A 5e & PATHFINDER-COMPATIBLE ADVENTURE FOR 4-7 PLAYERS OF LEVELS 1-20

DARK-ONE

VOL. 4

THE BOOK OF DARK SECRETS

GRAVE ROBBERS



5th Edition Fantasy

PATHFINDER ROLEPLAYING GAME COMPATIBLE

DARK BY DESIGN

Credits ~ D&D 5e

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Introduction

ADVENTURE INTRODUCTION

You haven't received another message from Matigan Brennan in a while, and as you begin to leave the city you've recently visited, a messenger riding a horse comes up to you as you make your way out of town. The mounted messenger is a middle-aged man with long hair who is dressed well and appears to be a man of means or wealth. The rider smiles as he raises his hand in peace.

"Gentlemen, I'm so sorry to be approaching you at this time, but my lord did not become aware of you until it was almost too late. My name is Cornell, and I serve as Lord Wrathgaite's chancellor. It seems your reputation very much precedes you. Some of your exploits are well-known to my lord, and he is considerably impressed. Again, I apologize for the late manner with which this message is delivered, but my master, Lord Wrathgaite, has a proposition for you as well as a sizable reward. Tell me, gentlemen, have you ever stood guard lying in wait for *grave robbers* before?"

NOTES - A brief interaction between the messenger and the player characters is to be expected. The messenger's name is Cornell Ang, and he is indeed the personal advisor to Lord Wrathgaite, an ex-adventurer known for his prowess with a magic black bastard sword named KOAL. If the PCs agree to follow Cornell to meet with Lord Wrathgaite, read the following.

You agree to meet with Lord Wrathgaite, and you follow Cornell to Wrathgaite's abode. After a short ride to the opposite side of town, Cornell leads you to a small but handsome manor house. You are met with two more of Lord Wrathgaite's henchmen. They welcome you at the front gate and tend to your mounts as you are led by Cornell to meet with Lord Wrathgaite.

Stepping through the ornate wooden doors, you are led to a drawing-room occupied by a sturdy-looking older gentleman wearing a monocle. The man moves forth and greets you,

"Ah, there you are, finally. Men, please sit. I have a proposition to offer you."

The distinguished-looking gentleman takes a stiff drink of brandy and continues,

"I've heard of you, your group. Men like you are not easy to find. Perhaps if I were younger, I'd do this all by myself, but age does indeed have a way of catching up to you.

Right to the point, we've discovered that the mausoleums and graveyards of this fine town have been *swarming* with GRAVE ROBBERS. It seems that there is a widespread belief that the heroes that have fallen here years ago have something more to offer. These grave robbers are breaking into our blessed crypts of eternal rest and desecrating the graves of these heroes. Many items that these heroes have been buried with have indeed been plundered. These are *disgusting* acts from men that have no honor nor respect for the dead.

I have a plan, however. I would like to hire you to lie in wait for these robbers - Vermin, one and all. I have legal rights to empower your party to do as you wish with these vile thieves. Dead or alive, I will pay you 1,000 pieces of silver for *each* man captured or killed. And to prove I'm a man that means what he says, I will set aside 1,000 pieces of silver right here and now."

Lord Wrathgaite takes another large drink of

the amber liquor and hands you a mahogany chest. Wrathgaite beckons you to open it, and upon doing so, you see several stacks of gleaming silver coins arranged in neat rows to fit the chest perfectly. 1,000 pieces of silver. Lord Wrathgaite continues,

"Again, I know this is short notice, but we believe these filthy cowards are poised to strike again *tonight.* Cornell and I will escort you there ourselves. We have food, wine, and sources of lighting for you. You'll probably have to be patient and wait a few hours, but we know it will be worth the wait. On the off chance that these thieves do *not* show up, we'll even let you keep half the loot *anyways,* and let you move on about your business. So, what do you say, then?"

NOTES - If the PCs agree to this overnight venture, continue with the description below.

You agree to the terms of this mission and are assured that your bags of silver will be waiting for you upon your return. You are supplied with extra torches, plenty of fresh food and three wineskins filled with excellent wine to warm your bones in the dark and cold mausoleum. Within an hour, you are led through the Wrathgaite Cemetery gates and up to the iron door of the moss-covered mausoleum. Cornell dismounts and urges your party to do the same. Lord Wrathgaite offers his final bit of advice before allowing you to descend into the depths of the crypt.

"Right. Well, here we are. Cornell and I will lead your mounts back to my manor and we'll be back before the rise of the sun. You're going to want to have at least *some* of the wine I've provided for you. It's a Chenin Roi Burgundy. Twenty years old. The best, but it's worth it."

Lord Wrathgaite furrows his brow and gazes upon you with a serious look on his haggard face. He salutes you and waits for you to enter the tomb as Cornell breaches the vault door.

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1. MAUSOLEUM ENTRY - You enter onto the mausoleum's top steps and are quickly gathered by the gloom. You peer down to the floor below and you see a bleached skeleton lying face up upon the last few bottom steps. Cornell offers you his best wishes,

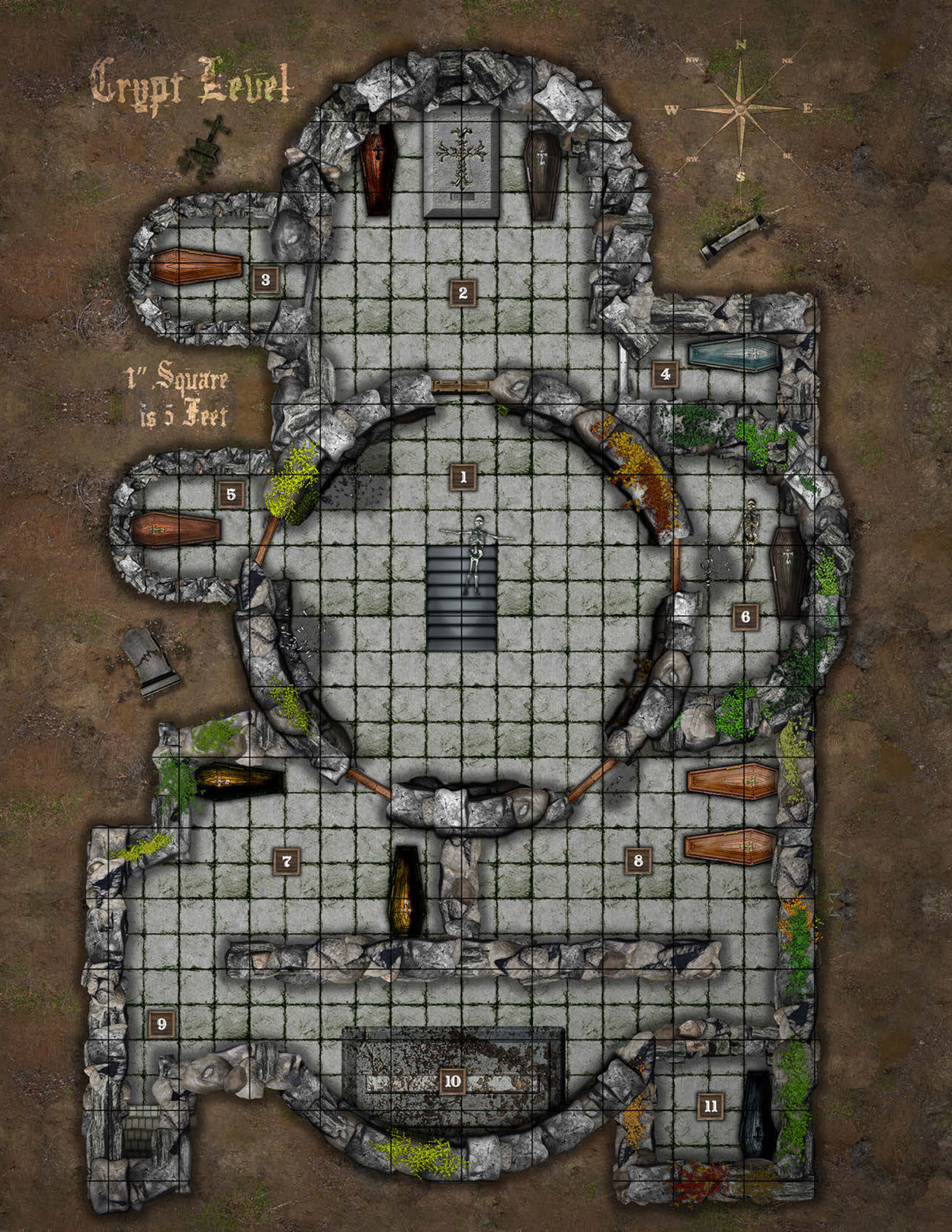
"Have a pleasant evening, gentlemen. Beware the steps, they're *quite treacherous.*"

Before any decisions are made, the main door to the mausoleum grinds shut. Lord Wrathgaite yells to you from the outside,

"If I did not properly thank you for undertaking this quest, I think it would be high time to do so now. In case you were wondering about the grave robbers I mentioned before, *there aren't any.* But very soon you'll find out what *does* lurk in the darkness of that filthy crypt. Have a wonderful stay, gentlemen! May this final vengeance make things right once again!"

You hear the distinctive sound of iron spikes being nailed into the mausoleum door. Wathgaite continues to speak over the sound of the hammering,

"I'm sure you remember (DM/GM, insert name of some villain the PCs have slain from a prior adventure here) **Well, I guess you could say he was a bit of a stable business partner of mine. He will surely be missed, thanks to you. Somewhere in *hell,* he's looking on what is about to take place in that crypt, a *wide* smile upon his face. *Have a wonderful night!*"**


Crypt Level
1" Square
is 5 Feet
N
NW
NE
W
E
SW
SE
S
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3
4
5
6
7
8
9
10
11


DEAN SPENCER

Skeletons And The Undead

Another grinding sound is heard, and the steps beneath your feet lurch and give way. You feel yourself sliding down the stone steps and smash to the hard mausoleum floor below.

A maniacal laugh is heard, followed by another. The sound of iron spikes being nailed into the vault door continues, and moments later, all is quiet. *You are now locked in this crypt.* You look up at the stairs that gave way beneath you. It's a staircase slide trap. Sets of holes have been drilled into its surface and dark fluid continues to dribble out. It's oil. *It's not going to be easy getting back up the way you came down.*

The skeleton lying next to you at the bottom of the steps has no clothing, and its bones are white. These bones are *too* white. There are bite marks and evidence of chewing and gnawing all over these bones. The chamber you have fallen into is circular and made of limestone, and there are five wooden doors here. One to the north, one to the west, one to the east. Another door leads in the southwest direction, and the fifth door heads to the southeast.

NOTES - Lord Wrathgaite has indeed betrayed the party for "sins" the party has inflicted upon Wrathgaite's illicit business partners. If the party is composed of seasoned veterans that have made a powerful enemy from times past, the DM/GM may choose to add these names to Wrathgaite's hateful quip to add to the deadly atmosphere of this adventure. To make matters worse, **the three wineskins filled with "excellent wine" have been drugged.** The particular drug or sleep poison is up to the DM/GM, and also must be chosen based upon the experience level of the party members. To ensure that the party is properly deposited below, Wrathgaite has installed a **SLIDING STAIRS TRAP** specially crafted to deliver the PCs quite roughly to the base of the stairs below. This trap is activated from outside the mausoleum and slides the stone steps from a solid 90-degree angle to an oil-laced 45-degree angle. The sliding stair trap is not designed to cause any damage unless the DM/GM deems it necessary. After two hours, the grease dries, and the stair trap slowly resets itself. ***The PCs must survive the night locked deep inside this tomb filled with the living dead.***

2.-4. NORTH CRYPT - You open the north door and peer into a circular chamber that measures a little over 15 feet in diameter. Two wooden coffins flank a stone tomb with a stylized cross engraved upon its closed lid. A steel door is to the west, and another steel door is to the east. One of the wooden caskets starts to move. Then the other one. Something is emerging from both of the wooden coffins. The lid on the stone tomb in the center starts to slide to the side. Three corpse-like figures emerge from their coffins and stand awkwardly on ancient, brittle bones. The skeletal figures stagger toward you with weapons drawn.

NOTES - The skeletons are the first wave of attacks of undead creatures. The second wave of the undead attackers may emerge *during* the battle with the skeletons *or after,* depending on the DM/GM's decision. This second wave of the undead is to be determined by the DM/GM and depends upon the experience level of the PCs. As always, the stats to the left that are in **RED** are for 5e campaigns, and the stats to the right and in **BLUE** are for Pathfinder-compatible campaigns. Stats are available for the skeletal figures and the mixed undead. The DM/GM may read the following detailing the second wave of these undead.

The steel doors on either side of you begin to screech open. Something from both directions shuffles forth from the darkness. Growls and

Stats - Skeletons

5 SKELETONS	AC 13 - HP 13 - Spd 30
STR 10, DEX 14, CON 15, INT 6, WIS, 8, CHA 5 Senses DV 60 ft, Perc 9, Challenge 1/4 (50 XP) ACTIONS Shortsword +4 to hit, (1d6 + 2) piercing. Short Bow +4 to hit, (1d6+2) piercing damage.	

SKELETON WARRIORS	AC 18 - HP 85 - Spd 40
STR 18, DEX 14, CON 16, INT 3, WIS, 12, CHA 3 Senses DV 60 ft, Perc 11, Challenge 5 (1,800 XP) ACTIONS Greatsword +7 to hit, (2d6 + 4) slashing damage.	

2 REVENANTS	AC 13 - HP 136 - Spd 30
STR 18, DEX 14, CON 18, INT 13, WIS, 16, CHA 18 Senses DV 60 ft, Perc 13, Challenge 5 (1,800 XP) ACTIONS Fist +7 to hit, (2d6 + 4) bludgeoning dam. Vengeful Glare DC 15 Wisdom save or paralysis.	

MORE REVENANTS	AC 13 - HP 136 - Spd 30
STR 18, DEX 14, CON 18, INT 13, WIS, 16, CHA 18 Senses DV 60 ft, Perc 13, Challenge 5 (1,800 XP) ACTIONS Fist +7 to hit, (2d6 + 4) bludgeoning dam. Vengeful Glare DC 15 Wisdom save or paralysis.	

5 SKELETONS	CR 1/3 - AC 16 - HP 4
STR 15, DEX 14, CON —, INT —, WIS, 10, CHA 10 Init +6, Senses DV 60, Perception +0, XP 135 Speed 30, Base Atk +0, CMB +2, CMD 14 Melee scimitar +0 (1d6), 2 claws +2 (1d4+2)	

12 SKELETAL CHAMPIONS	CR 2 - AC 21 - HP 17
STR 17, DEX 13, CON —, INT 9, WIS, 10, CHA 12 Init +5, Senses DV 60, Perception +6, XP 600 Speed 30, Base Atk +2, CMB +5, CMD 16 Melee mwk longsword +7 (1d8+3/19-20)	

GAKI	CR 7 - AC 20 - HP 74
STR 16, DEX 15, CON —, INT 9, WIS, 12, CHA 18 Init +6, Senses DV 60, Perception +13, XP 3,200 Speed 30, Base Atk +6, CMB +9, CMD 22 Melee 2 claws +9 (2d6+3), bite +9 (2d6+3 + grab)	

MORE GAKI	CR 7 - AC 20 - HP 74
STR 16, DEX 15, CON —, INT 9, WIS, 12, CHA 18 Init +6, Senses DV 60, Perception +13, XP 3,200 Speed 30, Base Atk +6, CMB +9, CMD 22 Melee 2 claws +9 (2d6+3), bite +9 (2d6+3 + grab)	

hisses can be heard from these foul beings from beyond. More undead creatures lumber toward you from both sides.

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5. WEST CRYPT -

You decide to approach the west door. The door begins to slowly open as you get closer. A gaunt, grey figure slides into the threshold. A pointed tongue darts in and out of its ghastly maw. A mixture of saliva and blood drips to the mausoleum floor. *The creatures attack.*

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6. EAST CRYPT -

You decide to try the east door, and you are instantly met with a gruesome sight. A group of giant rats are feasting upon a dead warrior lying awkwardly upon the mausoleum floor.

NOTES - The number of Ghouls and/or other undead creatures (and giant rats) are determined by the DM/GM, and stats are provided on the next page. The dead warrior that has been feasted upon still wears a magical ring on his left hand. His weapons and armor have been stripped off and strewn about throughout the room. The dead man has a paltry amount of treasure (8gp, 6 sp, and 5 cp) but wears a **RING OF WARMTH**.

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7. GHOSTLY BODYGUARDS -

You peer into the gloom of this chamber, and a pair of coffins are immediately noticed. Another chamber joins this one with passages leading south and east. A set of stairs leads down to the next level.

NOTES - The ghostly occupants that dwell here have been alerted to the presence of the PCs, and are lurking directly above the party. They float near the ceiling 10 feet from the floor. If any of





A Variety Of Undead

GHOULS	AC 12 ~ HP 22 ~ Spd 30
STR 13, DEX 15, CON 10, INT 7, WIS, 10, CHA 6 Senses DV 60 Perc 8, Challenge 1 (200 XP) ACTIONS Bite +2 to hit (2d6 + 2) piercing damage. Claws +4 to hit (2d4+2) DC 10 Con save or paralysis.	
GHASTS	**AC 13 ~ HP 36 ~ Spd 30**
STR 16, DEX 17, CON 10, INT 11, WIS, 10, CHA 8 Senses DV 60 Perc 10, Challenge 2 (450 XP) ACTIONS Bite +3 to hit (2d8 + 3) piercing damage. Claws +5 to hit (2d6+3) DC 10 Con save or paralysis.	
WIGHTS	**AC 14 ~ HP 45 ~ Spd 30**
STR 15, DEX 14, CON 16, INT 10, WIS, 13, CHA 15 Senses DV 60 ft, Perc 13, Challenge 3 (700 XP) ACTIONS Life Drain +4 to hit (1d6 + 2) necrotic damage. DC 13 Con save or hp max loss.	
WRAITHS	**AC 13 ~ HP 67 ~ Spd 60**
STR 6, DEX 16, CON 16, INT 12, WIS, 14, CHA 15 Senses DV 60 ft, Perc 12, Challenge 5 (1,800 XP) ACTIONS Slam +6 to hit (4d8 + 3) necrotic damage. DC 14 Constitution save or hp max loss.	

GHOULS	CR 1 ~ AC 14 ~ HP 13
STR 13, DEX 15, CON —, INT 13, WIS, 14, CHA 14 Init +2, Senses DV 60, Perception +7, XP 400 Speed 30, Base Atk +1, CMB +2, CMD 14 Melee bite +3 (1d6+1 + disease & paralysis)	
GHASTS	**CR 2 ~ AC 18 ~ HP 17**
STR 17, DEX 19, CON —, INT 17, WIS, 18, CHA 18 Init +4, Senses DV 60, Perception +9, XP 600 Speed 30, Base Atk +1, CMB +4, CMD 18 Melee bite +5 (1d6+3) plus disease & paralysis.	
WIGHTS	**CR 3 ~ AC 15 ~ HP 26**
STR 12, DEX 12, CON —, INT 11, WIS, 13, CHA 15 Init +1, Senses DV 60, Perception +11, XP 800 Speed 30, Base Atk +3, CMB +4, CMD 15 Melee slam +4 (1d4+1 plus energy drain)	
WRAITHS	**CR 5 ~ AC 18 ~ HP 47**
STR —, DEX 16, CON —, INT 14, WIS, 14, CHA 21 Init +7, Senses DV 60, Perception +10, XP 1,600 Speed 60, Base Atk +3, CMB +6, CMD 21 Melee touch +6 (1d6 neg energy + 1d6 Con drain)	

the party members enters the room, read the following description to the players.

You venture into the room and you feel an intense cold that permeates your entire body and being. Amorphous shapes, vaguely resembling humans, are floating above your heads. The coldness of their presence intensifies as they plunge down to attack.

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8. TWO MORE COFFINS -
This 20-foot wide room holds a group of zombies that have been chained to the wall. Alerted to your presence, the walking dead move toward you on wobbly, unsteady legs.

NOTES - The DM/GM may choose to use the ZOMBIE STATS that can be found later in this adventure. They are used as watchdogs for the vampire that sleeps in area 11. The inevitable combat or commotion that occurs in this area is almost certain to alert the **vampire SIR CROYLE RAVENSCLAW** who will not be pleased with being disturbed from his slumber.

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9. FALSE STAIRWELL - A set of stairs leads down to another level below, heading south. Another dead warrior can be seen at the base of these steps. He is curled into a fetal position, and he appears to have been mauled. A closed door is just out of his grasp a few feet away.

NOTES - This is a dead-end designed to trap any potential victims that venture down these steps. This stairwell leads nowhere. This is one of the devices the undead has enjoyed using for years, allowing invading adventurers to think there is another way out of this crypt. There isn't. The door is a **false door** used to serve as a cruel trap.

Ghosts From Beyond

SPECTRE	AC 12 ~ HP 22 ~ Spd 50
STR 1, DEX 14, CON 11, INT 10, WIS, 10, CHA 11 Senses DV 60 ft, Perc 10, Challenge 1 (200 XP) ACTIONS Life Drain +4 to hit (3d6) necrotic dam. DC 10 Constitution save to avoid further dam. red.	

POLTERGEIST	AC 12 ~ HP 22 ~ Spd 50
STR 1, DEX 14, CON 11, INT 10, WIS, 10, CHA 11 Senses DV 60 ft, Perc 13, Challenge 2 (450 XP) ACTIONS Forceful Slam +4 to hit (3d6) force damage. Telekenetic Thrust up to 150 pounds.	

GHOST	AC 11 ~ HP 45 ~ Spd 40
STR 7, DEX 13, CON 10, INT 10, WIS, 12, CHA 17 Senses DV 60 ft, Perc 11, Challenge 4 (1,100 XP) ACTIONS Withering Touch +5 to hit (4d6 + 3) necrotic damage. Etherealness.	

WRAITH	AC 13 ~ HP 67 ~ Spd 60
STR 6, DEX 16, CON 16, INT 12, WIS, 14, CHA 15 Senses DV 60 ft, Perc 12, Challenge 5 (1,800 XP) ACTIONS Life Drain. +6 to hit (4d8 + 3) necrotic damage. Create Specter.	

ALLIP	CR 3 ~ AC 14 ~ HP 30
STR —, DEX 12, CON —, INT 11, WIS, 11, CHA 16 Init +5, Senses DV 60, Perception +7, XP 800 Speed 30, Base Atk +3, CMB +4, CMD 17 Melee touch +4 (1d4 Wisdom damage)	

SPECTRE	CR 7 ~ AC 15 ~ HP 52
STR —, DEX 16, CON —, INT 14, WIS, 16, CHA 15 Init +7, Senses DV 60, Perception +17, XP 3,200 Speed 80, Base Atk +6, CMB +6, CMD 21 Melee touch +10 (1d8 + energy drain)	

BHUTA	CR 11 ~ AC 24 ~ HP 147
STR —, DEX 25, CON —, INT 11, WIS, 8, CHA 22 Init +7, Senses DV 60, Perception +13, XP 12,800 Speed 30, Base Atk +10, CMB +17, CMD 34 Melee 2 claws +17 (5d8 + bleed)	

BANSHEE	CR 13 ~ AC 26 ~ HP 161
STR —, DEX 32, CON —, INT 5, WIS, 20, CHA 19 Init +15, Senses DV 60, Perception +31, XP 25,600 Speed 60, Base Atk +14, CMB +25, CMD 40 Melee touch +26 (14d6 negative energy + terror)	

10. THE MASTER'S CHAMBER -
This room is shaped like a half-circle with open passages at both the west and east ends. An enormous stone tomb is in the middle of this room. This tomb is 15 feet long and nearly 8 feet wide. The inscription on the lid reads,

SIR CROYLE RAVENSCLAW, A true warrior and knight who lived for battle and died in battle. May he rest in peace, and may his legacy of heroic deeds live on amongst all of the Knights of the Ergothian Order.

NOTES - Anyone taking a step into the room from either the west or east passages may fall under attack by the undead that lurks beneath the capstone of this mammoth tomb. Whoever Sir Ravensclaw was in life, there are no longer traces of this man to be found in this area. Originally buried with his arms, armor, and treasures, these are all long gone. This large tomb-like structure now serves as one of the many entryways that connect a network of ***ghoul warrens*** beneath these surrounding lands. Just how large this network is must be determined by the DM/GM, but this could lead to many other encounters with even more undead creatures.

The undead that dwells here has cut a 5-foot square incision into one of the corners of the capstone. They've affixed a bolt into the corner which allows this 5-foot door to be able to be rotated out in a counterclockwise motion, opening the doorway for the ghouls (and/or other undead) to come and go as they please.

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11. THE MASTER -
You move to the southeastern corner of the mausoleum. A section of limestone from the south wall shifts to the side revealing a pitch-black antechamber with something lurking within. A horrid and hollow intake of air is





The Master

DHAMPIR	AC 17 ~ HP 30 ~ Spd 30
STR 17, DEX 17, CON 15, INT 11, WIS, 11, CHA 13 Senses DV 60 Perc 11, Challenge 2 (450 XP) ACTIONS Rapier +3 to hit (1d8 + 3) piercing damage.	

UMBRAL VAMPIRE	AC 14 ~ HP 84 ~ Spd 40
STR 1, DEX 18, CON 15, INT 14, WIS, 14, CHA 19 Senses DV 60 Perc 15, Challenge 7 (2,900 XP) ACTIONS Umbral Grasp +7 to hit (4d6 + 4) cold damage.	

PATRICIAN VAMPIRE	AC 16 ~ HP 119 ~ Spd 30
STR 15, DEX 18, CON 18, INT 16, WIS, 13, CHA 20 Senses DV 120 ft, Perc 15, Challenge 10 (5,900 XP) ACTIONS Rapier +8 to hit (2d8 + 4) piercing damage. + (1d6) necro. Bite +8 to hit, (1d6+4) piercing dam.	

VAMPIRE	AC 16 ~ HP 144 ~ Spd 30
STR 18, DEX 18, CON 18, INT 17, WIS, 15, CHA 18 Senses DV 120 ft, Perc 17, Challenge 13 (10,000 XP) ACTIONS Unarmed Strike +9 to hit (1d8 + 4) bludge. Bite +9 to hit, (1d6+4) + (3d6) necrotic damage.	

DHAMPIR	CR 3 ~ AC 17 ~ HP 28
STR 17, DEX 17, CON 15, INT 11, WIS, 11, CHA 13 Init +3, Senses DV 60, Perception +3, XP 800 Speed 30, Base Atk +4, CMB +7, CMD 22 Melee rapier +8 (1d6+4/18-20)	

ENSLAVED SPAWN	CR 5 ~ AC 19 ~ HP 38
STR 16, DEX 16, CON —, INT 15, WIS, 17, CHA 19 Init +3, Senses DV 60, Perception +10, XP 1,600 Speed 30, Base Atk +3, CMB +6, CMD 19 Melee slam +7 (1d4+4 plus energy drain)	

NOSFERATU	CR 10 ~ AC 30 ~ HP 71
STR 16, DEX 24, CON —, INT 16, WIS, 16, CHA 16 Init +11, Senses DV 60, Perception +28, XP 9,600 Speed 30, Base Atk +6, CMB +9, CMD 28 Melee 2 claws +14 (1d6+3) blood drain (1d4) Wis/Con	

VAMPIRE	CR 9 ~ AC 23 ~ HP 102
STR 16, DEX 18, CON —, INT 14, WIS, 16, CHA 26 Init +8, Senses DV 60, Perception +21, XP 6,400 Speed 30, Base Atk +4, CMB +7, CMD 24 Melee slam +8 (1d4+4 plus energy drain) blood drain.	

heard before a deep, humanlike voice rings out from the darkness,

"You *fools* have found my hidden crypt, but you will *never* live to share your knowledge with the world. This is *my* realm!"

A tall man dressed in a regal knight's cape and clothing pounces before you like a starving, cornered beast. You look upon the pale, white visage of a middle-aged man with distinguished features and mustache, but with the unnatural agility of something not at all human. The thing snarls, bares its fangs, and attacks.

NOTES - If the PCs defeat this vampire, they might also uncover the hidden treasures located in a secret cache located here. The treasures will vary based on the levels of the PCs, and suggested options are outlined on the next page.

TREASURES #1 (for levels 1-5)
1 LARGE CHEST - 8 precious stones 10 gp ea. 24 pp, 120 gp, 133 sp, 160 cp. **Hand Axe +1** Ornate copper urn (25 gp) filled with 60 gp. **Potion of Growth & Mwk Hand Crossbow.**

TREASURES #2 (for levels 6-10)
1 LARGE CHEST - 12 precious stones 25 gp ea. 66 pp, 222 gp, 166 sp, 210 cp. **Hand Axe +1** Ornate silver urn (65 gp) filled with 90 gp. **Potion of Cure Moderate Wounds & Hand Crossbow +1.**

TREASURES #3 (for levels 11-15)
1 LARGE CHEST - 16 precious stones 50 gp ea. 128 pp, 360 gp, 230 sp, 360 cp. **Hand Axe +2** Ornate gold urn (125 gp) filled with 180 gp. **Potion of Invisibility & Hand Crossbow +2. 2 Leg quivers of 6, +1 light crossbow bolts.**

A Plan For Revenge



TREASURES #4 (for levels 16-20)
1 LARGE CHEST - 20 precious stones 80 gp ea. 280 pp, 505 gp, 555 sp, 440 cp. **Hand Axe +2** Ornate platinum urn (250 gp) filled with 280 gp. **3 Potions of Remove Paralysis, Hand Crossbow +2 & 2 Leg quivers of 6, +2 light crossbow bolts,** and 12 amethysts worth 120 gp each.

NOTES - Now comes the task of escaping this vault of horrors and to enact revenge upon Lord Wrathgaite. As mentioned before, the stairs trap takes two hours to reset itself back to normal. The DM/GM must determine what is required for allowing the PCs to break through the mausoleum door. Once that is done, the PCs can choose to raid Wrathgaite's manor house, or leave their horses behind and humbly walk away as if nothing has happened. If the PCs decide to raid the manor house, a map has been provided as well as another short adventure that should be properly stocked by the DM/GM. If the PCs do indeed decide to lay siege to Wrathgaite's manor house, read the following to the players.

A PLAN FOR REVENGE

You decide to make a raid on Lord Wrathgaite's manor house. It is easy to find your way back to the manor, but being without mounts has made the trip considerably longer. After traveling on foot over the countryside for a couple of hours, the manor house comes into view. Looking upon the structure tactfully, you notice that the manor is 90 feet wide and 120 feet long at its longest points. A single gatehouse is situated on the south side of the building, and two gatehouses are to the west side. A large, open tower is at the northeast corner of the manor, and the walls are 20 feet high. It is somewhere around three in the morning, and it is a very quiet and still night.

NOTES - A **RED X** has been marked on the Wrathgaite map. These **X**'s indicate where a guard is located. A **Y** and a **Z** indicates where Wrathgaite and Cornell are. This being a short adventure, the DM/GM may choose to elaborate on this phase of the adventure as much as he/she sees fit. All of the guards should be treated as fighters. The experience levels of the guards are based on the experience levels of the PCs. A general guideline is provided here, but regardless of level, all of the guards carry the following weapons: Heavy crossbow, long sword, two daggers, and a quiver of 20 crossbow bolts each. They all wear chainmail armor.

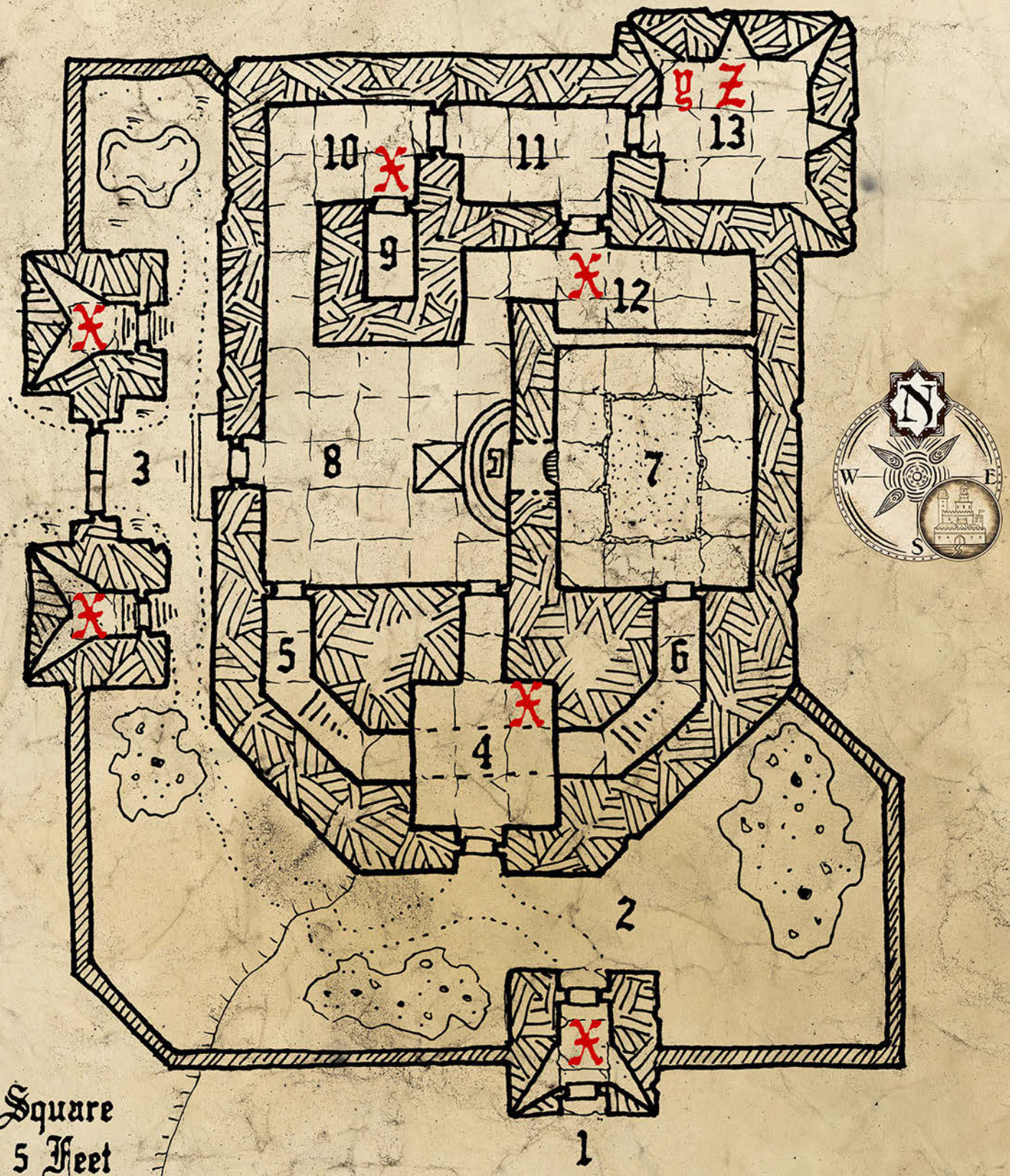
FIGHTER - Lvl - 1, AC - 17, HP - 12

FIGHTER - Lvl - 3, AC - 17, HP - 27

FIGHTER - Lvl - 4, AC - 17, HP - 34

FIGHTER - Lvl - 5, AC - 17, HP - 42

Wrathgaite Manor



Raid On Wrathgaite Manor

The stats of Lord Wraithgaite and his chancellor Cornell **(both fighters)** are also listed below.

LORD WRATHGAITE - Bastard Sword +1
STR - 14 **DEX** - 14 **CON** - 14
INT - 11 **WIS** - 10 **CHAR** - 13

CHANCELLOR CORNELL - Mace +1
STR - 12 **DEX** - 13 **CON** - 12
INT - 12 **WIS** - 14 **CHAR** - 11

A satisfying final conflict would ideally be Cornell standing alongside his Lord Wrathgaite in a battle to the death. The DM/GM should script this final scene in the way that best fits his or her campaign. To provide an idea of what Lord Wrathgaite might say in this final battle, one option is as follows:

Lord Wrathgaite and Cornell are together discussing something with a great deal of passion. As you enter the room, the pair notices you, and are frozen in disbelief. Their eyes widen and after a long stillness, Wrathgaite speaks,

"How? *How did you get out of there?* Please, I am an old man. I'm not what I used to be. Let me give you all I have. I *swear* you will never hear from me again."

Wrathgaite slowly moves to a closed armoire.

NOTES - Wrathgaite moves to the armoire to retrieve a loaded heavy crossbow laced with poison. He intends on attacking the largest party member, then engaging the rest of the party in hand-to-hand combat. Wrathgaite will attack in this manner with his beautiful black bastard sword named **KOAL**. It is a **+1 Bastard Sword of Dancing.** If he takes 10 hit points of damage, he will allow Koal to dance and try to escape.

ZOMBIES — AC 8 ~ HP 22 ~ Spd 20
STR 13, DEX 6, CON 16, INT 3, WIS, 6, CHA 5
Senses DV 60 Perc 8, Challenge 1/4 (50 XP)
ACTIONS Slam +3 to hit (1d6 + 1) bludgeon damage.

BLOOD ZOMBIES — AC 10 ~ HP 51 ~ Spd 20
STR 16, DEX 6, CON 18, INT 3, WIS, 6, CHA 5
Senses DV 60 Perc 8, Challenge 2 (450 XP)
ACTIONS Slam +5 to hit (1d10 + 2) bludgeon damage.
+ Blood Drain (1d8) necrotic damage.

ZOMBIE LORDS — AC 15 ~ HP 82 ~ Spd 30
STR 16, DEX 14, CON 16, INT 10, WIS, 13, CHA 15
Senses DV 60 ft, Perc 14, Challenge 5 (1,800 XP)
ACTIONS Slam +6 to hit (1d8 + 3) bludgeon damage.
Stench DC 16 Constitution save or poisoned.

MORE ZOMBIE LORDS — AC 15 ~ HP 82 ~ Spd 30
STR 16, DEX 14, CON 16, INT 10, WIS, 13, CHA 15
Senses DV 60 ft, Perc 14, Challenge 5 (1,800 XP)
ACTIONS Slam +6 to hit (1d8 + 3) bludgeon damage.
Stench DC 16 Constitution save or poisoned.

ZOMBIES — CR 1/2 ~ AC 12 ~ HP 12
STR 17, DEX 10, CON —, INT —, WIS, 10, CHA 10
Init +0, Senses DV 60, Perception +0, XP 200
Speed 30, Base Atk +1, CMB +4, CMD 14
Melee slam +4 (1d6+4)

ZOMBIE LORDS — CR 3 ~ AC 18 ~ HP 30
STR 17, DEX 16, CON —, INT 12, WIS, 15, CHA 10
Init +3, Senses DV 60, Perception +10, XP 800
Speed 40, Base Atk +3, CMB +7, CMD 22
Melee unarmed strike +6 (1d6+3) flurry +5 (1d6+3)

ZUVEMBIES — CR 4 ~ AC 15 ~ HP 37
STR 13, DEX 14, CON —, INT 11, WIS, 14, CHA 15
Init +2, Senses DV 60, Perception +10, XP 1,200
Speed 30, Base Atk +3, CMB +4, CMD 17
Melee 2 claws +4 (1d4+1) Ghoul Touch 3x per day.

BODAKS — CR 8 ~ AC 21 ~ HP 85
STR 13, DEX 15, CON —, INT 6, WIS, 13, CHA 16
Init +6, Senses DV 60, Perception +14, XP 4,800
Speed 20, Base Atk +7, CMB +8, CMD 21
Melee 2 slams +9 (1d8+1) Death Gaze 1d4 neg. levels.

Conclusion

Unlike Wrathgaite, Cornell will fight to the death.

As mentioned earlier, the DM/GM should take the time to stock this manor in a more detailed manner. Some suggestions have been provided below, however.

Areas 1 & 3 have armed crossbowmen.

Area 2 is where the party's horses are kept.

Area 4 could have a chute that slides the PCs to area 6. Just outside the ZOMBIE ROOM.

Area 7 would make for a great shock encounter by having this area stocked with undead creatures that Lord Wrathgaite uses for a variety of dark purposes. **ZOMBIE STATS** have been provided.

Area 8 could make an ideal **dark chapel** where Wrathgaite and his men worship. The DM/GM can insert the dark deity of his or her choice.

Area 9 would make a great **treasure chamber.** The following treasures can be found below.

Area 11 could have an illusionary wall placed over the door leading to area 13. This obviously acts as a security measure for Lord Wrathgaite.

Area 12 would be the drawing-room that the party initially met Lord Wrathgaite in. This room could hold key items of ephemera explaining the reason for this planned ambush.

TREASURES #1 (for levels 1-5)
88 pp, 248 gp, 172 sp, 220 cp. 8 gems 20 gp ea. **2 Potions of Healing,** 20 mwk darts.

TREASURES #2 (for levels 6-10)
123 pp, 333 gp, 223 sp, 440 cp. 10 gems 40 gp each. **2 Potions of Healing, 12 Darts +1.**



TREASURES #3 (for levels 11-15)
192 pp, 414 gp, 338 sp, 660 cp. 16 gems 70 gp each. **Potion of Gaseous Form, 20 Darts +1. 2 Scrolls of** (DM/GM's choice) **2 lvl 2 spells.**

TREASURES #4 (for levels 16-20)
268 pp, 560 gp, 460 sp, 818 cp. 20 gems 100 gp each. **Potion of Gaseous Form, 20 Darts +2. 3 Scrolls of** (DM/GM's choice) **3 lvl 3 spells. Boots of Striding and Springing.**

AFTERWORD - This concludes the adventure **GRAVE ROBBERS.** DARK BY DEZIGN hopes that you and your players have enjoyed this dark, short adventure. Plenty more of our publications can be found by visiting DTRPG under **DARK BY DEZIGN.**

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