snake skins are found.

21. The iridescent moss that grows here is very beautiful.

22. There is a hidden cave entrance partially obscured by fallen rocks. The cave contains a mummified Elf carcass that is pinned to the ground by a large rock. One of its hands is missing.

23. There are collapsed structures and other evidence of past habitation, such as broken and smashed pottery.

24. Go to **The Lost City** section.

25. There is a labyrinthine network of rotting, wooden walkways in some of the trees. It does not look like it has been used it quite some time.

26. An extremely thick fog rolls in from the ocean.

27. There is a large, flat stone underneath a carved stone archway. This is a primal teleportation stone. Any creature that stands on the stone is teleported instantly to Hex 8. The return teleportation stone is submerged in the quicksand.

28. There are two marble pillars looking out into the ocean. The ground around them is cleared and flat. Rusted manacles are bolted onto the pillars.

29. There are needle-like mountain peaks in this hex. This hex contains the most difficult terrain of the island. Halve the PCs' speed.

30. Automatic encounter of the DM's choice.

Random Flavor Tables

Beach

-Roll 1d4 for random flavor once per hex

1. 1d6+1 gulls fly overhead.

2-3. The players see a tiny little crab pop out of the ground and scurry off.

4. The mast of one of the wrecked ships comes crashing down all of a sudden. Let players make roll saving throws to dodge. On a hit, the target loses a healing surge and is temporarily restrained. If any PCs or henchmen are restrained by the mast, immediately check for wandering monsters with a -1 to the roll. If an encounter is triggered, the restrained PCs and/or henchmen cannot free themselves until the end of the second round of the encounter.

Jungle

-Roll 1d12 for random flavor once per hex

1. Tiny insects manage to get under the PCs armor; they bite any PC that is not a construct, Deva, or Revenant. Roll hard Endurance checks. On a failed check, any PC or henchman not immune to disease contracts a rare stomach virus and suffers painful, decimating, cartoonish bouts of diarrhea until the end of their next extended rest.

2. Huge pile of dung.

3-4. Stone obelisk.

5. 2d4 crazy looking monkeys in the trees.

6-7. Torrential downpour comes out of nowhere; gone nearly as fast.

8. The party finds 3d12+12 arrowheads lying here and there as they walk through the area. Worthless in Soro, worth 2-400 gp apiece in Serd.

9. Massive mudslide. Move the party to a random adjacent hex. 1d3 random henchmen are buried in mud and likely dead.

10-11. Crazy animal noises. The DM should imitate the sound.

12. A random henchman eats a poisonous fruit and dies.

Hills

-Roll 1d10 for random flavor once per hex

1-2. 2d4+2 horse skeletons lie scattered about.

3. An abandoned wagon lying on its side.

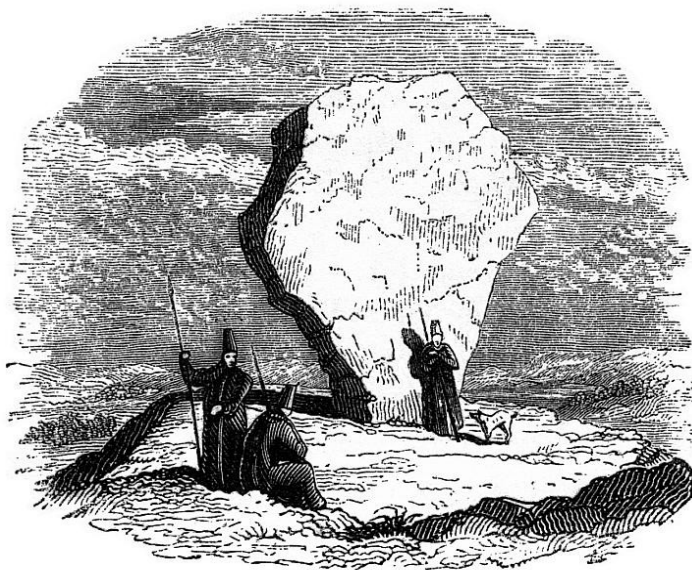
4. The party finds 4d4+6 arrowheads lying here and there as they walk through the area. Worthless in Soro, worth 2-300 gp apiece in Serd.

5. Dozens of harmless creatures resembling armadillo are seen waddling about.

6. 3d4 goats on a hill in the distance.

7. Roll a saving throw for each henchman. The first one that fails a save falls into a trance and attacks his nearest ally. The entranced henchman will be muttering something incoherent about "the devil in the mountain". Trance lasts 1d3 turns.

8. There is a large standing stone (pictured below).
9. There is a large cave with strange paintings on the walls. Drawings are of some sort of “snakemen” ...Humanoids with the torso of a man but the head and tail of a snake.
10. Huge pile of dung.



Mountains

-Roll 1d20 for random flavor twice per hex

- 1-2. A rock slide. PCs and henchmen roll saving throws to avoid slipping. PCs that fail their save lose a surge. Henchmen fall to their deaths.
- 3-4. The party finds a level stretch of land within the mountains. Multiple ruined stone buildings and foundations are plain to see. If the party inspects the ruins, they find shards of pottery as well as ancient stone trinkets. At least one chunk of pottery bears the image of a serpent.
5. Large scratches are found on a boulder. Soron PCs might realize they were left by **Macatal**.
6. 1d3 eagles fly high overhead.
7. Massive skeleton. Soron PC might recognize as **Macatal**.
8. The wind rushing through the mountains sounds like a low wail. The DM should imitate the sound.
9. Thunder strikes in the distance.
10. Pile of small (Gnome and Halfling) skulls
- 11-12. Bizarre rock formation
13. Crazy animal noises. The DM should imitate the sound.
- 14-15. A small lookout tower or guard tower on the road. Appears long abandoned.
16. An old stone foundation for some sort of small dwelling. The walls collapsed long ago. Human bones found nearby.
17. Pieces of smashed pottery.
- 18-19. 1d4 burial mounds. If the corpses are dug up, they are Humans. Buried with trinkets worth 100 gp.
20. 1d2 random henchmen get careless and fall off of a cliff to their deaths.

Wandering Monster Tables

Roll for Wandering Monsters once per hex. Each group will be encountered only once.

Beach

-1 in 4 chance of an encounter then roll 1d4

1-2. Giant Crabs

3. Wild Dogs

4. Giant Octopus _

Jungle

-1 in 6 chance of an encounter then roll 1d8

1-2. Spitting Cobras

3. Poisonous Tree Frogs

4. Giant Porcupines

5-6. Giant Ants

7-8. Giant Apes

Hills

-1 in 6 chance of an encounter then roll 1d6

1-2. Giant Skunks

3-4. Giant Stag Beetles

5. Giant Wasps

6. Wild Rabbits

Mountains

-1 in 10 chance of encounter then roll 1d8

1. Cave Bears

2. Giant Rattlesnakes

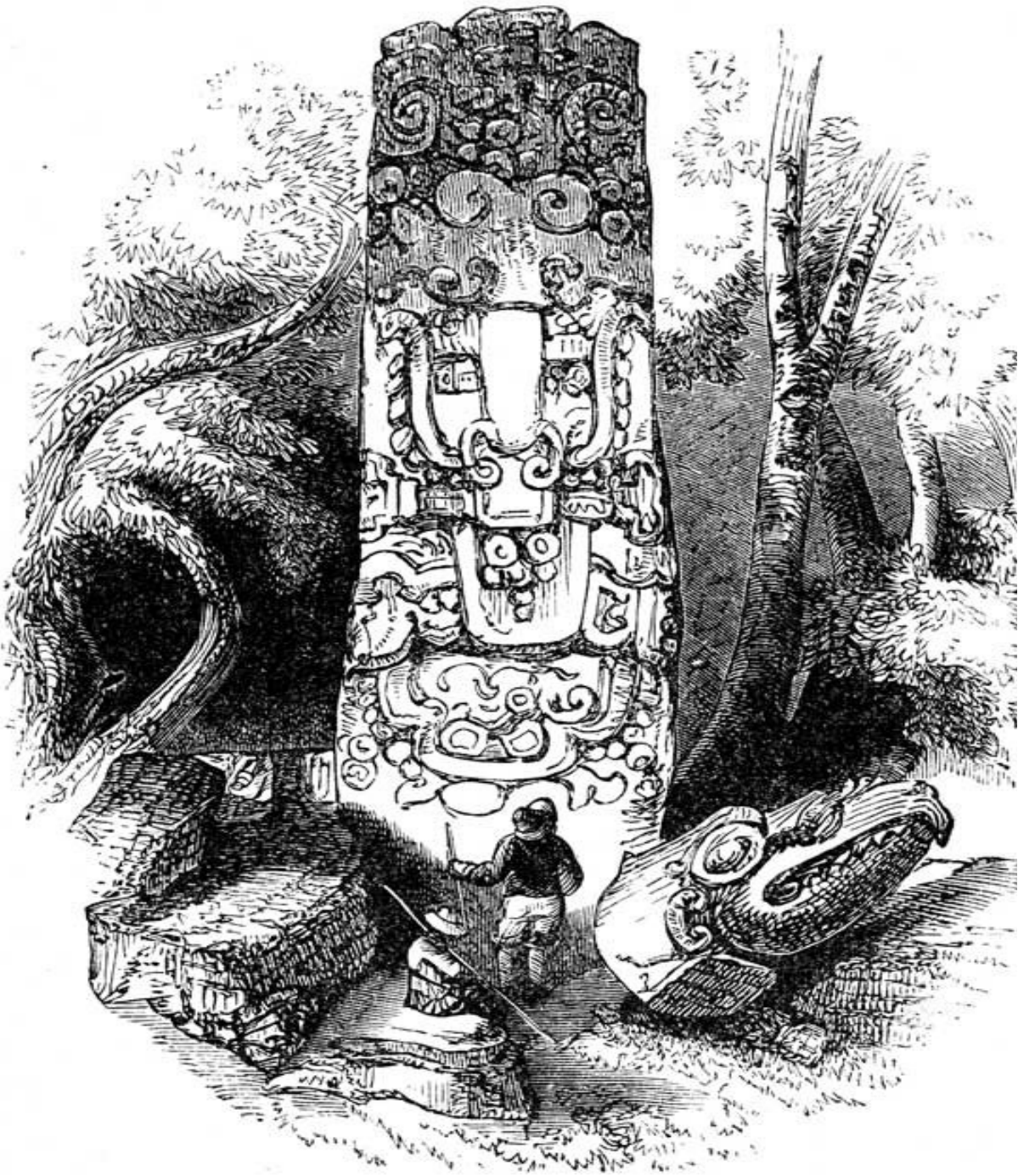
3. Soron Rams

4. Giant Vultures

5-6. Yeti

7-8. Giant Scorpions

THE LOST CITY



Running this section

This section contains maps of the city, along with descriptions of its various locations. There are also **Random Flavor Tables** and **Wandering Monster Tables** provided.

Resting

The PCs can try to take an extended rest here provided they show caution and camp somewhere out of the open. If the PCs make effort to conceal their camp area and leave a PC or henchman on watch, roll for wandering monsters only once during the extended rest.

Random Flavor Tables

-Roll 1d12 once every turn that the PCs are not in the Temple, Pyramid, or Courtyard.

1. PCs find a tiny bone flute on the ground
2. One or two gold coins in the dirt
3. Loud but distant animal roar
4. Rain shower that is over almost as fast as it starts
- 5-6. 3d6 human skulls strewn about
- 7-8. Strange geometric symbol carved into wall of building
9. A mundane weapon, helmet, or strip of leather armor lying in a mud puddle
10. A rotting backpack or sack with a random potion still intact
11. Distant thunder
12. Tiny multicolored lizard sitting on a tree. Harmless.

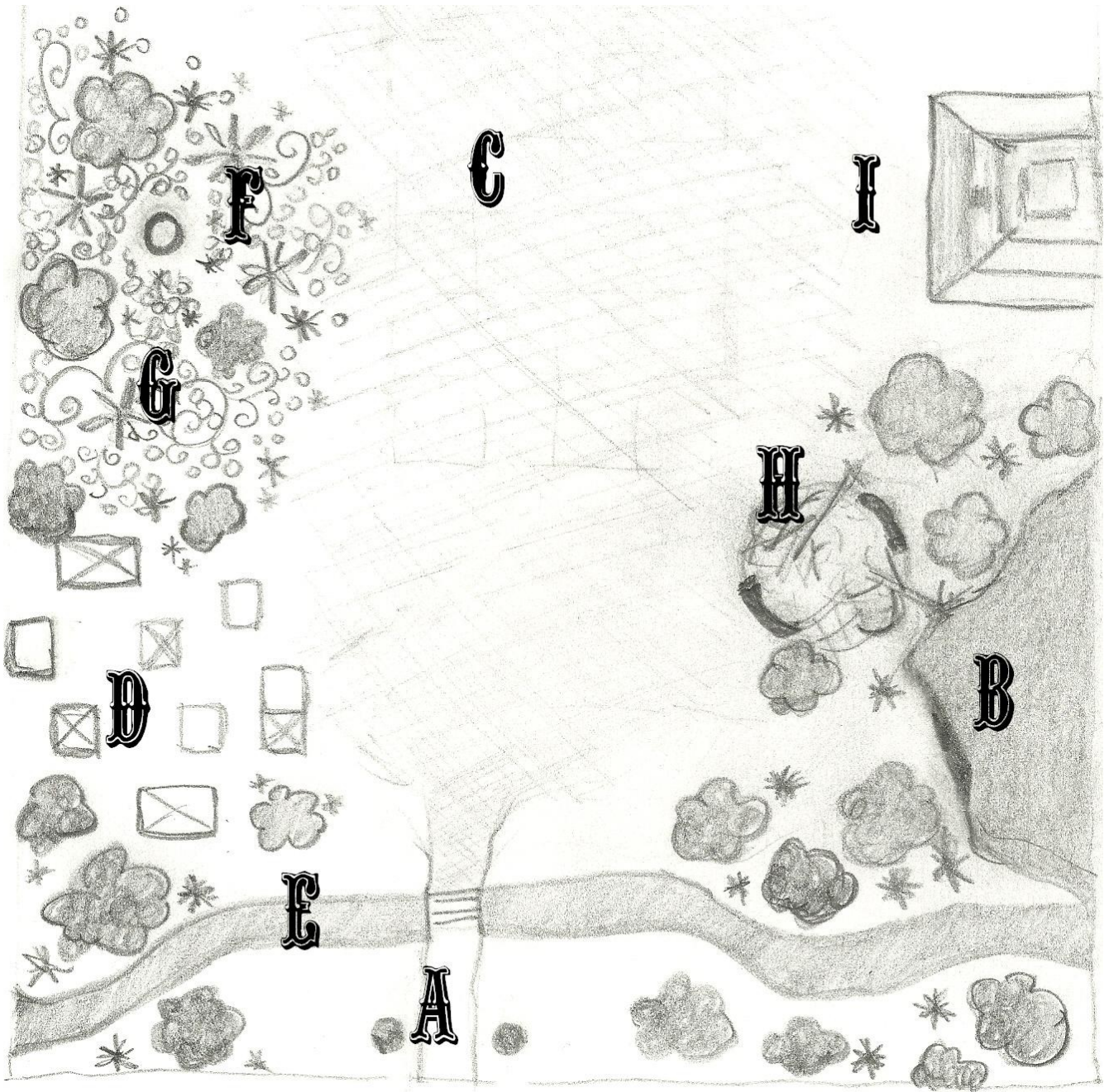
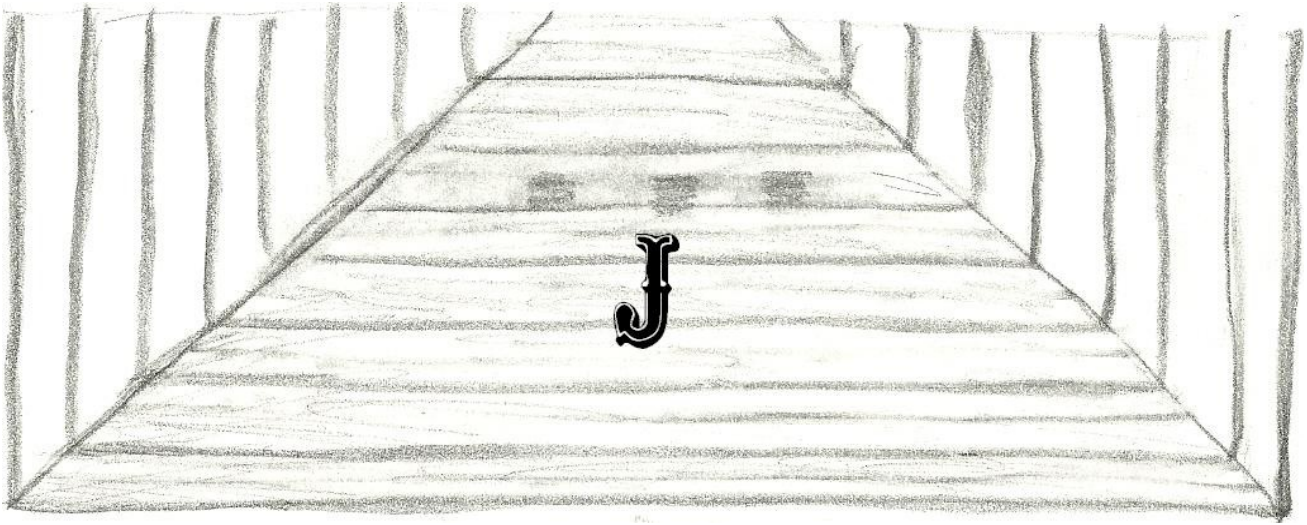
Wandering Monsters

-Roll when prompted by the text and/or during an extended rest. Encounter on a 1 in 12, then roll 1d8. Each group will only be encountered once.

- 1-2. Giant Stag Beetles
- 3-4. Wild Dogs
- 5-7. Giant Apes
8. Giant Ants

LOST CITY MAP 1: OVERVIEW

Map drawn by Christina Smith



Key to the Lost City (See LOST CITY MAP 1: OVERVIEW)

A. Guard Towers: These two unremarkable guard towers flank the entrance to the city. On the floor inside one of them in a pile of trash is an *Eye of Awareness* (AV).

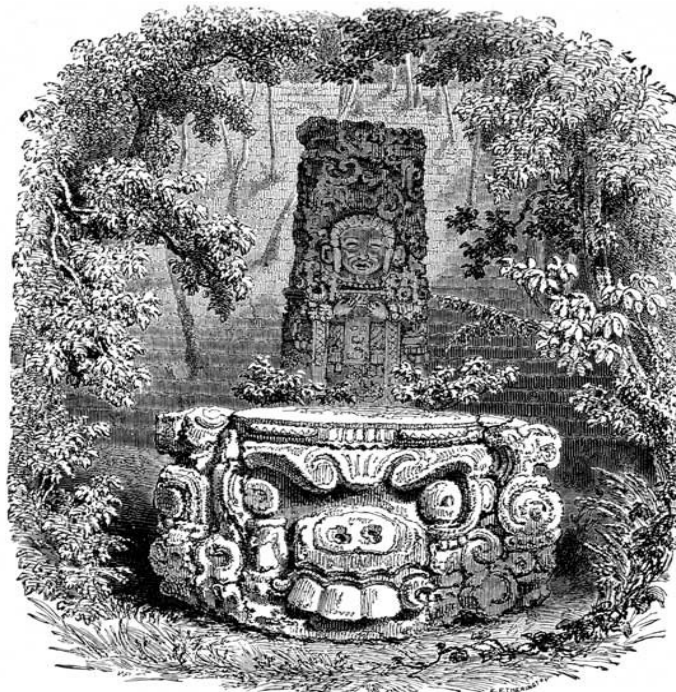
B. Ceremonial Cave (See LOST CITY MAP 2: THE CEREMONIAL CAVE): The sacrifice of Humans was not tolerated in Heikun; the deranged priests only did so in secret. However, the sacrifice of animals was a regular part of life. This natural cave was used for the public ritual sacrifice of various animals, typically goats. There are bowls made out carved Macatal skulls sitting on a stained altar. Strange geometric symbols are drawn on the cave walls. Piles of animal bones are lying about in the corners and crannies. After a few minutes exploring the cave, **Cave Bears** that live in the cave will return and encounter the PCs. Check for the number appearing and roll initiative.

C. The Courtyard: This large courtyard faces the Pyramid. Stone streets cut through the overgrown vegetation. Skeletons are everywhere. Several **Macatal** (3 Saarn and 2 Gaartal) are resting here and will attack the PCs if they enter the area. Note that the Saarn will bend time and always surprise PCs.

D. Collapsed Structures and Ruins: There will be some rotting mats, broken pottery, and other detritus spread about, but nothing of value. Roll for wandering monsters if the PCs examine the ruins.

E. Stream: This rapidly moving stream provides clear, clean water.

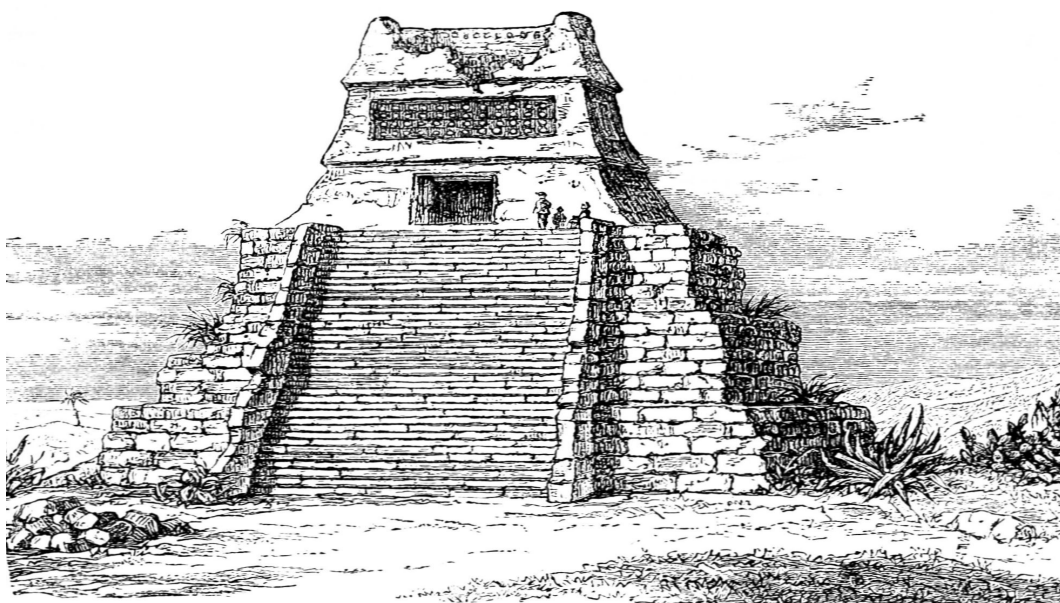
F. Hidden Well (pictured below): If the PCs throw any coins into the well, poisonous darts will shoot from small holes in the well, striking 1d6 random PCs or henchmen. Anyone struck by a dart drops to zero hit points.



G. Garden: There are magnificent varieties of all sorts of wild flowers and exotic plants here. Despite not having been tended to for years, the landscaping is still astoundingly beautiful. One tree bears an odd-looking blue fruit. Treat each piece of the fruit as an *Elixir of Flying* (AV); there are 3 pieces of fruit. Each will last for 24 hours off of the tree before rotting. Check for wandering monsters.

H. Granary: Trees have fallen and knocked down two walls of this small structure. There are massive stone vessels here that were used to store grain. Roll for wandering monsters if the PCs inspect the Granary.









I. The Temple (pictured below): This smaller pyramid was the residence and house of worship of the priests. See **Lost City Maps 3-5: The Temple** and the **Temple Map Key** for more information.



J. The Pyramid: The Pyramid has its own section with maps and a key below.

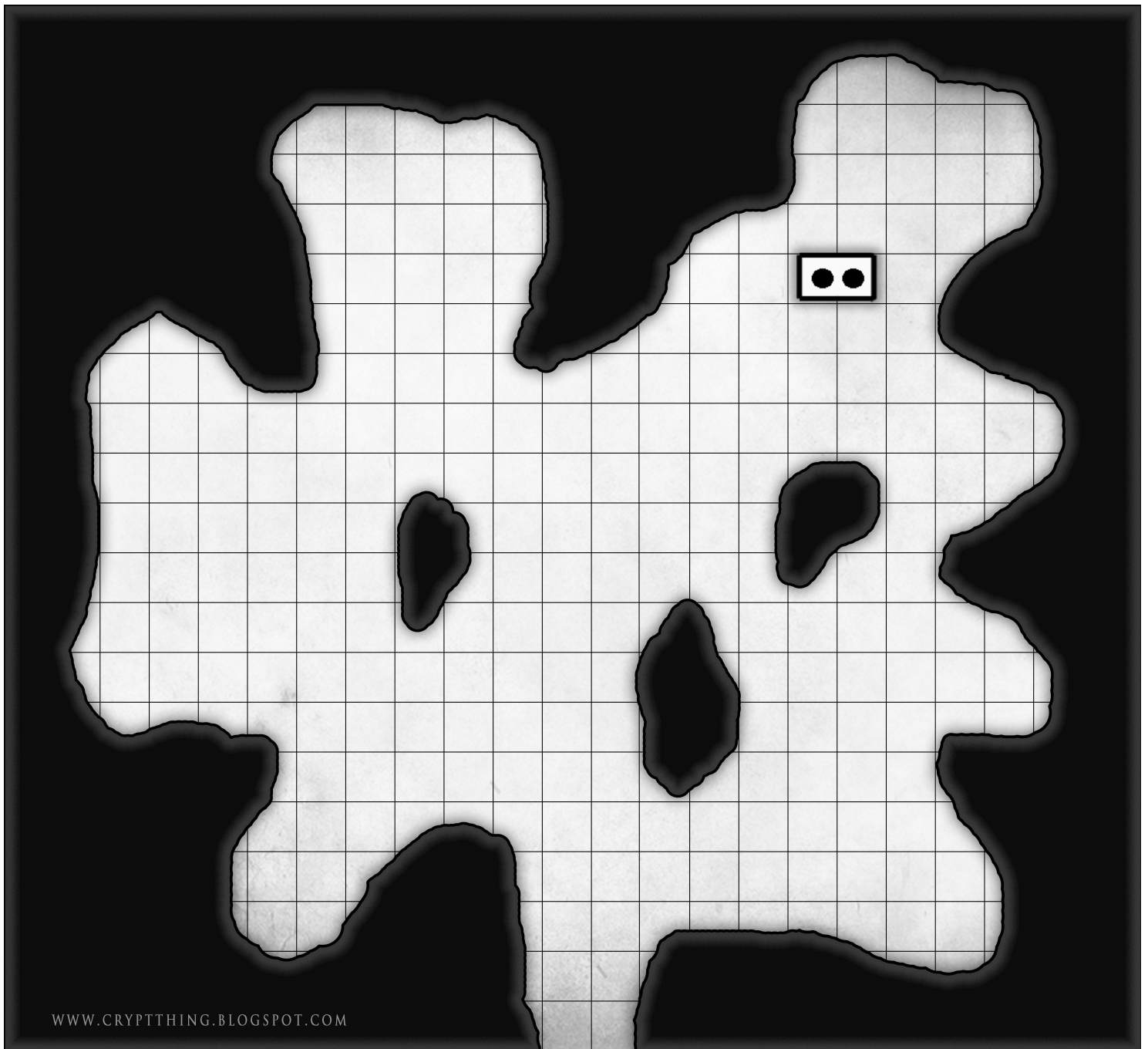
Tales of the Lost City Master Map Key

Use the key below for the following maps.

	DOOR (LOCKED)		STAIRS
	DOOR (OPEN/BROKEN)		THRONE
	SECRET DOOR		ALTAR
	STATUE		RUBBLE

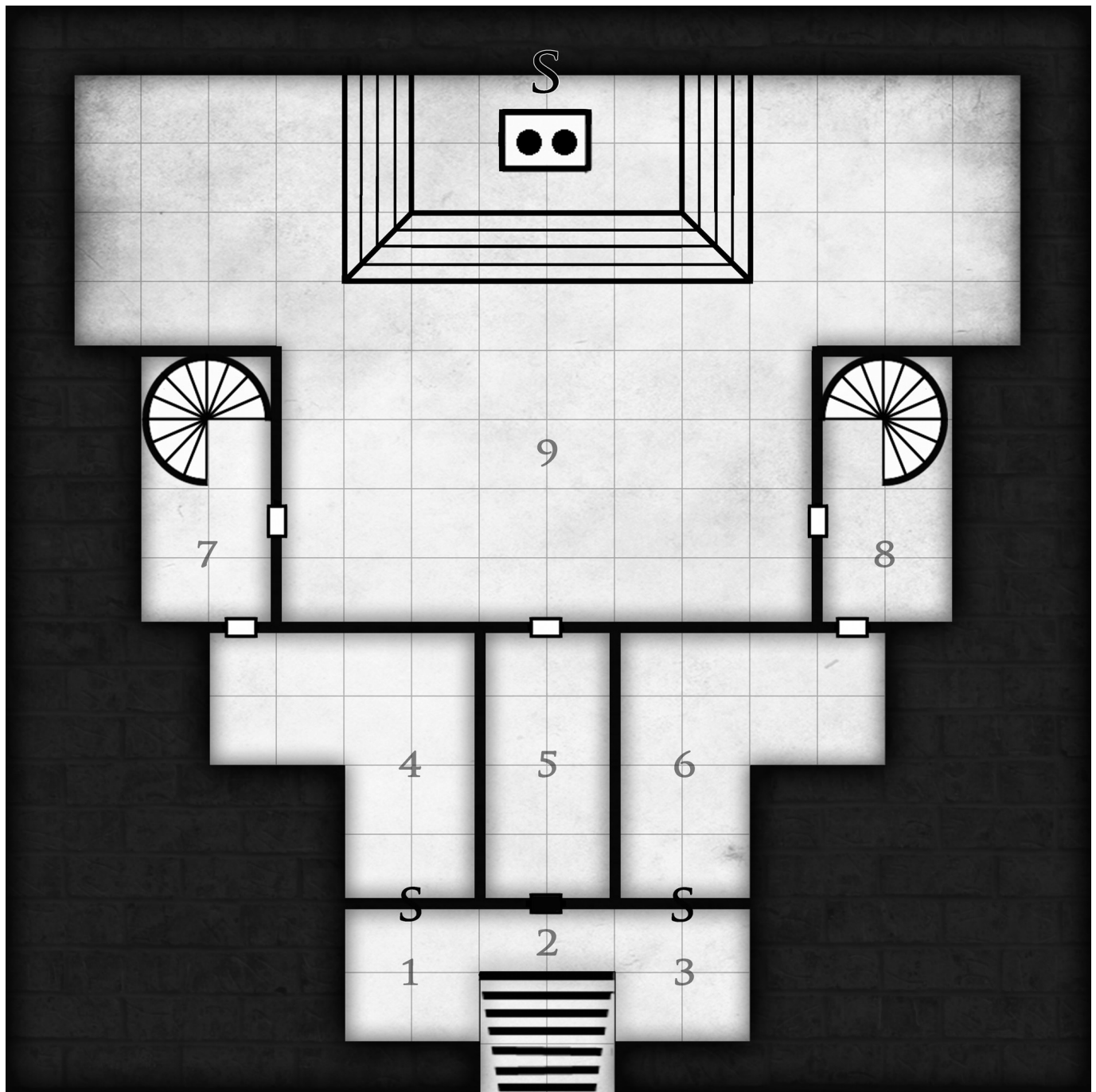
LOST CITY MAP 2: THE CEREMONIAL CAVE

Map and those that follow by Robert Waluchow aka Crypt Thing



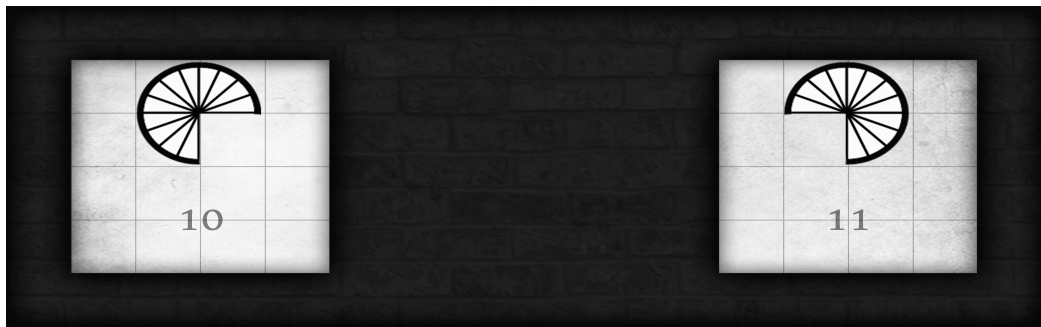
ONE SQUARE: 5 FEET

LOST CITY MAP 3: THE TEMPLE (MAIN FLOOR)

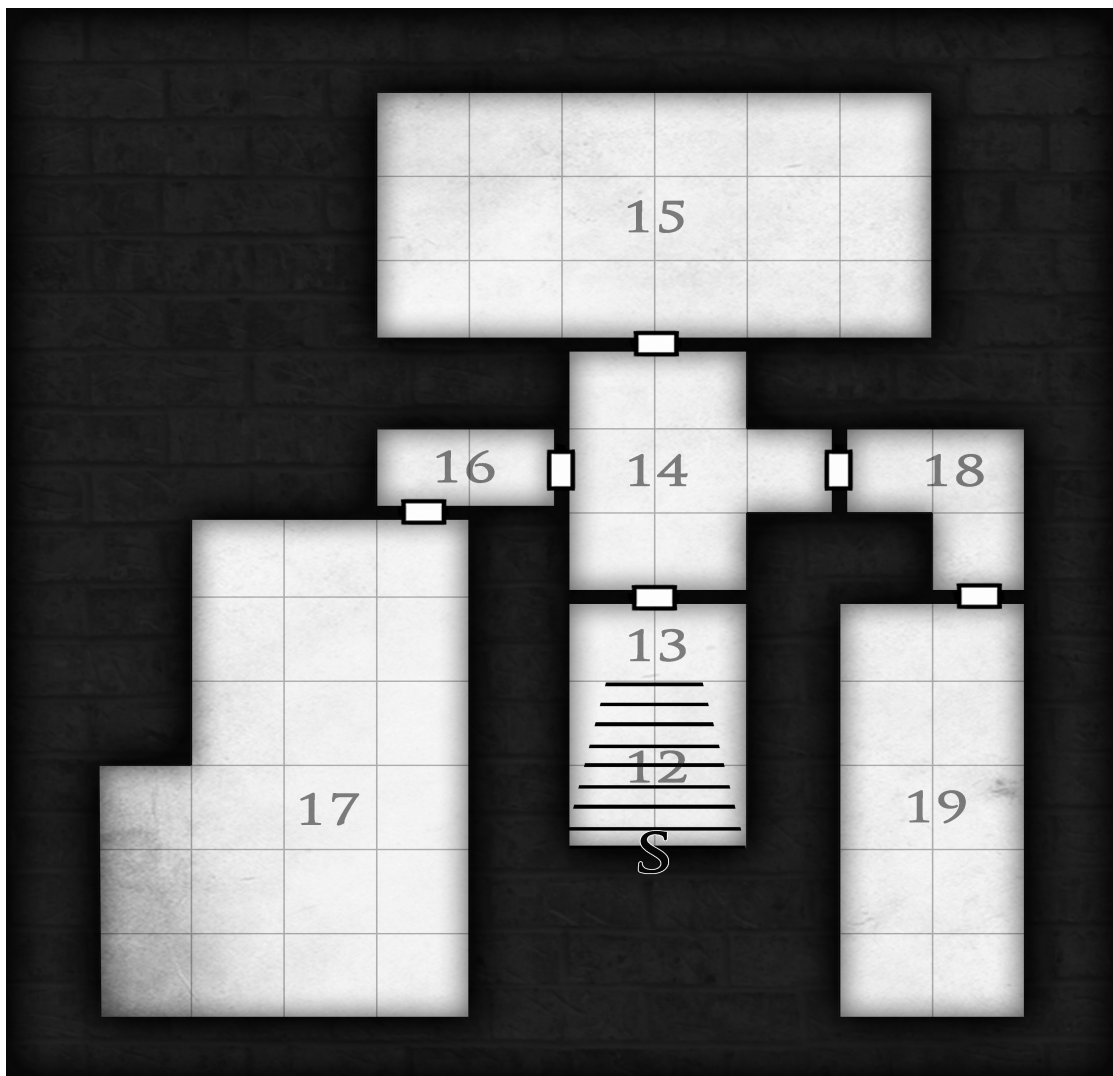


ONE SQUARE: 5 FEET

LOST CITY MAP 4: THE TEMPLE (UPPER CHAMBERS)



LOST CITY MAP 5: THE TEMPLE (DUNGEON LEVEL)



ONE SQUARE: 5 FEET

Key to the Temple

1. This hidden entrance appears as smooth stone, but when a certain block is pressed, it slides open, revealing a hidden corridor.
2. The main entrance's door is smashed open. Cobwebs fill the entrance. There are no fresh tracks, and all is quiet and still.
3. This hidden entrance operates the same way as the one found at location 1.
4. This area served a dual-purpose: it was the servants' passageway as well as their sleeping quarters. There are several torch scones with unlit torches. There are some rotten robes and other vestments hanging on pegs. There is a wooden talisman on a desk; it radiates magic and acts as either a Totem or Holy Symbol implement. The item is cursed. In private, let the player who takes the item know that their character now feels a burning hatred for their allies, and that he or she should look for the earliest possible chance to betray them. Once the item is no longer in their possession, the effect stops, but they will resist giving up the talisman.
5. The main entrance hallway is filled with cobwebs, bones, and animal droppings. Nothing of value remains. The walls are interesting: there are geometric designs made out of different types of rock. It makes for an attractive look.
6. This hidden room is filled with the sacraments of the high priests. Seemingly everything is covered in gold plating. The total value of all of the plates, cups, ceremonial weapons, and headdresses is hard to price. Roll a 1d6x10,000 for the total value. However, the haul is massive and cumbersome, and it is unlikely that PCs will have any way to carry it with them on further adventuring. They will have to hide it, come back for it, or else come up with another idea.
7. There is a staircase in this antechamber. It leads up into darkness.
8. This antechamber contains a staircase that leads upwards into darkness.
9. This was the main chamber of worship for the priests of Heikun. There is a vaulted platform on the north wall. On top of it is an obsidian altar that was used for ritual magic. In relief behind it is the image of a snake-bodied creature with the head and breasts of an elderly human woman. She holds a severed human head by the hair, pressing it to a withered breast. There are two large basins on the east and west sides of the platform. The interior of each is a dried, stained red. Hanging from several hooks above one side of the platform are the skeletal remains of Humans and Demi-Humans. On the opposite side of the platform hang skeletal torsos of serpents of varying length. Hidden behind the altar is a secret staircase.
10. Bedroom. There is a wooden tub in the room. There are manacles lying on the bed.



LOCATION 17: THE TORTURE CHAMBER

Illustration by Timothy Reynolds

11. Private study. There are old, delicate manuscripts in this room. Ornate desk contains the following ritual scrolls: *Cure Disease*, *Magic Mouth*, and *Traveler's Feast* (PHB).

12. This hidden stairway leads down into darkness.

13. Foyer. Large stone door to the north has geometric runes carved on it. This is an **Enchanted Glyphs** trap (trap statistics are listed at the end of the adventure).

14. In the center of the floor of this chamber there is a crude circle drawn in chalk. The rest of the room is covered with the bones of various humanoid races and animal species.

15. This was apparently the priests' quarters. There are maybe 30 mats on the floor. About half as many wooden cabinets lean against the walls. There is nothing of great value here, as the majority of priests were sworn to piety.

16. Hallway.

17. This room is filled with instruments of torture. There are variations of iron maidens, racks, and screws. There are also some specifically Heikun devices; they appear to be wicker headgear of some sort. There

are small tables set up here and there, each with an organized set of tools resting on top: hooks of various size, saws, and knives.

18. Hallway. There are two unlit torches in scones.

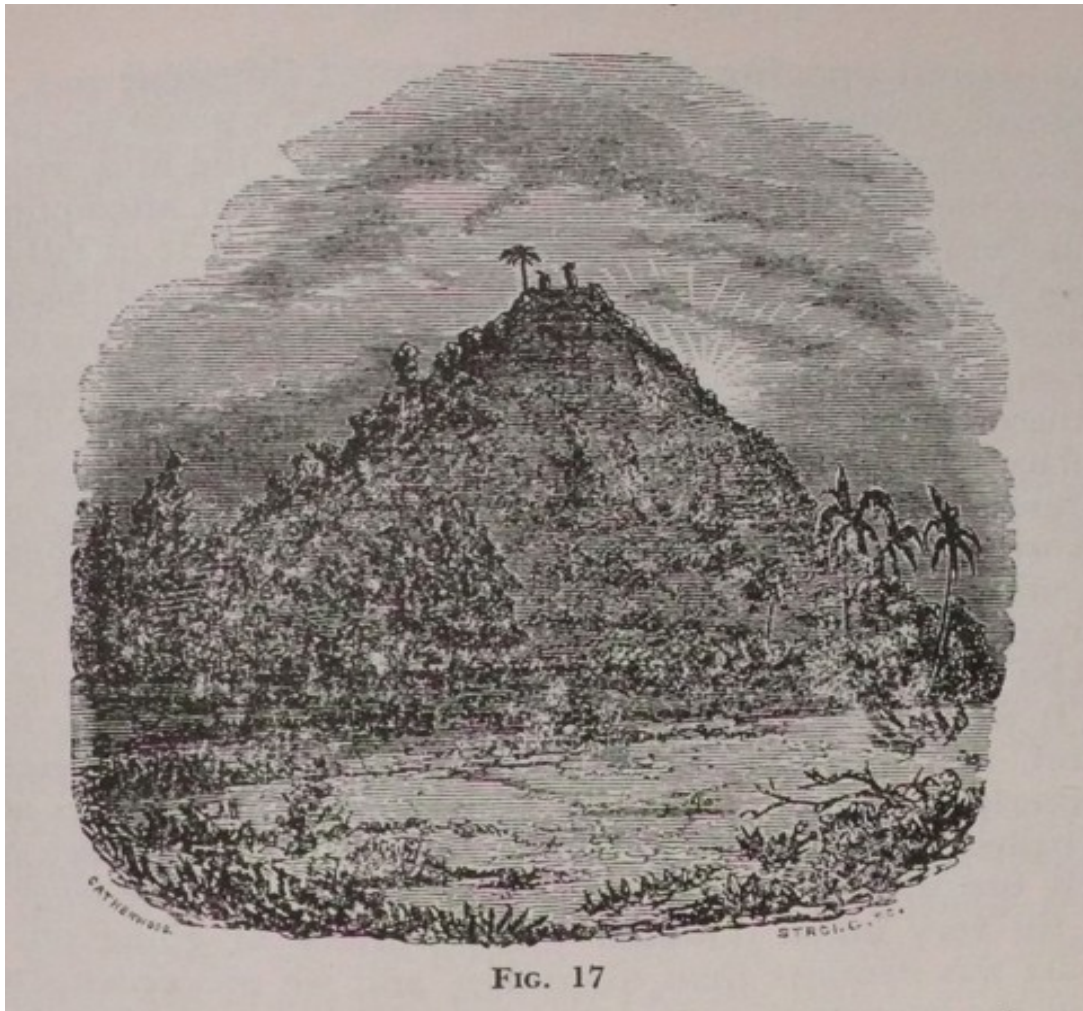
19. This laboratory is filled with desks and shelves. There are insane, feverish diagrams scrawled on parchment. Apparently, some sort of dissection was being performed on a few of the desks. There are multiple jars filled with a clear, viscous liquid. Suspended inside the stuff are bizarre, unspeakable “experiments”: watery-faced, pathetic, pitiful. There are several items with magical properties mixed up amongst the shelves and desks: a *Darks skull*, a small vial containing some *Dust of Creation*, a tin of *Unguent of Blindsight*, and a *Spider Potion* (AV). There is also a scroll containing the *Hallucinatory Creature* ritual (PHB).



LOCATION 19: THE LABORATORY

Illustration by Timothy Reynolds

THE PYRAMID



Running this Section

This section contains the map and key for the first level of the pyramid. Pay special attention to the notes on traps and resting.

About The First Level

The entrances to the first level are located about 2/3 of the way up the Pyramid. The very tip of the Pyramid is solid stone. Rooms of the first level of the Pyramid served many purposes. Many of the king's elite guard were housed in the first level. Arms were stored here and a portion of the rooms were used for various mundane civic affairs. Other chambers were put to more peculiar uses by the inbred, amoral boy-king, Yusef.

In the daytime the first level is completely dark except for Locations 1-8, which will be dim light, and the hidden shrine in Location 30, which will be brightly lit. At night, or if the entrances are closed, everything is dark except the hidden shrine. There are several scones in the major hallways, but all are empty.

Ceilings are 15 feet high. The floors and walls are cut, worked stone. Any exceptions are noted.

Random Tables

Random Monster Tables are not provided for this portion of the adventure. This section of the adventure does not use Random Flavor Tables either, but there is a Random Trap Table that is explained in more detail below. It appears at the end of the adventure with the trap statistics.

Rituals and Phasing in the Pyramid

The Pyramid is magically warded against some types of rituals and powers. Scrying rituals and powers such as Augury do not work while inside. Rituals or powers that allow passage through walls are blocked by its defenses. Phasing or teleporting through walls, stone doors, etc. is impossible in the Pyramid.

Resting

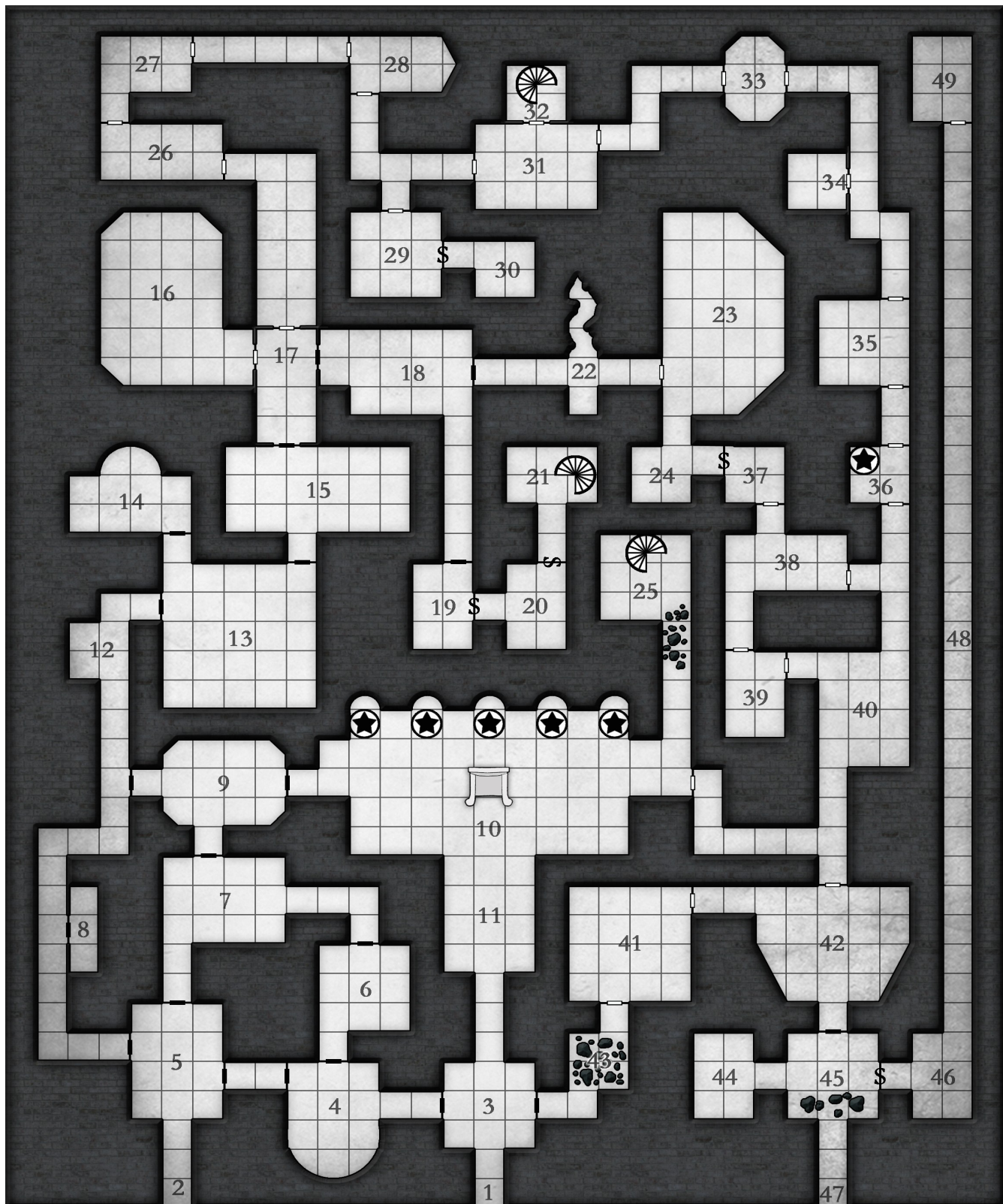
The PC's cannot successfully take an extended rest in the Pyramid unless they can find an isolated area. Each time an extended rest is attempted, look at the rough surrounding area of the map. If it is fairly easy for any creatures to access the PCs, through broken doors and the like, then creatures will wait for the PCs to start to rest and then attack. Keep in mind that Sludges can move under doors and through cracks in walls, so all Sludges in the area must be detected and killed prior to an extended rest or they will certainly attack. Short rests can occur in the Pyramid whenever the DM allows. If the PCs leave the Pyramid to take a rest prior to the entry doors locking (**see Pyramid locations 16 and 49**), use the resting rules from The Lost City section.

Handling Traps

The Pyramid was, and still is, well-defended by a series of mechanical and magical traps. The presence of a trap is noted in the text of the Pyramid Map Key with a (T). To determine which trap is encountered, roll on the Random Trap Table presented with the trap statistics at the end of the adventure. It is up to the DM to dice for traps on the fly or to populate them before the session.

The first level of the Pyramid has many open and/or broken doors. This is partly due to the massacre, partly due to other native creatures of the island, and partly due to other adventurers having explored, or attempted to explore, the Pyramid. As a result of all of this activity, many traps have already been triggered. In Locations 1-18 and 42, if a trap is encountered, there is a 3 in 6 chance that it has already been set off. The traps that may already have been triggered are noted in the Pyramid Key with a (*T). The DM should flavor any previously triggered traps on the fly. For example, if a Spear Trap has already been triggered, the PCs might see a rotting Halfling skeleton impaled on a spear.

MAP TO PYRAMID LEVEL ONE



ONE SQUARE: 10 FEET

Key to Pyramid Level One

1. Arched stone entryway. There is a trail of filth in and out.
2. This entrance is strewn with mud and bamboo shoots.
3. There are four large basins in this foyer, three of which have been smashed. A faded mosaic depicts a young Human boy standing before a creature seated on a throne. The seated creature has a Human head and arms, but the torso of a large snake.
4. **Giant Spiders** lair here. Other inhabitants of the Pyramid will avoid this web-filled room if at all possible. There are bones and mundane gear caught in the webs.
5. (*T) Large room. Hundreds of soggy, rotten scrolls cover the floor. The only legible scroll is an old list of mundane inventory in pictogram. The room reeks of excrement.
6. (*T) Smashed furniture and urns are piled into the corners of this room.
7. This room is filled with foliage dragged in from the outside. It is thick as a jungle. **Giant Constrictor Snakes** lurk in this room, hidden, waiting to attack the first PC or henchman to enter.
8. This storage room contains mundane spears, longbows, arrows, and wooden shields.
9. (*T) This room served as a dining hall for the king's elite guard and other advisers that were housed in the Pyramid. There is a large, finely crafted table in the center of the room. On the wall are torn, filthy tapestries. The few discernible images are scenic views of mountainous coastlines.
10. (*T) This is an expansive, grand chamber. There is a huge, oversized throne near the center of the room. The ceiling here rises to 35 feet. The alcoves each contain a statue. Three are smashed beyond recognition. One of the intact statues is that of a young Human boy, sucking his thumb, his other hand holding an oversized ceremonial axe. The other intact statue is of an old man, Human in all respects save a lizard-like tail. The throne contains a hidden compartment that holds the *Mummified Hand* of an Elf. On the hand is a *Ring of Aquatic Ability* (both items AV).
11. Green gemstones line the path of this grand procession hall; they glow faintly when the PCs or henchmen step over them. The ceiling of this hall rises to 25 feet. **Bats** swoop down, attacking anyone entering the hall. They will fight for three rounds and then flee (if any are still alive). The remaining bats will leave the Pyramid if the doors are still open. Otherwise they settle in a nearby room, ready to attack again if disturbed.
12. This was formerly a guard post. The recess is empty other than 6d12 GP, a large tortoise shell, and a Human skeleton.

13. Another dining hall, this one filled with tables and chairs of markedly lower quality than those in Location 9. Served as a mess hall for the general Pyramid guard.

14. Large kitchen. The room contains massive clay cooking pots, bowls, utensils, and the like. Dirt and filth are tracked in and out, and most everything is covered in dust, mud, or cobwebs, except for one noticeably shiny *Bowl of Purity* (AV). A **Great Soron Owl** will burst from a cabinet, hungry for flesh.

15. (*T) This former barracks is filled with dozens of broken bed frames. Several chests are among the bed frames, many broken already. 2D3 chests will be intact. Intact chests will each contain 10d10 GP.

16. This room has remained undisturbed for years. It housed the Pyramid's elite guard. It is divided into six small apartments, each containing a bed covered in rotting pillows. **Homunculi** have been in stasis here for years, guarding the apartments; they will quietly activate when any PC or henchman comes within range of their Tremorsense. Place them in advantageous starting positions. Each apartment contains a large chest of drawers. Each chest of drawers contains 10d100 GP and a *Bridle of Conjuraton* (AV). ***It is crucial to note that when the Homunculi activate, all three entrances to the Pyramid shut and lock.** PCs will not be able to open the doors once they have closed.

17. (*T) Massive stone doors block any further progress north. Ornate carvings of intertwined snakes decorate the doors. The doors on the north wall will be locked, stuck, and possibly trapped, but they have remained sealed all of this time.

18. This room is filled with bathing pools, all of which are now filled with filth. It will be hard to breathe in this room, and PCs and henchman that are required to breathe will take a -2 penalty to defenses while in the room as a result of wooziness and distraction. **Giant Rats** crawl from the fetid muck towards any creature entering the room.

19. This closet is empty except for rotting linens. There is a secret door (hard Perception check to notice) in the back of the closet that leads to Location 20.

20. This hidden antechamber contains multiple pedestals, each holding a bronze statue. Each statue is of a weird, unsettling creature that appears to be part-snake, part-Human. One detailed statue is of a female snake giving birth to hundreds of snakes, along with a few malformed Human infants. Another statue appears to be of the same snake-mother eating her young.

21. There is a hidden stairway here, but it cannot be accessed until the switch is flipped in Location 49. When the switch is flipped, the wall shifts, revealing the stairway. PCs skilled in Dungeoneering might realize that there is a hidden passage or door here, and that there may be a way to open it from somewhere else in the Pyramid.

22. A long, thin crack in the wall, perhaps originally created by an earthquake, hides a **Sludge**. The Sludge will patiently wait for as many PCs to get into its range as possible and then attack with a 5 in 6 chance of surprise.

23. This was an indoor amphitheater. Rows of elevated seating line the east wall, providing a clear view to the center of the room. The ceiling is 35 feet high. Yusef and his playmates would amuse themselves for hours here, gloating over a wide array of unspeakable perversions.

24. This closet contains at least a dozen belts, most with a snake motif. One is a *Belt of Submission*. A creature wearing this belt takes a -10 penalty on checks to escape a grab. The belt can be attached to an adjacent enemy of Medium or Small size as a Minor Action.

25. This hallway is lined with what once must have been bright, vibrant frescoes and mosaics of heavily stylized design. There are swirling geometric symbols, wild animals, and musical instruments. An impassable pile of rocks at the end of the hallway prevents access to what was Yusef's private staircase.

26. This storage room is filled with jars of salt, dried rice, and spices.

27. (T) A desk in this office contains a dozen or more intact scrolls. The scrolls are all records of the frequent tributes and gifts given to Yusef. The symbols on the scrolls are sophisticated pictograms, many of which represent Humans and some other shorter race, likely Halflings. These are the records of slaves that were captured from nearby islands and offered to Yusef in tribute.

28. (T) Scribe's room. There is a desk in this room, as well as a large easel. A stylus, some yellowing parchment, a mortar and pestle, and dozens of tanned animal skins are all on the desk collecting dust. A piece of *Eternal Chalk* (AV) rests on the easel.

29. Hundreds of candles sit unlit on the tall wooden shelves that line this room. There is a hidden door behind the shelf on the eastern wall.

30. This is a hidden shrine. The room is glowing an eerie green. No source or explanation for the light can be found, although an easy Arcana check confirms it to be magical. There is a stone altar in the center of the room, covered in black linen.

31. Rotting pillows are piled on the floor of this opulent parlor. Four pillars, inlaid with emeralds, stand near the corners of the room. The emeralds take about an hour to remove and are worth a total of 900 gp. There is a hidden compartment in one of the pillars. The interior of the pillar holds a lock of hair and a scroll containing the *Make Whole* ritual (PHB). When the pillar compartment is opened, a hidden door to Location 32 opens.

32. There is a staircase leading down to Pyramid Level 2. The wall around the staircase is covered in

ribald graffiti that looks to have been scribbled by a child.

33. This room is empty save for multiple mirrors which cover the walls, floor, and ceiling.

34. The skeleton of what looks to be an Eladrin female is bound in shackles that have been bolted into the wall.



LOCATION 34: THE CHAINED SKELETON

Illustration by Timothy Reynolds

35. (T) This is a large bedroom. All of the fixtures, furniture, and even the bedpans are of exquisite workmanship. There are gems and jewelry worth 1d6x500 gp in a dresser drawer.

36. There is another creepy statue of the inbred, depraved boy-king in this alcove. He is pictured in what is apparently ceremonial garb—a robe with a stylized snake symbol across the left breast. Yusef is holding a dagger in his left hand; his right hand rests on his hip in a saucy, perverse fashion.

37. A wooden bathing vessel in the center of the room holds a foul-smelling mucus.

38. This room is filled with wooden toys and life-like Human dolls. The floor is covered in rugs made from animal skins.

39. There are several short lengths of chain on a small table along with a rod and a whip. The whip is mundane but the rod is a *Rod of Domination*. On a critical hit, the target of an attack from this rod implement is dominated until the start of the wielder's next turn.

40. Hallways leave this room in three directions. There are tapestries on the walls, each bearing the image of a rising sun. The oranges and yellows still look fine to this day.

41. There are multiple couches and divans in this room, along with a stylized map of an island (presumably this one) on the wall. Players that realize this can fill out any remaining unknown terrain on their Players' Hex Map.

42. (*T) This room is filled with mushrooms and fungi of all types. The door leading to Location 41 is still locked (and possibly trapped.) The northern door leading to Location 40 is hidden by moss and fungus.



LOCATION 42: THE SHROOM ROOM

Illustration by Timothy Reynolds

43. This small room is completely filled with rubble and is impassable.

44. A **Great Soron Panther** calls this small room home. It will attack any creature entering Location 45.

45. Smallish rubble piles spill into this room from the open entrance. There is a circular stone symbol carved into the east wall. Pressing the center of the symbol opens the hidden door to Location 46. This apparatus is mechanical, not magical.

46. (T) Hidden antechamber. There is a hallway leading off to the north. There are three waist-high porcelain statues of serpents worth 300 gp apiece to the right Serdian collector.

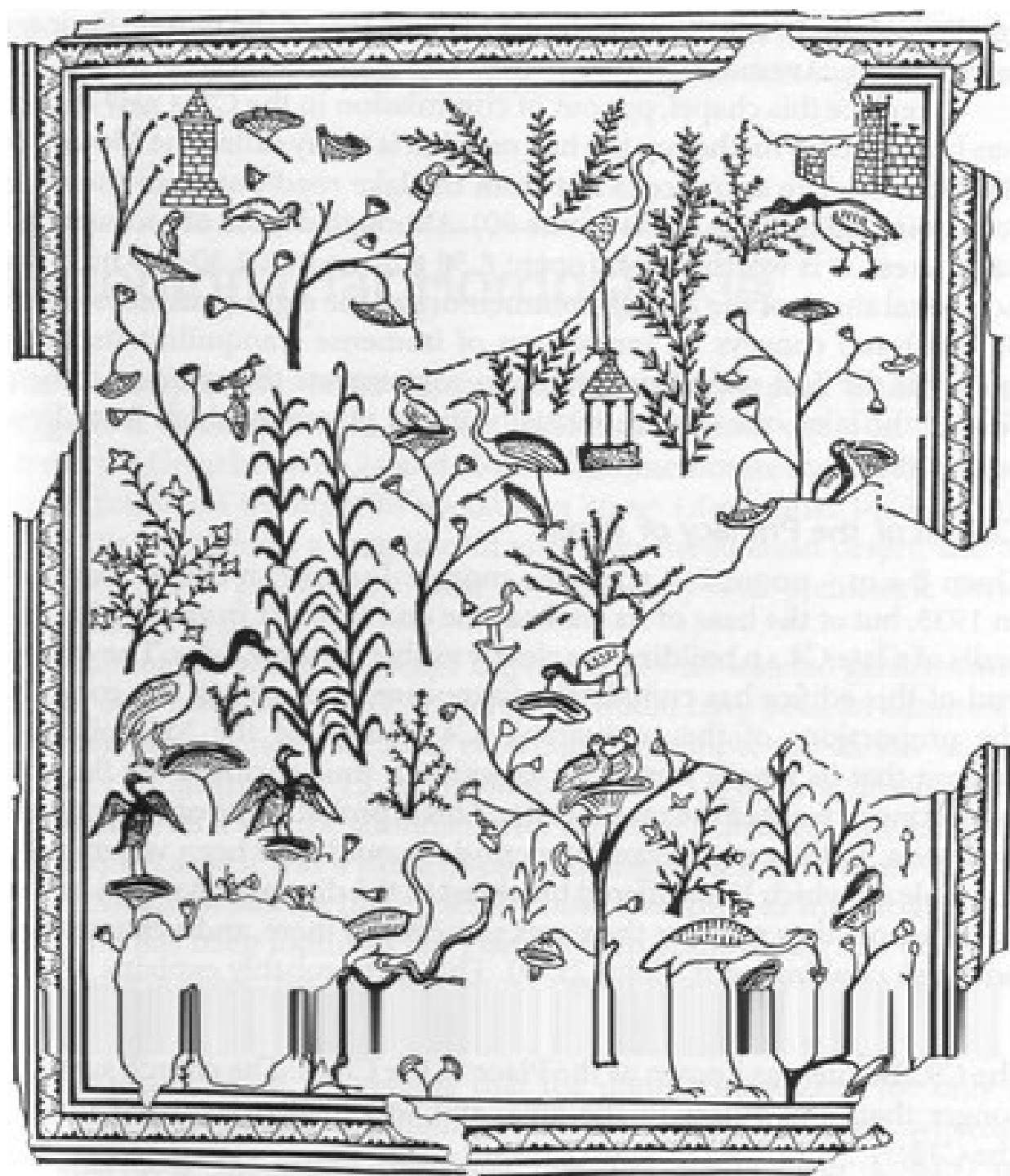
47. The rubble in Location 45 is all that is visible from this entrance.

48. This is a long hallway with an arched ceiling that rises to 35 feet at its greatest height. When the party is halfway up the hallway, a **Sludge** that is stretched out and hidden in a crack in the ceiling will drop on the first PC in the marching order. The **Sludge** will be practically invisible while spread throughout the length of the crack, and will have a 5 in 6 chance of surprising the party.

49. This lever was a part of the Pyramid's elaborate security system. In the case of an emergency, it was thrown to allow access to the secret staircase in Location 21. Throwing the lever also causes the three main entrances of the Pyramid to close and lock. Once locked, the PCs cannot open these doors. If a PC tries to move the lever back after it has been thrown, it breaks.



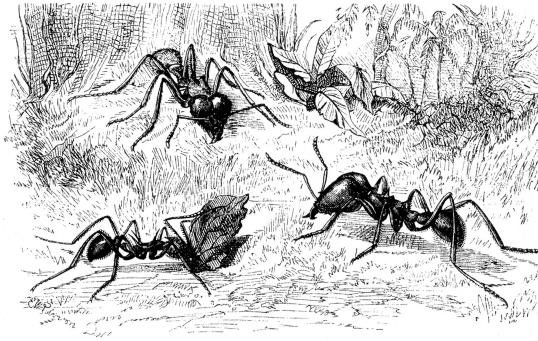
BESTIARY



BESTIARY NOTES

The following bestiary contains all of the monsters you need to run Part 1 of the adventure. All of the monsters are original and do not appear in any previous publications. Some of the monsters, such as a Sludge, can be found on both the Serdian and Soron continents. Others are native to Soro only; this will be noted on their stat block. The full statistics for creatures are presented in alphabetical order beginning on the following pages.

When a creature is encountered, roll for the number appearing (unless the adventure already provides the total). Use the terrain types described in the monster listings and the adventure to design encounter locations on the fly. Be as creative as possible with hazards and obstacles. Use the Reaction Table when appropriate, and don't forget to check morale as per the Grimoire.



ANT, GIANT

LEVEL 18 MINION XP: 500

SMALL NATURAL BEAST (Soro)

HP: 1 (a miss never damages a Minion) **MOVE:** 6" **INIT:** +13

NO. APPEARING: 1d20+20 (10% Soldiers) **ENC RNGE:** 20-24 (22) **MORALE:** N/A

AC: 32 **FORT:** 31 **REF:** 29 **WILL:** 30

SENSES: Tremorsense 20

TRAITS: Nil

ATTACK:

-*Bite*: (Standard Action; At-Will; Melee 1; One attack; One creature); +23 vs AC; Hit: 10 damage. Treat a Bite attack as its MBA.

SPECIAL ATTACKS: A Giant Ant automatically hits any enemy that is adjacent to two or more of its allies.

LANGUAGES: Nil **INTELLIGENCE:** Animal

TRAINED SKILL BONUS: +22

UNTRAINED SKILL BONUS: +13

ALIGNMENT: Neutrality

ANT, GIANT SOLDIER

LEVEL 21 STANDARD XP: 3,200

MEDIUM NATURAL BEAST (Soro)

HP: 188 (94) **MOVE:** 7" **INIT:** +16

NO. APPEARING: Special **ENC RNGE:** Special **MORALE:** 7 (12 inside mound)

AC: 35 **FORT:** 34 **REF:** 32 **WILL:** 33

SENSES: Tremorsense 20

TRAITS: Nil

ATTACK:

-*Bite*: (Standard Action; At-Will; Melee 1; One attack; One creature); +26 vs AC; Hit: 2d4+10 damage. Treat a Bite attack as its MBA.

SPECIAL ATTACKS:

-*Stinger*: Once per round when the Ant hits with a Bite attack, the Ant can add ongoing 20 poison damage (save ends) to the attack's effects as a Free Action.

-A Giant Ant automatically hits any enemy that is adjacent to two or more of its allies.

-A Giant Soldier Ant can choose to mark a target until the end of its next turn when it hits or misses it with an attack.

SPECIAL MOVEMENT: The Giant Soldier Ant can shift its speed as a Move action.

LANGUAGES: Nil **INTELLIGENCE:** Animal

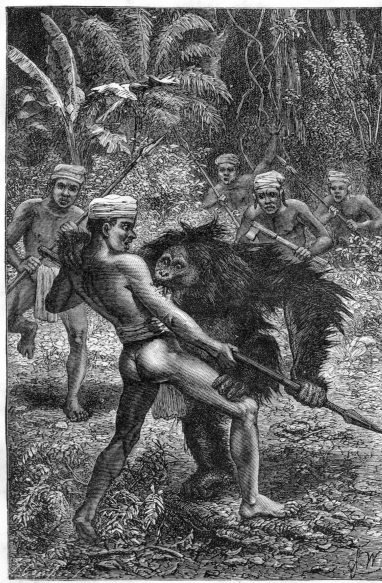
TRAINED SKILL BONUS: +25

UNTRAINED SKILL BONUS: +16

ALIGNMENT: Neutrality

Giant Ants can be found all over Soro in just about every conceivable terrain and climate. They are typically encountered by accident. PCs might stumble upon a mound or get caught in the way of one of their scavenging excursions. Ants encountered in or near their mound will automatically attack; if the Ants are encountered scavenging away from the mound, use the Reaction Table. Scavenging Ants will always be marching in single-file.

After rolling for the number of Giant Ants, note that 10% of this total (rounded down) will be Giant Soldier Ants. In combat, Giant Ants will always attempt to swarm the closest target. Giant Ants choose not to kill their opponents, instead subduing enemies with poison. They then drag the bodies into their mounds, offering them to their sickening, bloated Queen.



APE, GIANT

LEVEL 22 STANDARD XP: 4,150

LARGE NATURAL BEAST (Soro)

HP: 196 (98) **MOVE:** 6", Climb 8" **INIT:** +17

NO. APPEARING: 2d4 **ENC RNGE:** 17-24 (22) **MORALE:** 9

AC: 36 **FORT:** 34 **REF:** 36 **WILL:** 33

SENSES: Low-light vision

TRAITS: Nil

ATTACK:

-**Pummel:** (Standard Action; At-Will; Melee 2; Two attacks; One creature); +27 vs AC; 3d6+15 damage per attack. If a creature is hit by both attacks, it takes an additional 2d12 force damage and is knocked prone. Treat the entire Pummel attack routine as its MBA.

SPECIAL ATTACKS:

-**Bite:** Once per encounter when the Giant Ape hits a target with a melee attack, it can choose to add 4d6 extra damage to the attack as a Free Action.

-**Fling Poo:** (Minor Action, At-Will; Once per round; Ranged 5; Two attacks; One or two creatures); +25 vs REF; Hit: 10 psychic damage (a miss deals half damage).

SPECIAL MOVEMENT: Once per round, as a Free Action, the Giant Ape can move up to half its speed before or after making an attack.

LANGUAGES: Nil **INTELLIGENCE:** Animal

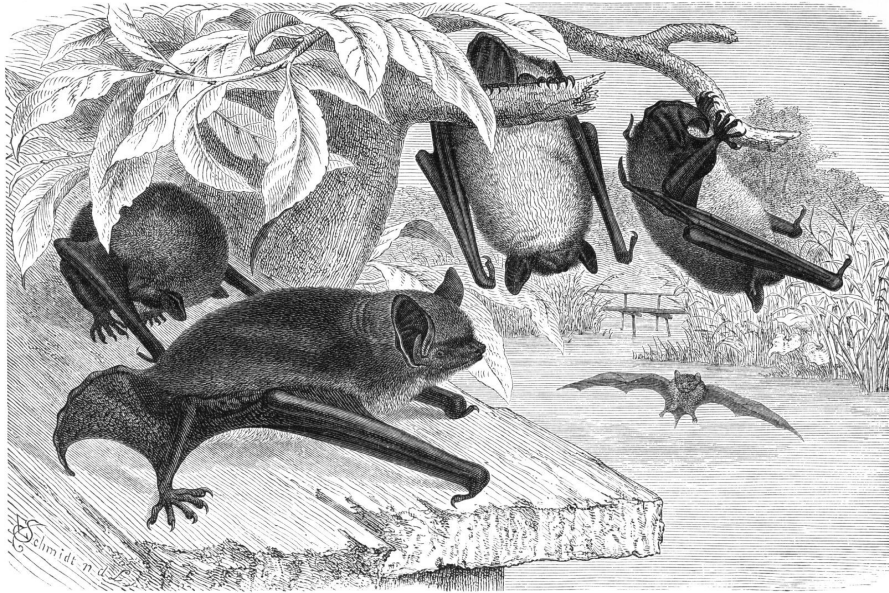
TRAINED SKILL BONUS: +26

UNTRAINED SKILL BONUS: +17

ALIGNMENT: Neutrality

Soron Giant Apes are found in the remote jungle, far away from any large Human settlements. Groups are typically comprised of small family units. They tend to stay in the same general area for extended amounts of time and will fight to protect their land. They will generally not pursue a target if it has fled. The encounter range provides the number of able-bodied fighting types in a group, but typically there are at least 1d4 young and 1d2 older apes that are not in shape to fight; the young and very old will hide in bushes or climb trees to avoid an encounter.

Giant Apes humiliate their enemies with their "Fling Poo" attacks, then charge into combat, pummeling anything in their way. They will seek to use their reach to their advantage, staying at arm's length from a target. Consult the Reaction Table only if encountered more than one mile away from their lair.



BAT

LEVEL 19 MINION XP: 600

SMALL NATURAL BEAST (Soro)

HP: 1 (a miss never damages a Minion) **MOVE: 2"**, Fly 10" **INIT: +23**

NO. APPEARING: 3d8+20 ENC RNGE: 18-23 (21) MORALE: N/A

AC: 33 FORT: 31 REF: 34 WILL: 29

SENSES: Blindsight 20

TRAITS:

-Immunities: Blind, Gaze

ATTACK:

-Bite: (Standard Action; At-Will; Melee 1; One attack; One creature); +22 vs REF; 15 damage. Treat a Bite attack as its MBA.

SPECIAL ATTACKS:

-Flyby Attack: (Standard Action; At-Will); The Bat can fly up to its speed as a Free Action and make its Bite attack at any point during the movement. This movement does not provoke opportunity attacks.

-Triggered Action: Once per round when the Bat is missed by an adjacent creature's attack, the Bat can make a Bite attack against that creature as a Free Action.

LANGUAGES: Nil INTELLIGENCE: Animal

TRAINED SKILL BONUS: +23

UNTRAINED SKILL BONUS: +14

ALIGNMENT: Neutrality

Bats usually congregate in large groups for safety. They are nocturnal creatures and have uncanny senses despite their poor eyesight. They are lightning fast in the air, and their erratic flight patterns make them difficult to get a bead on.

Bats are usually more focused on their survival than fighting. When encountered they might attack once or twice and then attempt to escape to a safe area.



BEAR, CAVE

LEVEL 24 STANDARD XP: 6,050

LARGE NATURAL BEAST (Soro)

HP: 212 (106) MOVE: 7", Climb 2" INIT: +18

NO. APPEARING: 1d4+1 ENC RNGE: 19-24 (21) MORALE: 10

AC: 38 FORT: 36 REF: 35 WILL: 37

SENSES: Low-light vision

TRAITS: Nil

ATTACK:

-Claw/Claw/Bite: (Standard Action; At-Will; Melee 1; Three attacks; Once creature); +29 vs AC; 4d8 damage per attack. If one attack hits, the target takes ongoing 10 damage (save ends). If two attacks hit, the target is knocked prone and takes ongoing 20 damage (save ends). If all three attacks hit, the target is knocked prone and takes ongoing 30 damage (save ends). Use a single Claw attack as its MBA.

SPECIAL ATTACKS:

-Fearsome Howl: (Minor Action; At-Will, Once per round; Close Burst 2; Each enemy in burst); Effect: Each target takes 20 psychic damage and grants combat advantage (save ends).

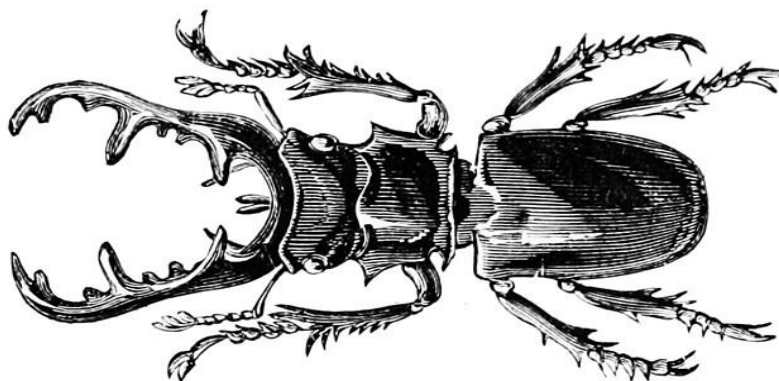
LANGUAGES: Nil INTELLIGENCE: Animal

TRAINED SKILL BONUS: +27

UNTRAINED SKILL BONUS: +18

ALIGNMENT: Neutrality

One of the most fearsome, brutal beasts in all of Soro is the Cave Bear. These behemoths live in small groups and sleep in caves near rivers and streams. They can be found outside their caves in mornings and early evenings. Cave Bears usually live in remote areas. They attack Humans on sight and are very difficult to frighten away. An encounter with a Cave Bear is usually a fight to the death.



BEETLE, GIANT STAG

LEVEL 24 STANDARD XP: 6,050

LARGE NATURAL BEAST (Soro)

HP: 212 (106) **MOVE:** 6" **INIT:** +18

NO. APPEARING: 1d4+2 **ENC RNGE:** 21-25 (22) **MORALE:** 8

AC: 37 **FORT:** 36 **REF:** 35 **WILL:** 35

SENSES: Tremorsense 15

TRAITS:

-*Threatening Reach*: The Giant Stag Beetle can make opportunity attacks against all creatures within its reach.

ATTACK:

-*Mandibles*: (Standard Action; At-Will; Melee 3; Two attacks; One or two creatures); +27 vs REF; Hit: 20 damage, and the target is slid up to 6 squares. The target and each creature adjacent to it after the slide take 3d12 damage. A Giant Stag Beetle can make a single Mandible attack as its MBA.

-*Ball of Dung*: (Minor Action; Encounter; Ranged 10; One Attack; One creature); +27 vs AC; Hit: 20 damage and the target is knocked prone.

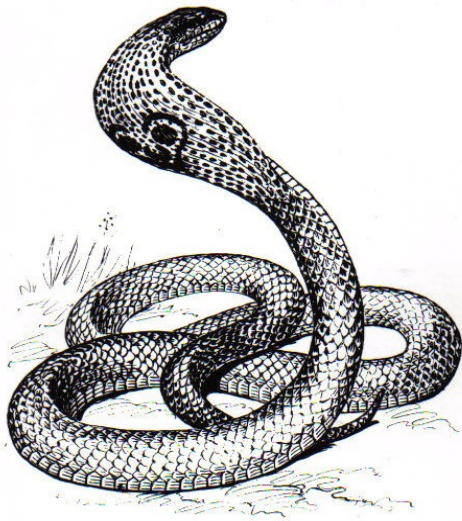
LANGUAGES: Nil **INTELLIGENCE:** Animal

TRAINED SKILL BONUS: +27

UNTRAINED SKILL BONUS: +18

ALIGNMENT: Neutrality

A striking, fearsome creature, the Giant Stag Beetle's massive mandibles defy gravity, extending around 15 feet from its torso. The mandibles are extremely powerful, and the Beetle's use them to toss their prey into other enemies or obstacles. They are very sensitive to vibrations of the ground and are always prospecting for food. A Stag Beetle always attacks PCs if it encounters them. They sometimes can be spotted rolling huge boulders of dung, which they sometimes employ as a weapon. Believe it or not, some Soron tribes consider the Stag Beetle to be a tasty delicacy.



COBRA, SPITTING

LEVEL 18 STANDARD XP: 2,000

SMALL NATURAL BEAST (Soro)

HP: 164 (82) MOVE: 7" INIT: +13

NO. APPEARING: 1d8+4 ENC RNGE: 18-22 (21) MORALE: 7

AC: 31 FORT: 31 REF: 32 WILL: 30

SENSES: Tremorsense 20

TRAITS:

-Immunities: Poison, Prone

ATTACK:

-Spit Poison: (Standard Action; At-Will; Area Burst 1 within 20; Each creature in burst); +21 vs FORT; 3d10 poison damage and the target is slowed until the end of its next turn. In addition, each creature adjacent to the Spitting Cobra takes 10 poison and necrotic damage. This attack does not provoke Opportunity Attacks. The Spitting Cobra lacks an MBA.

SPECIAL ATTACKS:

-Poison: Once per day as a Free Action, when the Cobra hits a target, it can add the poisoned condition to the attack's effects. A Cobra will have a 2 in 6 chance of being poisonous.

SPECIAL MOVEMENT:

-The Spitting Cobra can shift up to its speed as a Move Action.

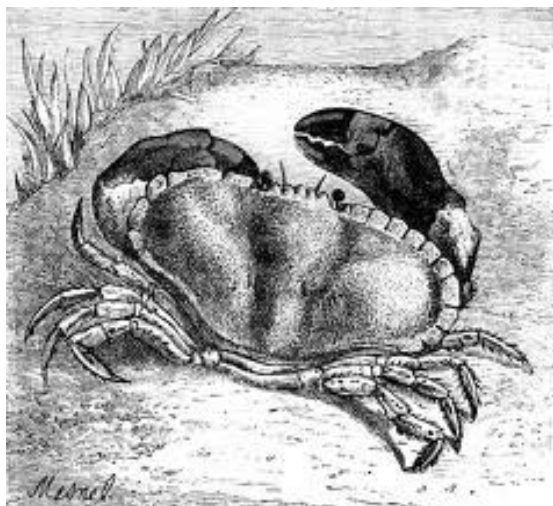
LANGUAGES: Nil INTELLIGENCE: Animal

TRAINED SKILL BONUS: +22

UNTRAINED SKILL BONUS: +13

ALIGNMENT: Neutrality

The Spitting Cobra lives in the hilly and mountainous areas of Soro. It tends to avoid Humans and Demi-Humans but will attack when approached. They nest in nooks and crannies among loose rocks. They can spray a jet of deadly poison an incredible 100 feet. Their fangs constantly drip, and creatures adjacent to it take "splash" damage as a result. Check for daily poison use at the beginning of each Cobra's turn.



CRAB, GIANT

LEVEL 22 STANDARD XP: 4,150

LARGE NATURAL BEAST (Soro)

HP: 196 (98) MOVE: 6", Burrow: 4" INIT: +17

NO. APPEARING: 1d4+3 ENC RNGE: 21-23 (22) MORALE: 6

AC: 36 FORT: 35 REF: 32 WILL: 35

SENSES: Normal

TRAITS: Nil

ATTACK:

-Claw/Claw: (Standard; At-Will; Melee 3; Two attacks; One or two creatures); +25 vs Reflex; Hit: the target takes 7d4 + 10 damage and is grabbed until the end of the Crab's next turn. The grabbed target cannot attempt to escape. If either the Crab or the grabbed target are subjected to forced movement, the creatures move together and the grab does not end. Blocking terrain ends forced movement for all creatures. Teleportation ends the grab normally. The Crab can have up to two creatures grabbed at one time, but the Crab cannot take a move action other than to stand when it has a creature grabbed. Treat a single Claw attack as its MBA.

SPECIAL ATTACKS:

-Squeeze: (No Action; At-Will; Once per round; One or two grabbed creatures); Effect: The target takes 10 damage.

-Pinch: (Immediate Interrupt; At-Will); Trigger: A creature that is grabbed by the Crab teleports or is teleported. Effect: The creature takes 5d12 damage and is slowed until the end of the encounter.

SPECIAL MOVEMENT:

-A Giant Crab ignores difficult terrain caused by rocks or rubble.

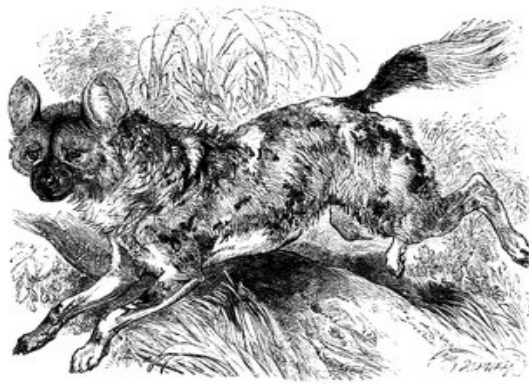
LANGUAGES: Nil INTELLIGENCE: Animal

TRAINED SKILL BONUS: +26

UNTRAINED SKILL BONUS: +17

ALIGNMENT: Neutrality

The Soron Giant Crab uses its powerful grip to squeeze its prey into submission. The Crabs live on sandy or rocky beaches. They will burrow and bury themselves on especially hot days, allowing the surf to wash over them. Crabs will attack if approached closely; otherwise, use the Reaction Tables.



DOG, WILD

LEVEL 20 MINION XP: 700

MEDIUM NATURAL BEAST (Soro)

HP: 1 (A miss never damages a Minion) **MOVE:** 8" **INIT:** +15

NO. APPEARING: 1d12+10 (2 will be Pack Leaders) **ENC RNGE:** 18-21 (20) **MORALE:** N/A

AC: 34 **FORT:** 32 **REF:** 32 **WILL:** 32

SENSES: Darkvision

TRAITS:

-Wild Dogs receive a +2 bonus to attacks and damage for each other Wild Dog that is adjacent to their target.

ATTACK:

-Claw/Bite: (Standard Action; At-Will; Melee 1; Two attacks; One creature); +25 vs AC; 8 damage per attack. Treat a single Claw attack as its MBA.

LANGUAGES: Nil **INTELLIGENCE:** Animal

TRAINED SKILL BONUS: +24

UNTRAINED SKILL BONUS: +15

ALIGNMENT: Neutrality

DOG, WILD (Pack Leader)

LEVEL 20 STANDARD XP: 2,800

MEDIUM NATURAL BEAST (Soro)

HP: 180 (90) **MOVE:** 8" **INIT:** +24

NO. APPEARING: Special **ENC RNGE:** Special **MORALE:** 7

AC: 34 **FORT:** 32 **REF:** 32 **WILL:** 32

SENSES: Darkvision

TRAITS:

-Wild Dogs receive a +2 bonus to attacks and damage for each other Wild Dog that is adjacent to their target.

ATTACK:

-Claw/Bite: (Standard Action; At-Will; Melee 1; Two attacks; One creature); +25 vs AC; 3d8+10 damage per attack. If both attacks hit, the target is also slowed (save ends). Treat a single Claw attack as its MBA.

SPECIAL MOVEMENT:

-Once per round as a Move Action, a Pack Leader can command its allies. This allows each ally that can see or hear the Pack Leader to shift up to 6" as a Free Action.

LANGUAGES: Nil **INTELLIGENCE:** Animal

TRAINED SKILL BONUS: +24

UNTRAINED SKILL BONUS: +15

ALIGNMENT: Neutrality

The Wild Dogs of Soro are impressively well-organized hunters. They work together in a symphony of movement led by the largest and most experienced males. Two of the total number encountered will always be Pack Leaders. Once the Dogs surround a foe, they decimate it with a flurry of teeth and claws. Wild Dogs are attracted to fires, and they sometimes encroach on Human territories to scrounge and beg for food. They can be found in small groups all over Soro. If away from heavily populated areas, they will stalk a party, attacking them when they seem weakest. They have a real taste for Elf meat, but they will eat anything that bleeds.



FROG, POISONOUS TREE

LEVEL 22 STANDARD XP: 4,150

SMALL NATURAL BEAST (Soro)

HP: 196 (98) **MOVE:** 5", Climb 8" **INIT:** +17

NO. APPEARING: 1d6 **ENC RNGE:** 13-22 (19) **MORALE:** 7

AC: 36 **FORT:** 34 **REF:** 34 **WILL:** 34

SENSES: Normal

TRAITS:

-Immunities: Poison, Acid

-Aura 1: Any creature that enters or starts its turn in the aura takes 10 poison and acid damage.

ATTACK:

-Poisonous Discharge: (Standard Action; At-Will; Close Burst 1; Each creature in burst); Effect: The target takes 20 poison damage. The Frog lacks an MBA.

SPECIAL ATTACKS:

-Tongue: (Minor Action; At-Will; Once per round; Ranged 10; Two attacks; One or two creatures); +25 vs REF; 4d8 damage and the target is pulled into a square adjacent to the Frog. This action does not provoke Opportunity Attacks.

-Poison: Once per day as a Free Action, when the Frog hits a target, it can add the poisoned condition to the attack's effects. A Frog will have a 2 in 6 chance of being poisonous.

LANGUAGES: Nil **INTELLIGENCE:** Animal

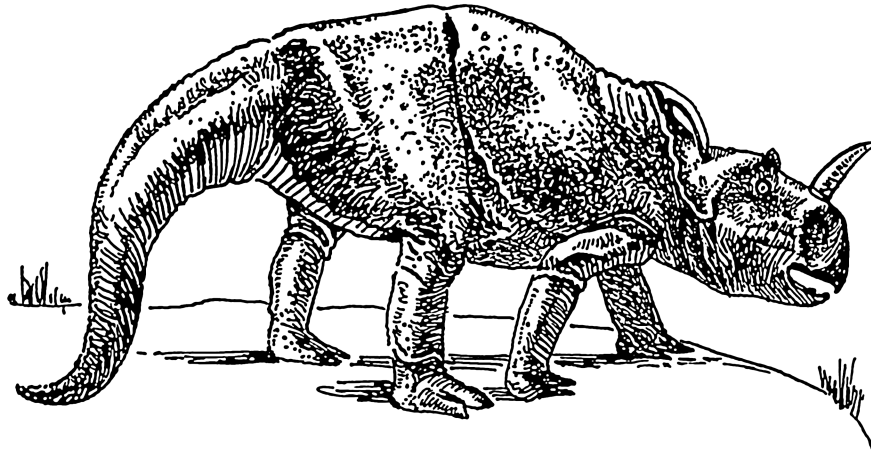
TRAINED SKILL BONUS: +26

UNTRAINED SKILL BONUS: +17

ALIGNMENT: Neutrality

The Poisonous Tree Frog is found only in the Soron jungle. The creature is avoided by others and has few natural predators. The Frog has an unbelievably long tongue and can lasso a target from more than 15 yards. It is fairly fragile in build, but its skin constantly secretes a lethal poison.

Frogs do not pursue fleeing targets and only attack if a target comes within range. Check for daily poison use at the beginning of each Frog's first turn.



GAARTAL

LEVEL 20 STANDARD XP: 2,800

LARGE NATURAL BEAST (Soro)

HP: 180 (90) MOVE: 7" INIT: +15

NO. APPEARING: Special ENC RNGE: Special MORALE: 12

AC: 34 FORT: 34 REF: 29 WILL: 33

SENSES: Normal

TRAITS: Nil

ATTACK:

-Crush: (Standard Action; At-Will; Melee 2; One attack; One creature); +25 vs AC; 3d10+15 damage. Effect: The target is knocked prone. Treat a Crush attack as its MBA.

SPECIAL ATTACKS:

-Trample: (Standard Action; At-Will); Effect: The Gaartal can move up to its speed and make its Crush attack once against each creature that comes within its reach. This movement does not provoke opportunity attacks.

LANGUAGES: Nil INTELLIGENCE: Animal

TRAINED SKILL BONUS: +24

UNTRAINED SKILL BONUS: +15

ALIGNMENT: Chaos

This Macatal is brute force incarnate. Its tactics are simple and straightforward: trample everything in sight. The beast is so powerful that it causes the ground to quake, knocking enemies prone as it rambles and rumbles about.

Gaartal are simple-minded and clumsy. Poor, oafish hunters, they sometimes follow other Macatal, protecting them in trade for help hunting and surviving.



HOMONCULUS

LEVEL 20 STANDARD XP: 2,800

MEDIUM NATURAL ANIMATE

HP: 180 (90) MOVE: 5" INIT: +24

NO. APPEARING: 1d4+4 ENC RNGE: 20-22 (21) MORALE: 12

AC: 34 FORT: 32 REF: 32 WILL: 32

SENSES: Tremorsense 10

TRAITS:

-Immunities: Fear, Unconscious, Dominate

ATTACK:

-Dual Blades: (Standard Action; At-Will; Melee 1; Two attacks; One or two creatures); +25 vs AC; 3d8+20 damage. Effect: The target is marked until the end of the Homonculus' next turn. The Homonculus can use its entire Dual Blades attack as its MBA as long as it only targets one creature.

SPECIAL ATTACKS:

-Triggered Action: Trigger: A target marked by the Homonculus makes an attack that does not include it as a target. Effect: After the attack has been completed, the Homonculus can shift up to its speed to a space adjacent to the target and make its Dual Blades attack against it as a Free Action.

-Crossbow: (Standard Action; At-Will; Ranged 20; One attack; One creature); +23 vs REF; 5d8 damage.

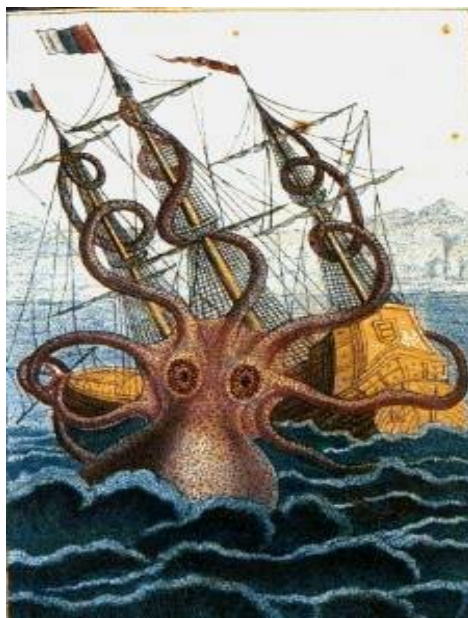
LANGUAGES: Special INTELLIGENCE: Low

TRAINED SKILL BONUS: +24

UNTRAINED SKILL BONUS: +15

ALIGNMENT: Neutrality

Homunculi are created by the Magic-Users and Shaman of Serd and Soro. There are myriad varieties. They are typically used to guard places or things. Others are sometimes employed as mindless slave labor in especially dangerous areas, such as the Serdian mines.



OCTOPUS, GIANT

LEVEL 23 SAVAGE XP: 10,200

GARGANTUAN NATURAL BEAST

HP: 408 (204) **MOVE:** 3"; Swim 10" **INIT:** +17 **AP:** 2

NO. APPEARING: 1 **ENC RNGE:** Special **MORALE:** 12

AC: 36 **FORT:** 36 **REF:** 36 **WILL:** 35

SENSES: Tremorsense 20

TRAITS:

-**Immunities:** Stun, Dominate, Unconscious, Fear

ATTACK:

-**Tentacles:** (Standard Action; At-Will; Melee 5; 8 attacks; One or more creatures); +26 vs REF; 10 damage, and the target is grabbed (escape DC 27). A grabbed creature gains vulnerable 10 all. Treat a single Tentacle attack as its MBA.

SPECIAL ATTACKS:

-**Ink:** (Free Action; At-Will; Once per round; Close blast 4; Each enemy in blast); +26 vs REF; 4d12 acid damage, and the target takes a -2 penalty to its Reflex defense until the end of the Octopus' next turn.

LANGUAGES: Nil **INTELLIGENCE:** Animal

TRAINED SKILL BONUS: +23

UNTRAINED SKILL BONUS: +17

SAVING THROW BONUS: +5 **ALIGNMENT:** Neutrality

This gigantic beast is feared by sailors all over the world. Only a handful have lived to tell of seeing one. The Octopus usually feeds on large marine creatures, but if it spots a ship it will attack with ferocity. The Octopus prefers deep water, but it will follow wounded vessels into shallow water. Though it is most gifted as a swimmer, in rare cases the Octopus will actually walk onto beaches. The Octopus can last about half an hour without being completely submerged.

In combat the Octopus grabs two or three targets, whipping them with its tentacles. Meanwhile, it showers its enemies with its foul, murky ink.



Illustration by Timothy Reynolds

OWL, GREAT SORON

LEVEL 21 SAVAGE

MEDIUM NATURAL BEAST

HP: 376 (188) **MOVE:** 4", Fly 8" **INIT:** +25 **AP:** 2

NO. APPEARING: 1 **ENC RNGE:** Special **MORALE:** 12

AC: 35 **FORT:** 33 **REF:** 33 **WILL:** 33

SENSES: Darkvision

TRAITS:

-Immunities: Fear, Dominate, Stun

ATTACK:

-Talons: (Standard Action; At-Will; Melee 1; Two attacks; One or two creatures); +26 vs AC; Hit: 4d12+10 damage per attack. The Owl can shift one square before or after each attack.

SPECIAL ATTACKS:

-Beak: Once per encounter as a Free Action, when the Owl hits a target with a Talon attack, it can add 6d12 damage to the attack's effects.

-Hoot: (Minor Action; At-Will; Once per round; Close Burst 5; Each enemy in burst); +24 vs WILL; Hit: 6d12 psychic damage and the target is dazed (save ends). This is a Fear effect.

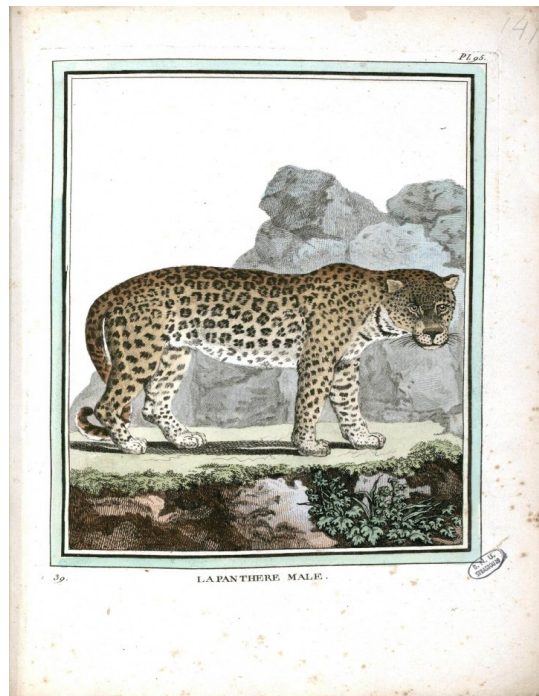
LANGUAGES: Nil **INTELLIGENCE:** Animal

TRAINED SKILL BONUS: +25

UNTRAINED SKILL BONUS: +16

SAVING THROW BONUS: +2 **ALIGNMENT:** Neutrality

The Great Soron Owl is infamous for its call: a spine-tingling, ghostly sound which causes inadvertent fear in listeners. The Owls tend to lead solitary lives. Owls usually nest in trees, but will sometimes find a spot to nest in abandoned buildings. Gifted hunters, they are known to eat just about anything from crickets to Humans. In combat they are a flurry of claw and beak, punctuated by their nerve-shattering calls. Once engaged, Owls fight to the death.



PANTHER, GREAT SORON

LEVEL 24 SAVAGE XP: 12,100

MEDIUM NATURAL BEAST (Soro)

HP: 424 (212) **MOVE:** 8", Climb 4" **INIT:** +27 **AP:** 2

NO. APPEARING: 1 **ENC RNGE:** Special **MORALE:** 12

AC: 38 **FORT:** 35 **REF:** 38 **WILL:** 37

SENSES: Darkvision

TRAITS:

-*Immunities:* Stun, Dominate

-The Panther can save against the slowed, immobilized, or restrained conditions both at the beginning and end of its turn.

ATTACK:

-*Claws:* (Standard Action; At-Will; Melee 1; Four attacks; One, two, three, or four creatures); +27 vs REF; 4d10+10 damage, and ongoing 20 damage (save ends). The Panther can shift up to two squares between each attack. Treat a single Claw attack as its MBA.

SPECIAL ATTACKS:

-*Bite:* Once per round, when the Panther hits with a Claw attack, it can add an extra 6d12 damage to the attack's damage roll as a Free Action.

-*Triggered Action:* The Panther can make its Claws attack routine as a Free Action both when first bloodied and again when knocked to zero hit points.

SPECIAL DEFENSES:

-*Incredible Agility:* (Immediate Interrupt; At-Will); Trigger: The Panther is hit by a melee or ranged attack. Effect: The Panther takes half damage from the attack.

SPECIAL MOVEMENT:

-*Dodge:* (No Action; Encounter); Trigger: A creature moves to a space adjacent to the Panther. Effect: The Panther shifts up to 4".

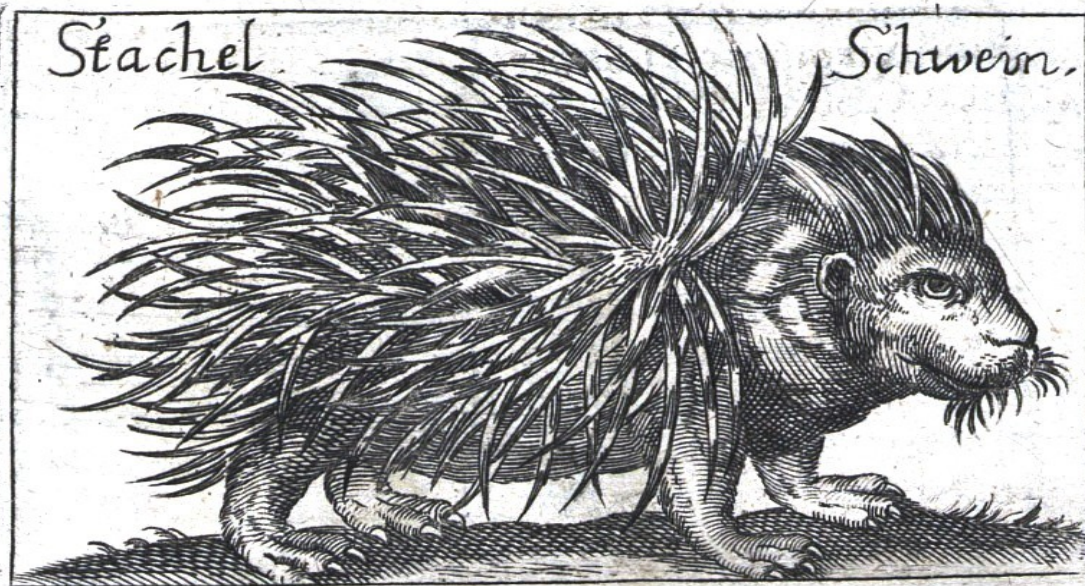
LANGUAGES: Nil **INTELLIGENCE:** Animal

TRAINED SKILL BONUS: +27

UNTRAINED SKILL BONUS: +18

SAVING THROW BONUS: +2 **ALIGNMENT:** Neutrality

The Great Soron Panther is one of the mightiest creatures of the jungle. This solitary hunter can move silently through rough terrain, blending in effortlessly with its surroundings. In combat, the Panther is an absolute meat grinder. The Panther will almost always surprise a party (5 in 6 chance), and fights to the death.



PORCUPINE, GIANT

LEVEL 21 STANDARD XP: 3,200

MEDIUM NATURAL BEAST (Soro)

HP: 188 (94) MOVE: 5" INIT: +16

NO. APPEARING: 2d4+1 ENC RNGE: 17-23 (21) MORALE: 6

AC: 35 FORT: 33 REF: 32 WILL: 33

SENSES: Normal

TRAITS:

-Aura 1: Any creature that enters or starts their turn in the aura takes 10 damage.

ATTACK:

-Claw/Claw: (Standard Action; At-Will; Melee 1; Two attacks; One or two creatures); +26 vs AC; 3d6+10 damage per attack. Use the entire attack routine as its MBA.

SPECIAL ATTACKS:

-Quills: (Minor Action; Encounter; Close Blast 5; Each creature in blast); +24 vs REF; 3d10 damage.

SPECIAL DEFENSES: Any creature adjacent to the Porcupine that hits it with a melee attack takes 20 damage.

LANGUAGES: Nil INTELLIGENCE: Animal

TRAINED SKILL BONUS: +25

UNTRAINED SKILL BONUS: +16

ALIGNMENT: Neutrality

The Giant Porcupine is blessed with a potent, natural defense mechanism: its sharp quills. The Porcupine can "fire" these quills as missiles. Its quills also frustrate melee attackers or anyone else that draws too close. Porcupines generally keep to themselves unless encountered at a short distance. Even then, you might choose to use the Reaction Tables. Porcupines will always defend themselves if attacked and are typically found in the Soron jungles.



RABBIT, WILD

LEVEL 17 STANDARD XP: 1.600

SMALL NATURAL BEAST

HP: 156 (78) **MOVE:** 8" **INIT:** +21

NO. APPEARING: 3d6+2 **ENC RNGE:** 17-24 (21) **MORALE:** 8

AC: 31 **FORT:** 28 **REF:** 31 **WILL:** 29

SENSES: Darkvision

TRAITS: The Wild Rabbit scores critical hits on rolls of 18-20.

ATTACK:

-Claw/Bite: (Standard Action; At-Will; Melee 1; Two attacks; One or two creatures); +22 vs AC; 2d6+10 damage per attack. Treat the entire Claw/Bite attack routing as its MBA.

SPECIAL ATTACKS:

-Leaping Attack: (Standard Action; At-Will); Effect: The Rabbit can jump up to its speed as a Free Action and make its Claw/Bite attack at the end of the movement. This movement does not provoke Opportunity Attacks.

-Frenzy: Once per encounter, on its turn, the Wild Rabbit can make its Claw/Bite attack as a Free Action.

LANGUAGES: Nil **INTELLIGENCE:** Animal

TRAINED SKILL BONUS: +21

UNTRAINED SKILL BONUS: +13

ALIGNMENT: Neutrality

The vicious, meat-eating Soron Wild rabbits are found in the hills and shrub throughout the Soro. They breed rapidly, and they are capable of quickly overrunning large geographic areas in a matter of months. Gifted with incredible leaping ability, the Rabbit springs from target to target, emasculating the victims with a series of claws and bites. Rabbits are always encountered near their warrens, and as such they always attack PCs on sight. If forced to flee, they dive into their underground burrows, many of which run for miles under the surface.



RAM, SORON

LEVEL 19 STANDARD XP: 2,400

MEDIUM NATURAL BEAST (Soro)

HP: 172 (86) MOVE: 8", Climb 4" INIT: +23

NO. APPEARING: 1d10+3 ENC RNGE: 17-24 (21) MORALE: 9

AC: 33 FORT: 32 REF: 31 WILL: 32

SENSES: Low-light vision

TRAITS:

-The Soron Ram receives a +3 bonus to charge attack rolls.

ATTACK:

-Headbutt: (Standard Action; At-Will; Melee 1; One attack; One creature); +24 vs AC; 4d6+15 Damage, and the target is pushed 7 squares and knocked prone. Treat a Headbutt attack as its MBA.

SPECIAL ATTACKS:

-Cause Internal Damage: Once per encounter, when the Soron Ram hits with a charge attack, it can add 4d10 extra force damage to the attack as a Free Action.

SPECIAL MOVEMENT:

-The Soron Ram does not provoke Opportunity Attacks when charging.

-The Soron Ram can balance on precarious ledges, cliffs, etc, without having to make a skill check.

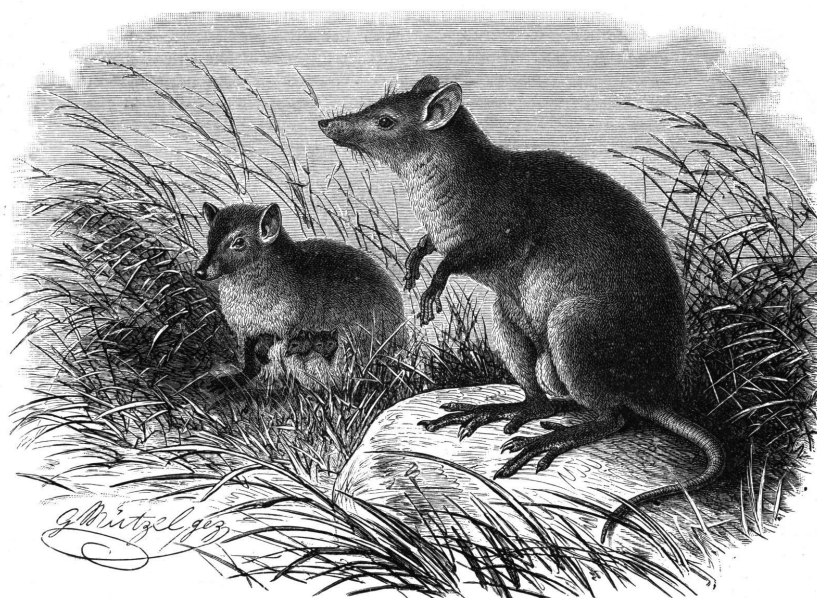
LANGUAGES: Nil INTELLIGENCE: Animal

TRAINED SKILL BONUS: +23

UNTRAINED SKILL BONUS: +14

ALIGNMENT: Neutrality

The Soron Ram lives in isolated mountainous areas, and it is a rare occurrence to spot one. Soron Rams are very aggressive and attack PCs on sight. In combat, they seek to charge and headbutt their enemies, pushing them off of cliffs or into precarious terrain. Soron Rams are incredibly sure climbers. Use difficult, hilly terrain with Rams, and include steep slopes, chasms, and precipices to add to the tension and difficulty.



RAT, GIANT

LEVEL 20 STANDARD XP: 2,800

MEDIUM NATURAL BEAST (Soro)

HP: 180 (90) **MOVE:** 5" **INIT:** +15

NO. APPEARING: 1d8+2 **ENC RNGE:** 17-23 (21) **MORALE:** 6

AC: 34 **FORT:** 33 **REF:** 32 **WILL:** 31

SENSES: Darkvision

TRAITS: Nil

ATTACK:

-Bite: (Standard Action; At-Will; Melee 1; One attack; One creature); +25 vs AC; 5d12 damage. Treat a Bite attack as its MBA.

SPECIAL ATTACKS:

-Tail Lash: (Minor Action, At-Will, Once per round; Melee 3; One attack; One creature); +23 vs REF; 2d12 damage and the target is dazed (save ends).

-Disease: Whenever the Rat hits a target with a Bite attack, there is a 1 in 20 chance that it will pass a disease on to the target. The details are noted in the flavor text.

LANGUAGES: Nil **INTELLIGENCE:** Animal

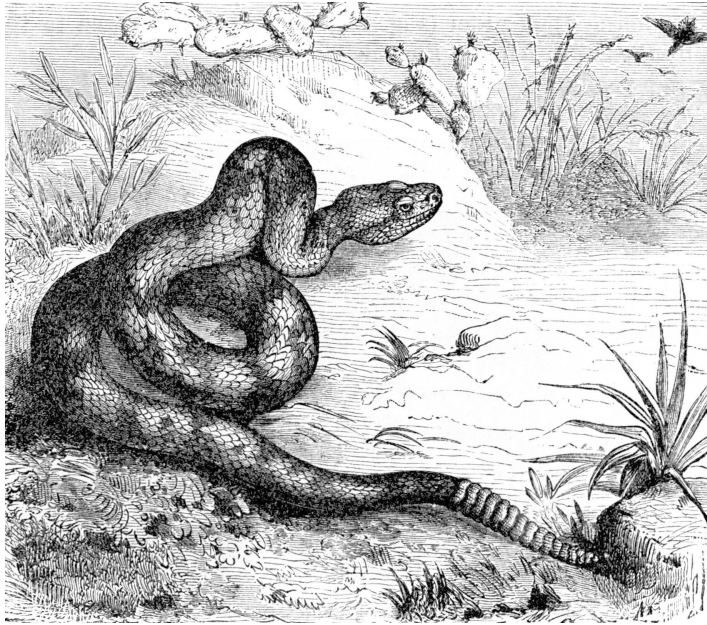
TRAINED SKILL BONUS: +24

UNTRAINED SKILL BONUS: +15

ALIGNMENT: Neutrality

Giant Rats lives in squalor and filth, and they are known to carry plague. A creature stricken by the plague is immediately blinded and slowed. Urination becomes painful, and the creature will have unbearable stomach pains (if it has a stomach). On the second day, the creature begins to vomit profusely. Finally, if the disease has not passed by the third day, the target dies.

In combat, Giant Rats strike first with their tails (in order to daze their foes), then move in closer to feed. They are not particularly brave, but will attack if they feel they have the advantage. Pair them with disgusting terrain features, such as pools of excrement.



RATTLESNAKE, GIANT

LEVEL 24 STANDARD XP: 6,050

MEDIUM NATURAL BEAST (Soro)

HP: 212 (106) **MOVE:** 8" **INIT:** +27

NO. APPEARING: 2d4 **ENC RNGE:** 19-25 (23) **MORALE:** 7

AC: 37 **FORT:** 37 **REF:** 36 **WILL:** 35

SENSES: Tremorsense 10

TRAITS:

-Immunities: Poison, Prone, Blind

-Aura 4: Enemies in the aura grant combat advantage. This is a Fear effect.

-A Giant Rattlesnake scores a critical hit on a roll of 18-20.

ATTACK:

-Fangs: (Standard; At-Will; Two attacks; One creature); +29 vs AC; 6d4+20 damage. Treat the entire Fangs attack routine as its MBA.

SPECIAL ATTACKS:

-Poison: Once per day as a Free Action, when the Rattlesnake hits a target, it can add the poisoned condition to the attack's effects. A Rattlesnake will have a 4 in 6 chance of being poisonous.

SPECIAL MOVEMENT:

-A Giant Rattlesnake ignores difficult terrain caused by things like branches, mud, or rubble.

LANGUAGES: Nil **INTELLIGENCE:** Animal

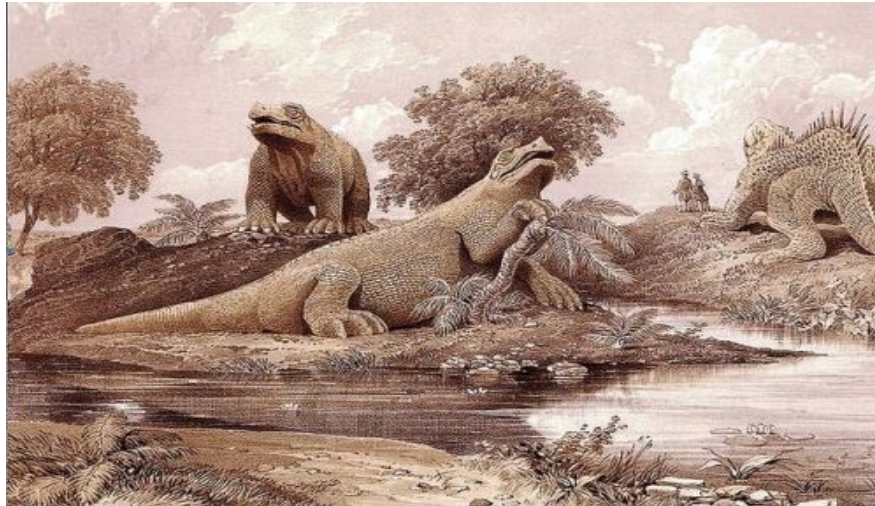
TRAINED SKILL BONUS: +27

UNTRAINED SKILL BONUS: +17

ALIGNMENT: Neutrality

Giant Rattlesnakes are found in hilly or mountainous areas of Serd. They live in small, isolated groups and are typically encountered by accident. The sound of their rattles causes a physiological reaction in creatures, resulting in fear and nausea. Rattlesnakes prefer to be left alone, but they will always fight to protect their territory. Use the Reaction Tables in the unlikely event that a Rattlesnake is encountered away from their habitat.

In combat, Giant Rattlesnakes will attempt to use any difficult terrain to their advantage. They always attack the nearest creature and they will always use their Poison at the first available opportunity. Check for daily poison use at the beginning of their turns.



SAARN

LEVEL 23 STANDARD XP: 5,100

LARGE NATURAL BEAST (Soro)

HP: 204 (102) **MOVE:** 5", Teleport 4" **INIT:** +27

NO. APPEARING: Special **ENC RNGE:** Special **MORALE:** 12

AC: 37 **FORT:** 23 **REF:** 25 **WILL:** 27

SENSES: Truesight 20

TRAITS:

-Immunities: Surprise, Psychic, Dominate, Charm, Fear, Blind, Gaze

-Fold Time: Saarn always gain a surprise round when encountered, regardless of the scenario or circumstance.

ATTACK:

-Influence: (Standard Action; At-Will; Ranged sight; One creature); Effect: The targeted creature is slid up to 8 squares to a space adjacent to an ally. It then makes three basic attacks of the Saarn's choice against its ally as a Free Action. The Saarn lacks an MBA.

SPECIAL DEFENSES:

-Disappear: (Immediate Interrupt; At-Will); Trigger: the Saarn is targeted with a Melee attack power. Effect: The Saarn teleports up to 4 squares and becomes invisible until the start of its next turn.

LANGUAGES: Special **INTELLIGENCE:** Very

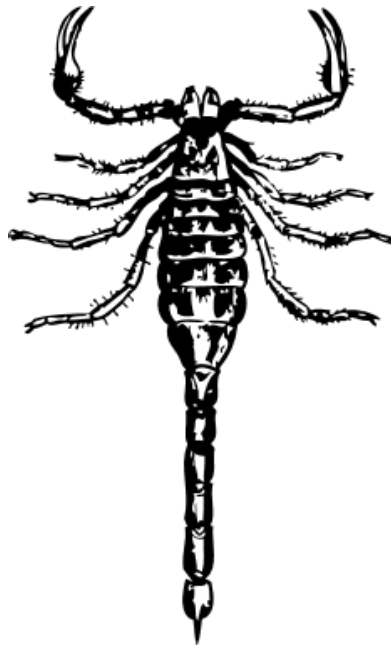
TRAINED SKILL BONUS: +27

UNTRAINED SKILL BONUS: +17

ALIGNMENT: Chaos

Saarn are among the most powerful Macatal. Wise and cunning, the Saarn have a unique symbiosis with the primal power of Sorom which allows them to bend and shape time at-will. The Cahota say, "They see without seeing, and speak without speaking".

In combat, the Saarn and its allies will always have surprise, as the Saarn fold time-"rewinding" time a few moments before they were actually encountered. The Saarn avoid melee, and compel the members of an adventuring party to attack each other with their insidious ability to influence thoughts.



SCORPION, GIANT

LEVEL 22 STANDARD XP: 4,150

LARGE NATURAL CREATURE (Soro)

HP: 196 (98) MOVE: 5" INIT: +17

NO. APPEARING: 1d6 ENC RNGE: 13-22 (19) MORALE: 7

AC: 36 FORT: 34 REF: 34 WILL: 34

SENSES: Tremorsense 10

TRAITS:

- Threatening Reach: The Giant Scorpion can make opportunity attacks against all creatures within its reach.

ATTACK:

- Claw/Claw: (Standard Action; At-Will; Melee 2; Two attacks; One or two creatures); +27 vs AC; 4d12 damage, and ongoing 10 damage (save ends). Treat the entire attack routine as its MBA.

SPECIAL ATTACKS:

- Stinger: (Free Action: At-Will; Melee 2; Once per round; One attack; One creature taking ongoing damage); +25 vs FORT; 20 poison damage.

LANGUAGES: Nil INTELLIGENCE: Animal

TRAINED SKILL BONUS: +26

UNTRAINED SKILL BONUS: +17

ALIGNMENT: Neutrality

This mindless arachnid roams the scrub and wastelands of Soro, eking out a meager existence on other accursed creatures. The Scorpion always attacks when encountered. Each Scorpion encountered will typically try to engage a different attacker, hoping to selfishly make off with the carcass if it can score a kill. Use Scorpions with rocky, hilly terrain, with lots of cover and possibilities of rockslides.



SKUNK, GIANT

LEVEL 23 STANDARD XP: 5,100

MEDIUM NATURAL BEAST

HP: 204 (102) MOVE: 5" INIT: +17

NO. APPEARING: 1d6+1 ENC RNGE: 18-25 (21) MORALE: 8

AC: 37 FORT: 26 REF: 25 WILL: 25

SENSES: Low-light vision

TRAITS:

-Aura 2: Each creature that enters or starts their turn in the aura takes 10 acid and poison damage. Other Skunks are immune to this effect.

ATTACK:

-Bite: (Standard Action; At-Will; Melee 1; One attack; One creature); +28 vs AC; 5d4+20 damage. Treat a Bite attack as its MBA.

SPECIAL ATTACKS:

-Spray: (Minor Action; Encounter; Close Blast 3; Each creature in blast); +26 vs FORT; 4d12 acid and poison damage, and the target is dazed until the end of the Skunk's next turn. Other Skunks are immune to this attack.

SPECIAL DEFENSES:

-Induce Vomiting: (Immediate Interrupt; Encounter); Trigger: An adjacent creature attacks the Giant Skunk. Effect: The creature becomes vulnerable 10 acid and poison until the end of the encounter and takes a -5 penalty to the triggering attack roll.

LANGUAGES: Nil INTELLIGENCE: Animal

TRAINED SKILL BONUS: +27

UNTRAINED SKILL BONUS: +17

ALIGNMENT: Neutrality

Avoided and shunned by other creatures, the Giant Skunk is known for its reeking spray, a defense mechanism that causes projectile vomiting and leaves behind an unbearable stench that is almost impossible to ever fully get rid of. Targets hit by its spray must add 6 to Reaction Table rolls when dealing with NPCs for 2d3 weeks.

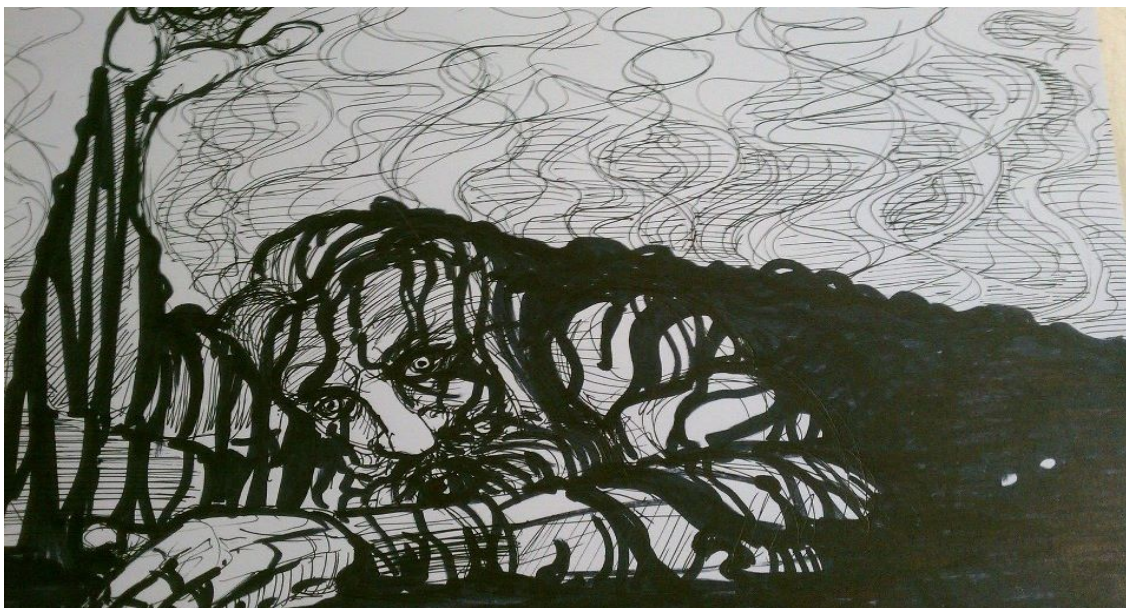


Illustration by Timothy Reynolds

SLUDGE

LEVEL 24 SAVAGE XP: 12,100

LARGE NATURAL BEAST

HP: 424 (212) **MOVE:** 4" **INIT:** +18 **AP:** 2

NO. APPEARING: 1 **ENC RNGE:** Special **MORALE:** 12

AC: 38 **FORT:** 35 **REF:** 36 **WILL:** 37

SENSES: Blindsight 20

TRAITS:

-***Immunities:*** Prone, Stun, Dominate, Fear, Charm, Polymorph, Weakened, Acid, Gaze

-***Aura 4:*** Each enemy that enters or starts their turn in the aura takes 20 acid damage and grants combat advantage until the end of their next turn. This damage can be taken more than once per round.

-A Sludge can squeeze without penalty.

ATTACK:

-***Absorb:*** (Standard Action; At-Will; Close Burst 4; Each enemy in burst); +27 vs REF; 6d4+20 acid damage, and the target is immobilized (save ends). Treat the entire Absorb attack as its MBA.

SPECIAL ATTACKS:

-***Triggered Action:*** When first bloodied, and when knocked to 0 hit points, the Sludge makes an Absorb attack as a Free Action.

-***Dissolve:*** (Free Action; At-Will; Once per round; Close Burst 4; Each immobilized creature in the burst); +29 vs FORT; 3d8+11 acid and necrotic damage, and the target is now restrained and dazed instead of immobilized, and takes ongoing 10 acid and necrotic damage (save ends all conditions).

LANGUAGES: Nil **INTELLIGENCE:** Animal

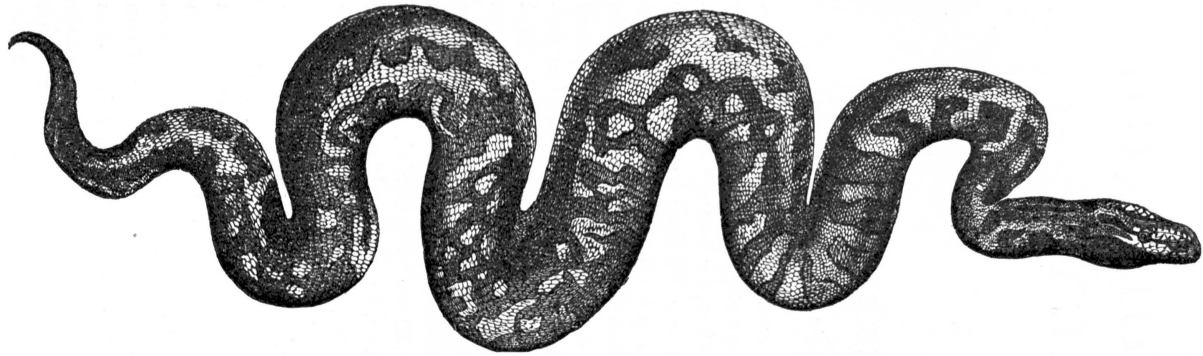
TRAINED SKILL BONUS: +27

UNTRAINED SKILL BONUS: +18

SAVING THROW BONUS: +5 **ALIGNMENT:** Neutrality

Sludges are slimy, disgusting creatures. Their consistency is something like jelly or jam. Patient, stealthy hunters, they can go for weeks between meals. They typically hide and wait for prey to draw close. They sometimes drop on unsuspecting adventurers, and their favorite hunting method is to stretch themselves out horizontally in a crack in a rock or wall. Sludges have allegedly been seen stretched out to lengths of 40 feet or more in this fashion. They can easily be mistaken for mud or excrement.

Sludges are somewhere between plant and animal, and have multiple crude “brains” which allow them to avoid some status effects. When one gets “stunned”, the others will continue to operate. In combat, a Sludge will seek to absorb as many PCs as it can and spend its action points as quickly as possible. Sludges always attack if possible, so do not consult the Reaction Table.



SNAKE, CONSTRICTOR

LEVEL 22 STANDARD XP: 4,150

LARGE NATURAL BEAST (Soro)

HP: 196 (98) MOVE: 5", Climb 5" INIT: +17

NO. APPEARING: 1d3+1 ENC RNGE: 17-21 (19) MORALE: 10

AC: 36 FORT: 35 REF: 34 WILL: 34

SENSES: Tremorsense 10

TRAITS: Nil

ATTACK:

-**Bite**: (Standard Action; At-Will; Melee 2; One attack; One creature); +27 vs AC; 2d12+20 damage, and the target is grabbed (escape DC 36). While grabbed, the target is restrained and takes ongoing 10 damage (escape ends both). Treat a Bite attack as the Snake's MBA.

SPECIAL ATTACKS:

-**Constrict**: (Minor Action; At-Will; Melee 2; Once per round; One Attack; One grabbed creature); +27 vs FORT; 3d12 damage, and the target is also dazed until escape.

-**Swallow**: (Standard Action; Encounter; Melee 2; One attack; One dazed and grabbed creature); Effect: The creature is swallowed by the Constrictor. The creature enters the Constrictor's space. The creature takes 40 acid damage and remains grabbed. In addition, allies no longer have line of sight or line of effect to the target until escape.

LANGUAGES: Nil INTELLIGENCE: Animal

TRAINED SKILL BONUS: +26

UNTRAINED SKILL BONUS: +17

ALIGNMENT: Neutrality

This ten-foot-long snake wraps itself around its target, then crushes it into submission with its powerful coils. It prefers to eat live targets, and swallows its prey whole. Constrictor Snakes can be quite stealthy, and they blend in remarkably well with their environment. They are also determined combatants, rarely fleeing an encounter.



SPIDER, GIANT

LEVEL 21 STANDARD XP: 3,200

LARGE NATURAL BEAST (Soro)

HP: 188 (94) **MOVE:** 6" **INIT:** +25

NO. APPEARING: 1d6+2 **ENC RNGE:** 17-23 (21) **MORALE:** 8

AC: 35 **FORT:** 33 **REF:** 33 **WILL:** 33

SENSES: Darkvision

TRAITS:

-Immunities: Poison

ATTACK:

-Fangs: (Standard Action; At-Will; Melee 2; Two attacks; One creature); +24 vs FORT; 4d8+10 damage plus 1d12 poison and acid damage per attack. Use a single Fang attack as its MBA.

SPECIAL ATTACKS:

-Poison: Once per day as a Free Action, when the Spider hits a target with a Fang attack, it can add the poisoned condition to the attack's effects. A Spider will have a 2 in 6 chance of being poisonous.

-Web: (Minor Action; At-Will; Once per round; Close Blast 3; Each enemy in blast); +24 vs REF; 10 damage and the target is immobilized (save ends). If the target is already immobilized, it is instead restrained (save ends).

SPECIAL MOVEMENT:

-The Giant Spider can move on or across webs as if they were solid ground. The Spider can climb smooth, sheer surfaces without having to make a check. The Spider can also hang upside down from a sheer surface or web without having to make a check.

LANGUAGES: Nil **INTELLIGENCE:** Animal

TRAINED SKILL BONUS: +25

UNTRAINED SKILL BONUS: +16

ALIGNMENT: Neutrality

The Giant Spider is a master of stealth and a cunning hunter. It uses its thick, fibrous webs to its advantage, snaring prey then dissolving them into an edible paste via highly poisonous and acidic enzymes. Giant Spiders always attack creatures that enter their lair. It is said that they prefer the taste of small races, such as Svirfneblin.



VULTURE, GIANT

LEVEL 21 STANDARD XP: 3,200

MEDIUM NATURAL BEAST (Soro)

HP: 188 (94) **MOVE:** 3", Fly 10" **INIT:** +25

NO. APPEARING: 1d6+6 **ENC RNGE:** 22-25 (23) **MORALE:** 6

AC: 35 **FORT:** 33 **REF:** 33 **WILL:** 33

SENSES: Darkvision

TRAITS:

-A Giant Vulture receives a +10 bonus to damage rolls against a bloodied target.

ATTACK:

-*Talons*: (Standard Action; At-Will; Melee 1; 2 attacks; One or two creatures); +24 vs REF; 4d6+9 damage, and the target takes ongoing 10 damage (save ends). This ongoing damage stacks. Treat a single Talon attack as its MBA.

SPECIAL ATTACKS:

-*Effect*: (Standard Action; At-Will); The Vulture can fly up to its speed as a Free Action and make its Talons attack routine at any point during the movement. This movement does not provoke opportunity attacks.

LANGUAGES: Nil **INTELLIGENCE:** Animal

TRAINED SKILL BONUS: +25

UNTRAINED SKILL BONUS: +16

ALIGNMENT: Neutrality

Soron Vultures are found in a fairly wide range of terrain types, although they favor hard-scrabble, barren areas. These mangy scavengers circle high overhead, dive-bombing the weakest members of a party. After attacking, they fly away out of melee reach. As the ongoing damage builds, they enter into a frenzied state of blood lust.

Giant Vultures are not particularly brave. If one of them is killed then the others likely flee. Faced with a large group, they might focus fire on a single target, hoping that if they kill it that its carcass will still be there if they have to flee and return later.



WASP, GIANT

LEVEL 19 STANDARD XP: 2,400

MEDIUM NATURAL BEAST (Soro)

HP: 172 (86) MOVE: 2", Fly 8" INIT: +23

NO. APPEARING: 1d10+3 ENC RNGE: 17-24 (21) MORALE: 8

AC: 33 FORT: 32 REF: 32 WILL: 30

SENSES: Darkvision

TRAITS:

-Immunities: Poison

ATTACK:

-Bite/Stinger: (Standard Action; At-Will; Melee 1; Two Attacks; One or two creatures); +24 vs AC; Bite hits for 20 damage; Stinger hits for 6d6 poison damage and the target is dazed and immobilized until the end of the Wasp's next turn. Treat a Bite attack as its MBA.

SPECIAL ATTACKS:

-Poison: Once per day as a Free Action, when the Wasp hits a target with its Stinger attack, it can add the poisoned condition to the attack's effects. A Wasp will have a 2 in 6 chance of being poisonous.

SPECIAL DEFENSES:

-Dodge: (Immediate Interrupt; At-Will); Trigger: the Wasp's AC or REF is targeted by a melee or ranged attack. Effect: the Wasp gains a +5 bonus to AC and REF against the triggering attack. If the triggering attack misses, the Wasp can shift 1d6 squares as a Free Action.

SPECIAL MOVEMENT:

-Once per round as a Move Action, the Wasp can shift up to its speed.

LANGUAGES: Nil INTELLIGENCE: Animal

TRAINED SKILL BONUS: +23

UNTRAINED SKILL BONUS: +14

ALIGNMENT: Neutrality

This poisonous flying insect is found in warm areas throughout Soro. It prefers moist, wet areas but can be found just about anywhere that isn't cold. Thankfully, these annoying critters have a very short life cycle.

Wasps use their incredible mobility to their advantage, and look to engage multiple targets. A Wasp always attacks when encountered. Remember to check for its daily poison ability.



YETI

LEVEL 21 ELITE XP: 6,400

LARGE NATURAL HUMANOID (Soro)

HP: 316 (188) **MOVE:** 6" **INIT:** +16 **AP:** 1

NO. APPEARING: 1d4 **ENC RNGE:** 15-23 (19) **MORALE:** 12

AC: 35 **FORT:** 24 **REF:** 22 **WILL:** 23

SENSES: Darkvision

TRAITS:

-Immunities: Stun, Dominate, Cold, Fear

-The Yeti scores critical hits on rolls of 19-20.

ATTACK:

-Handaxe: (Standard Action; At-Will; Close Burst 2; Each enemy in burst); +26 vs AC; Hit: 3d12+20 damage, and the target is knocked prone. The Yeti can use its Handaxe attack as its MBA.

SPECIAL ATTACKS:

-Batter: (Free Action; At-Will; Once per round; Melee 2; One attack; One prone creature within reach); +26 vs AC; Hit: 4d8 damage and the creature is dazed until the end of the Yeti's next turn. This attack deals half damage on a miss.

-Hurl Rocks: (Standard Action; Encounter; Ranged 10; Two Attacks; One or two creatures within 5 squares of each other); +26 vs REF; 4d10+5 damage per attack.

-Triggered Action: The Yeti can make its Handaxe attack as a Free Action when first bloodied and again when dropped to zero hit points.

LANGUAGES: Nil **INTELLIGENCE:** Low

TRAINED SKILL BONUS: +25

UNTRAINED SKILL BONUS: +16

SAVING THROW BONUS: +2 **ALIGNMENT:** Neutrality

The Yeti are powerful Humanoids that lives in remote mountainous areas of Soro. They stand anywhere from nine to ten feet tall and are covered in a thick fur. The Yeti avoid contact with Humans when possible, but if they or their families feel threatened, the Yeti will take its crude, club-like handaxe and go to town. Yeti typically live in small family units of 1d4 adults caring for 1d2 young.

TRICKS AND TRAPS

Please refer to the Grimoire for the complete 4e Forever trap rules, as they differ in some ways from traditional 4e traps. This section lists the trap statistics for Level 1 of the Pyramid and provides the Random Trap Table. Trap statistics are listed in alphabetical order starting on the following page. Please keep in mind that in many cases a trap may have already been triggered before the PCs encounter it. DMs should flavor a previously triggered trap on the fly or dice for the traps ahead of time and create their own flavor. Traps that have already been triggered are usually inert and no longer pose a threat to PCs, although there are exceptions. Though these traps and tricks have been designed to work with the Lost City adventure, they can be easily be used in any 4e adventure.

Random Trap Table

-Roll 2d8 to determine the trap encountered. It is suggested that each trap should appear no more than once, although ultimately this is left up to the individual DM.

2. Brown Mold
3. Acid Spray
4. Sonic Boom Trap
5. Magnet Trap
6. Scything Blade
7. Poison Gas
8. Falling Block
9. Spiked Pit Trap
10. Poisoned Darts
11. Spear Trap
12. Cage Trap
13. Chest with Poisoned Needle
14. Teleporter
15. Hallucinatory Spray
16. Enchanted Glyphs

Trap Statistics

Acid Spray

My nostrils started burning..then I realized my arm was missing. I screamed...

-Detect: Nature to identify smell from a distance; Perception or possibly Dungeoneering to notice jets

-Disable: Thievery

-Trigger: A creature enters a trapped square, triggering the jets.

-Effect: Each creature within a given area must make a saving throw. On a failed save, a creature drops to its bloodied value and permanently loses a limb. Roll 1d4 (1-2=Arm, 3-4=Leg).

Brown Mold

Yaaawwwwnnn...

-Detect: Perception; Nature to know properties

-Disable: The mold must be destroyed by fire or avoided.

-Trigger: A creature enters a square in or adjacent to the mold's square, triggering the release of spores.

-Effect: The creature must make a saving throw. A creature trained in Endurance gets a +2 bonus to the roll. On a failed save, the creature falls unconscious for 10d4 turns. This effect ends immediately if the creature is attacked. Rituals such as Remove Affliction may also end this effect.

Cage Trap

Metal grates sprang up from the floor, caging the party.

-Detect: Perception or possibly Dungeoneering

-Disable: Thievery

-Trigger: A creature steps into a trapped square, triggering the release.

-Effect: Creatures take no damage but are trapped within the cage's area. It will take time and be very noisy for a party to escape the cage.

Chest with Poisoned Needle Trap

Something pricked me as I opened the lid.

-Detect: Perception to notice mechanism.

-Disable: Thievery

-Trigger: A creature opens the chest.

-Effect: The creature must roll a saving throw. Creatures trained in Endurance get a +2 bonus to the roll. On a failed save the creature drops to 0 hit points.

Enchanted Glyphs

The mystical symbol glowed with an eerie light.

-Detect: Glyphs are in plain sight.

-Disable: Arcana

-Trigger: A creature comes into contact with a glyph or an object engraved with a glyph.

-Effect: Each creature within a given area must make a saving throw. A creature trained in Arcana gains a +2 bonus to the roll. On a failed save, a creature takes 30 psychic damage and is blinded for 1d6 turns.

Falling Block Trap

Stepping onto the floor released a massive stone block from overhead, crushing the Elf.

-Detect: Perception or possibly Dungeoneering

-Disable: Thievery

-Trigger: A creature enters a trapped square, releasing a block from above.

-Effect: The creature must roll a saving throw. Creatures trained in Acrobatics receive a +2 bonus to the roll. On a failed save the creature takes 50 damage.

Hallucinatory Gas

"Get them off me!", he screamed. "They are crawling all over me!"

-Detect: Perception or possibly Dungeoneering to notice vents in walls

-Disable: Thievery

-Trigger: A creature enters a trapped square, triggering the gas.

-Effect: Each creature within a given area must roll a saving throw. A creature trained in Endurance gets a +2 bonus to the roll. On a failed save, each creature will move to a square adjacent to their nearest ally and make an At-Will attack of the DMs choice against them. The effect then wears off quickly.

Magnet Trap

The next thing I knew, I was hurtling towards the center of the room. I smashed into the the pillar, cracking a rib.

-Special: The magnet trap is always active, even if it has previously been triggered.

-Detect: Typically the magnet will be in plain sight.

-Disable: The magnet must be destroyed by attacks or avoided.

-Trigger: A creature enters a space within 50 feet of the magnet.

-Effect: The creature must make a saving throw. A creature trained in Acrobatics gains a +2 bonus to the roll. On a failed save, the creature is pulled rapidly towards the magnet, crashing into it for 20 damage. A creature can move at half-speed away from the magnet, but must make a saving throw at the end of each Move Action or be pulled back again.

Poisoned Darts

A cloud of darts burst from the wall.

-Detect: Perception or possibly Dungeoneering to notice holes in walls

-Disable: Thievery

-Trigger: A creature enters a square within range of the darts.

-Effect: The creature must make a saving throw. A creature trained in Acrobatics or Endurance gets a +2 bonus to the roll. On a failed save, the creature drops to 0 hit points.

Poison Gas

As soon as he entered the room he started coughing...then vomiting...

-Detect: Perception or possibly Dungeoneering to notice jets; Nature to notice faint scent

-Disable: Hold breath plus Thievery

-Trigger: A creature enters a trapped square and triggers the jets

-Effect: Each creature within a given area must roll a saving throw. A creature trained in Endurance gets a +2 bonus to the roll. On a failed save, the creature drops to 0 hit points.

Scything Blade

Before we realized what happened, her head was rolling down the hallway.

-Detect: Perception or possibly Dungeoneering

-Disable: Thievery

-Trigger: A creature steps on a trapped square, releasing a swinging blade from the wall.

-Effect: The creature must roll a saving throw. A creature trained in Acrobatics gets a +2 bonus to the roll. On a failed save, the creature takes 40 damage.

Sonic Boom Trap

We would know if anything made it through that door. The Mage had made damn sure of that.

-Detect: Arcana

-Disable: Arcana

-Trigger: A creature steps on a trapped square, triggering a loud booming sound.

-Effect: There is no saving throw. This sound is loud enough to carry for hundreds of feet underground and for well over a mile outdoors. Any creature within 50 feet of the boom will fall prone and take 20 force damage. In addition, the creature will be deafened for 2d3 turns.

Spear Trap

The spring-loaded spear pierced her chainmail like it wasn't even there.

-Detect: Perception or possibly Dungeoneering

-Disable: Thievery

-Trigger: A creature steps into a trapped square, triggering a release.

-Effect: The creature must make a saving throw. A creature trained in Acrobatics gets a +2 bonus to the roll. On a failed save, the spear thrusts upwards into the creature, causing 30 points of damage. The creature is also immobilized (save ends).

Spiked Pit Trap

The ground opened up under our feet, and we tumbled into the darkness.

-Detect: Perception or possibly Dungeoneering

-Disable: Thievery

-Trigger: A creature enters a trapped square.

-Effect: Each creature within a given area must roll a saving throw. A creature trained in Acrobatics gets a +2 bonus to the roll. On a failed save, the creature falls, taking 1d10 falling damage for every 10 feet fallen. In addition, the creature is impaled on the metal spikes that cover the floor of the pit, taking an additional 30 points of damage.

Teleporter

Where the hell am I?

-Special: The teleporter is always active, even if it has previously been triggered.

-Detect: Apparatus will be in plain sight; Arcana to realize properties

-Disable: Arcana, or destroy by attacks

-Trigger: A creature enters a square in or adjacent to the teleporter.

-Effect: The creature is teleported to a location of the DMs choosing. There is no saving throw allowed against this effect.

SUBMISSIONS AND FEEDBACK

I am very hopeful that readers will want to submit material to this magazine. I cannot keep putting this magazine out without your help. I wanted to give you some ideas of what I am looking for. There is considerable leeway and freedom, so I do hope you consider sending in some of your work.

The main thing I want is material that supports the 4e Forever world. As long as you use the mechanics of the Grimoire and do not contradict the basics about the 4e Forever world, you are good to go. Remember that one of the magazine's goals is to provide support for high-level play; material that is pertinent only to Heroic tier play will be automatically rejected. Fluff about the War, various cultures, inventions, tribes, secret societies, and on and on is free reign, as long as it fits what has come before.

Adventures are very welcome as long as they are not railroad-style adventures. Any length is fine; you could send in a short side trek, a one-page dungeon, or a multi-chapter epic.

I would love to see more traps and tricks, more original monsters, and more magic items. Just remember to use the alternate rules presented in the Grimoire.

Any artwork is welcome, especially if it has a visual tie-in to an idea about the default world. If any artists or cartographers out there want to volunteer their skills, please let me know. I can give you topics and sketches if you need some direction or inspiration.

Any material that utilizes the Scalemail system has a very good chance of being in the magazine. I am also a sucker for random tables.

There are some types of articles that I am not looking for. I am already working on a set of Stronghold rules. Some areas of 4e are already kind of "full". This includes some player options like feats. 4e Forever also omits some other 4e design elements; there is no need to submit backgrounds or skill challenges, for example. Themes might be good, they aren't totally bloated yet. Something like a Paragon path and the like might work as well. Overall though, it is the high level DM that needs the support.

Text format should be .doc or .odt so that I can port it into Open Office. Note that this magazine is published under the GSL. Email your submissions, questions, input, thoughts, etc. to frothsof@gmail.com or stop by my blog: <http://frothsof4e.blogspot.com/> . General feedback received might be included in future issues in a "Letters" section if I have enough response. Needless to say, there is no monetary compensation for submissions; this is just a free magazine by fans, for fans.

I want to stress how much I want your help. I think we can build something cool! See you next issue!

For use with the 4th Edition

DUNGEONS & DRAGONS[®] ROLEPLAYING GAME

Requires the use of the D&D *Player's Handbook*,[®] *Monster Manual*,[®] and *Dungeon Master's Guide*,[®] *Player's Handbook* 2, *Monster Manual* 2, *Adventurer's Vault*[™] core rulebooks, available from Wizards of the Coast, LLC