



UNITY

ADVENTURE

LEGACY OF THE PALE KING

by Astra Crompton

This adventure is tailored for a group of four Level 1 players. Difficulty may be adjusted accordingly if you have more or less players.

Legacy of the Pale King can be challenging at times, especially when PCs are out in the wild and unable to find a reprieve from the action. Encourage your players to acquire Spark Points to increase their chances of success by helping you paint a cinematic picture as they overcome challenges and face deadly foes in battle. For more on Spark Points, see pg. 253 of the Core Rulebook.

Deep within the Risen Kingdom, Vampire Lords rule vast swaths of the Undead. After the Great Calamity, the Humans who once called this territory home were greatly diminished, many stripped of the memories and skills that made them whole. Now they struggle to hold onto the last of their humanity while a potent few who learned to embrace their darker natures exert their will over all of the Risen lands. Despite this Undead scourge tainting everything in the land, there is great power to be found in the Gemini Peninsula, if one knows how to look...

Legacy of the Pale King is an introductory module intended for players new to Unity, or for campaigns starting with Level 1 characters. It gives the opportunity for players to get a sense of their characters' skills, work together as a team, and experience defining moments that will provide a foundation for further adventuring. Legacy of the Pale King also helps to introduce players to the diverse dangers of Unity, including gaining an understanding of the concepts of **Ruin** and encouraging the development of **Spark Points** which give Unity's gameplay a lush story-telling quality.

ADVENTURE SUMMARY

Legacy of the Pale King takes a party of characters into the wasted lands of the Gemini Peninsula, where the Undead hold control. Starting in Kraven Mill (a small outpost beyond the walls of Bastion), the players venture forth, through the Edge of Night, in order to reach the Stronghold of the Pale King. This journey aims to seek out a respected hero of Bastion who had ventured forth several weeks before and has failed to return. The players' goal is to discover what has been terrorizing the citizens of Kraven Mill, what has befallen this hero and, if possible, save both him and Kraven Mill from further attack.

INTRODUCTION

Players may either be settlers new to Kraven Mill, or they may be travellers passing through on their way to/from Bastion. While it is not a hospitable place that many would stay willingly for extended periods, it is a useful outpost where much-needed supplies can be gathered. It also has a small garrison and blacksmith, meaning it sometimes offers a brief reprieve from the assaults of the Fell or Undead that roam the bleak landscape outside its rustic walls. From a perspective of industry, Kraven Mill does still have two functioning mills: a watermill that provides enough power for basic production of needed supplies and an arrastra for pulverizing ore (usually gold and silver gathered from the banks of the fetid river running through the north edge of town) and the rare haul of Kyrindian crystal.

If the PCs wish to be some of Kraven Mill's current residents, they would know each other by sight, if

not by name. Newcomers into town always cause quite a stir, so PCs recently arrived will not remain unnoticed for long. Most folk coming into town are likely to stop at the town well, where an old purifying system scrounged from Titansfall provides clean water for the townsfolk; the Trader's Post brings in goods (including food, medicine, tobacco, wine, tools, leather, rope, and sundry) while also providing a mail service and a small hostelry; the Tavern provides a few beds (though most temporary residents lease rooms from the locals' two-story clapboard houses along the main strip) as well as a bath and hot meal to those who can pay. Other places to frequent include a jobs board outside the Trader's Post, the mills themselves (with the watermill on the north side of town and the arrastra downstream on the south side), the wood-and-stone garrison wall surrounding the town where a watchtower with an iron bell hangs in case of invasion or emergency.

KRAVEN MILL

A small outpost, Kraven Mill has a frontier's town quality to it. Its population remains small so as to not attract too much Risen attention while they process raw materials from the unsettled land beyond Bastion. Those who live in Kraven Mill tend to only do so for a few seasons before moving on to safer and softer cities—if they survive their time in Kraven Mill at all. Understandably, those at this outpost require a hunger for an adventurous life, willing to face the unexpected, and the skills to survive whatever the world might hand out. A willingness to work together, often with others very different from oneself, is key to survival in Risen territory.

Outpost Town: Though it has no Magistrate of its own, there is a local Elder that the civilians turn to in times of trouble

Population: 800

Type: Primarily human, some more autonomous Risen pass through, a few Furian, Valla and Afflicted are uncommon as residents, but may be passing through from Bastion.

MAIN RESIDENTS

Elder Darius Greenway (Human, Judge)

Though not an official position, Elder Darius is highly respected, known to be wise, fair, and patient. He is somewhat reclusive and is rarely seen wandering the town. He has a two-storey clapboard house near the watchtower. He must be sought out with good reason.

Kasha Fangmoon (Furian, Blacksmith)

Tough as nails, Kasha has the reputation of being both the only permanent Blacksmith in Kraven Mill, but also its current longest-standing resident. Folks say she originally moved there with her family, but she seems to be alone these days. She gets very testy when pressed about her past, and will charge higher prices if folks with too many questions try to buy her services.

Tabitha Fellowes (Human, Tavernkeeper)

Tabitha knows when to keep her mouth shut, and is as efficient as she is sturdy. She runs the Tavern and brooks no nonsense from anyone. She's done a lot of travelling, and has the scars to imply she's seen a lot of action. Nothing rattles her. Nothing.

Manuella Costello (Human, Herbalist)

Surprisingly meek for living in a place like Kraven Mill, Manuella is gentle and kind, and always trying to make herself useful. She sells herbs from the first floor of her clapboard house near the well. She has recently lost her son and has become desperate in her efforts to find him. Lately, the hard-hearted of Kraven Mill have taken to calling her Wailing Manuella.

“Two Fingers” Griswalde (Human, Phantom)

“Two Fingers” is so called because he has only two fingers on his left hand. Whenever anyone asks him how he sustained the injury, he makes up another tall tale (crushed in the arrastra when he tried to pluck a nugget of gold from the tracks; got lost in the woods and had to eat something; paid off his gambling debts to a hungry Risen friend; tried to get fresh with an Afflicted dame with a chainsaw for a leg, etc). He's the man to see for any sort of shady dealings. It's said he can trade even the most obscure goods—for a price. He runs the Trader's Post and wears a gold talisman with a teardrop shaped ruby in it.

White Eye (Risen Human)

White Eye is one of the peaceable Undead living in Kraven Mill. Though sluggish and rather smelly, White Eye keeps busy doing odd jobs in an effort to keep his mind active. Though he no longer remembers his name, he is afraid he'll forget “the important

things”. Most folk in Kraven Mill consider him a sort of town mascot, and he's generally considered innocuous. He goes everywhere and hears everything.

WHEN YOU ARE READY TO BEGIN...

Kraven Mill is not large, and it is likely the PCs will wander into any one of these locales or persons within a half hour.

When you're ready to begin the adventure Wailing Manuella rushes into the main square, making a scene, begging for help to find her son. Read or paraphrase the following to the players:

“Please! It's just as I said: they've taken him! Why won't any of you help? Don't you care that he's out there alone? He's just a boy—a good boy! Please, help me! Look, I've found his favourite hat, floating down the river...”

You hear many of the rusty shutters up and down the street squeal shut. A few half-heartedly reply ‘Go home, Manuella’ and ‘He belongs to the Pale King now’. None of the regulars in town seem inclined to help or even listen to the tearful woman's cries.

Sobbing, she comes to a stop at the edge of the well, a sopping wet hat wrung between her hands. It seems she found a trace of her son after all.

PART I: WHISPERS

If the PCs ask around, they may learn any of the following from the denizens of Kraven Mill:

- This is not the first time a resident of Kraven Mill has gone missing. It happens with fairly regular frequency. This is simply the cost of living in the wilderness of Risen territory. (“Two Fingers”, Tabitha, White Eye)
- In the past it has been foolhardy hunters and prospectors who have gone on expeditions under-prepared or all alone. (White Eye, Kasha, Tabitha)
- In recent months, people have been disappearing closer and closer to Kraven Mill. Elder Darius sent word to Bastion and they sent one of their renowned heroes to look into the rumours the Risen were somehow behind these mysterious disappearances. (Darius, Kasha, White Eye)
- Kraven Mill received word that there was Risen activity seen around the old feudal stronghold from before the fall, nothing more was heard from the hero. (“Two Fingers”, Darius, Tabitha)
- Last month, a few workers mending a jam in the watermill discovered the jam was actually a corpse. Though difficult to tell from the

water damage and the work of carrion-eaters, it looked as though the corpse had been completely shrivelled up, as if dead for decades not weeks. Elder Darius had the corpse shipped back to Bastion, only to be informed that these remains did not match the hero (a man known by the moniker The White Thane) they had sent in search for answers. (White Eye, Darius, Manuella)

- Finally, last week, Manuella’s son vanished from their house. Residents believed the boy had gone out wandering, but none can confirm that he did in fact leave Kraven Mill before he was taken. With no evidence of a break-in, there was no reason to believe that whatever force had spirited away these poor souls had not settled in Kraven Mill. After all, everyone knew that the outpost town was only a place for the stout of heart. (Manuella, White Eye, Kasha)

Kraven Mill has its share of grizzled residents, but none are trained investigators. The hunters don’t know what they’re meant to be hunting. There’s no spare capital to mount an expedition, and too few volunteers to go on a wild Fell-chase through the thick forests and broken rock surrounding Kraven Mill. The sole assistance they had relied upon from Bastion was The White Thane, but there has been no further word from him in weeks, and it is unclear if the hero is still searching for answers or met a worse fate. Bastion has confirmed that The White Thane has not returned to Bastion.

Possible reasons for the PCs to decide to get involved in this quest. Compassion to assist Manuella; fear that there is something encroaching on the safety of Kraven Mill; personal loss (one of the previous victims was a relative, friend or loved one); duty to find what became of The White Thane (if a fellow citizen of Bastion); a sense of adventure of heading into a stronghold from before the war (“Two Fingers” may offer to fence anything found to encourage more self-serving PCs); a desire for answers; Denerim reward from Bastion for whereabouts on The White Thane etc.

LOOKING AROUND

Upstream. If the PCs allow Manuella to lead them back to where she found her son’s hat, they will be on the riverbanks leading north out of Kraven Mill. If they search the area, they will find the boy’s body, emaciated and shrunken. Though only missing for a week, this corpse looks like it’s been dead for years.

Reading material. There are not many books in Kraven Mill, but Tabitha keeps a handful at the Tavern. Most are prospecting books. One is on the local flora & fauna (the GM can consider revealing some of the flora from the sidebar on this page and some of the monsters outlined in Part 2). One gives suggestions on the useful tools for a foray out into the broken lands of Gemini Peninsula (including Dawnstone—a rare and expensive golden gem that explodes with bright ultraviolet light for a moment when crushed; torches keep many creatures in Gemini Peninsula at bay; rope—there are many ruins and much broken ground along the Edge of Night, and

Flora in the Edge of Night.

While a number of mundane rodents, amphibians, insects, and birds make their home in Gemini Peninsula, they are typically prey creatures for more peaceable Undead. The plant life, however, can pose some challenges to travellers.

The side effects of some the flora listed to the right are open for narrative complications in addition to the mechanical effects they already have. e.g. Kadour Sweets can cause a character to put an NPC on edge during a conversation if they are all of a sudden shouting in the NPC’s face.

FLORA IN THE EDGE OF NIGHT

Somnelia Moss. A thick and plush moss that may seem at first touch a perfect place to lay camp for the night. It gives off spores that induce a much deeper sleep. Generates 3 Ruin and restores all Recuperations.

Fen Hemlock. Many a traveller has mistaken Fen Hemlock for watercress and unwittingly added this stimulating plant to their evening meal. A bowlful of Fen Hemlock causes arrhythmia in the heart, which can lead to heart attack if not treated. Reduce Max HP by 1d4+1 and increase Agility by 1 for 24 hours.

Fellsbane. This small white and yellow star-shaped flower is used by Primalists to create safe spaces in the wilderness that demons cannot enter. They grow naturally in rings, and in folklore it is said that so long as you stand in their centre, evil will pass you by. The truth is likely that the pollen of these flowers acts as a balm, and can ease tired muscles and increase healing. Eating one whole flower allows the user to regenerate 1d4 Recuperations.

Kadour Sweets. These small pink berries may look and taste delicious, but they cause the vocal cords of those who eat them to become agitated, making one shout whatever they would normally try to say or whisper. In the Edge of Night, this can put travellers in unnecessary danger, as it can attract the attention of Kadour (hence the plant’s name), activate the spores of the Flower Mantis, disturb local Risen, and even attract the attention of Vampire Lords. Restores 1d6+2 HP but increases Intrusion numbers by 3 for 24 hours.



rope can be handy to get out of a dangerous spot; Cyclops' Tears, a somewhat luminous sweet blue syrup that can be added to meal rations to rejuvenate one's health; and Mungbrush to prevent wild beasts from being attracted to one's campfire).

There is also a small chapbook handwritten by a traveller who had arrived in town months before and disappeared called *A Brief History of the Pale King: A Traveller's Guide*; it talks about the stronghold known as Hallowfen before the Great Calamity. It was ruled by a feudal king named Thanodes, by all report both just and courageous. After the Great Calamity happened, King Thanodes tried to insulate his fiefdom from the reach of the Risen, and for some years he amassed an army of righteous warriors keen to save the world from this blight. But his soldiers fell or were corrupted and as the years passed, the land controlled by Hallowfen Stronghold shrank. King Thanodes grew desperate. Some say he made a pact with a demon, others that he fell under the thrall of a Vampire Lord, and some imply he went so mad he forgot how to die. Hallowfen became a ruin swallowed by brambles and surrounded by sunken fens. There are still sightings of movement behind its shattered gates, but who or what King Thanodes—now better known as the Pale King—has become remains a mystery.

STOCKING UP

If the PCs are looking for supplies that might help them on their journey, the following are available:

Trader's Post:

Dawnstone. 1 available. 20 Denerim. *Causes all Nearby Undead to become Hindered for 1 round.*

Two Fingers' Health Tonic. 4 available. 15 Denerim. *Heals the user for 2d4+1 HP.*

The Tavern:

Cyclops' Tears. 4 doses available. 5 Denerim. *Cause Recuperations to heal for an additional +1d6 HP per use.*

Manuella:

Mungbrush. 3 bushels available. 3 Denerim. *A type of dried moss that can be cast into a campfire to reduce the chances of an Intrusion by 1 when the party is resting. e.g. The GM picks only 1 number instead of 2.*

Poisonous Mould Antidote. 3 doses available. 5 Denerim. *Dissolves any mould spores in the system and clears its side-effects after consuming this phial.*

Mungbrush effects do not stack with the Fell Hunter's Trailblazer Class Feature.

Last words. “Two Fingers” received a letter from The White Thane. Though some feel the right thing would have been to deliver this missive to Elder Darius in order to determine what ought to be done, “Two Fingers” instead posted the missive for all to see on the Jobs postings outside the Trader’s Post. It is signed *The White Thane* and reads: *“Made my way to Hollowfen Stronghold and truly understand why so few return from its environs. Found further sign that the missing people stolen from Kraven Mill were a feast for maddened Risen. This is different from the usual Hunger they are known for. There is magic bound up in this feasting, as if the perpetrator was trying to achieve something with their deaths. At the gates to Hollowfen Stronghold now, so will send this missive back by bird in case things do not go well within. I vow I will finish what I’ve started or die trying.”*

If reading the notice board or buying anything from the Trader’s Post, “Two Fingers” will say: *“Which way are you headed: the Grave Lands or the Broken Foothills? I’ve been through them all, in my day and no regrets. ‘Cuz my pappy always said: the man who walks all paths comes out the wisest.”*

ELDER DARIUS

Once the PCs decide to seek out the monster and/or the White Thane, they may visit privately with Elder Darius to make any last preparations before leaving.

Possible questions and dialogue:

Do you know The White Thane? “I met him in Kraven Mill, when he was looking around for clues about where our people were being taken. He seemed withdrawn, pale, but diligent. I had never met him before, though I had heard tales of great deeds done by The White Thane for years. I had begun to think he was little more than a wishful fable, but passing through he was real enough.”

Who is he? “By all accounts he has been adventuring in the Gemini Peninsula for the last forty years, though the man I met kept his face shrouded with a hood and veil so it was impossible to judge his age. Recently, he had been stationed in Bastion when not off on one of his adventures. There must be a deep reason to drive a man on like that, headlong into danger.”

Why is Bastion unwilling to do more? “What more could they be expected to do? Life is hard out here; we all know the dangers. Don’t be fooled into thinking we are trying to settle the land and make the place civilized—we know that we are merely labouring for the resources we need to survive.”

Is it true there are treasures at Hollowfen Stronghold? “So they say. In the old days, the Gemini Peninsula was warred over by countless feudal kings, and King Thanodes was only one of many. They constantly raided one another’s lands, taking slaves, tribute, treasure... It’s likely there may still be remains of those high-spirited days left in the bowels of the castle.”

Who is the Pale King? “King Thanodes? He was a good king by all accounts—that is, until he fell to the Risen. Since then, he’s become something of a ghost. In recent years there have been more and more reports of him: a pale Risen on a skeletal horse, roaming the fens around Hollowfen Stronghold. He still wears his gold crown, hence the nickname the Pale King. Whatever good once existed in that man rotted away long years ago.”

What happened to the Hollowfen Stronghold after the Great Calamity? “According to the records in the Bastion vaults... A local Vampire Lord tried to round up all of the Undead in these parts and start a new sort of kingdom. The Pale King still had enough of his old self left to oppose, at first. But his forces fell swiftly, or were turned, and the Pale King sought outside powers to help hold on to what he felt was his. After a time, things grew quiet around Hollowfen Stronghold, but all of this was long before Kraven Mill was founded.”

Is there a Vampire Lord ruling the area? “You could say that. Calls himself Julius, which I suppose is meant to imply some sort of emperor, but he’s a... strange one. You’d best pray you never have cause to draw his attention.”

Why do you think people are being taken? “If you had asked me a year ago, I would’ve said they were just dragged down by the dangers out in the wilds—or, at worst, converted to Vampirism. Now that these shrunken bodies have been showing up? That’s no regular blood-letting. Could it be Necromancy?”

Have there been any patterns between the victims? “All have been male, though our population is primarily male, so that is not a telling sign on its own. But, now that I think about it, they have been getting progressively younger...”

Was Manuella’s son really stolen from inside her home? “There were no broken locks. There are some Risen that can enthrall or bewitch. It’s possible that some force was exerted on the child to lure him outside. But I hate to think what Undead creature would have the strength to lure anyone over such a distance.”

PART II: EDGE OF NIGHT

Outside Kraven Mill, the only established road leads to Bastion, and it's more of a cart track. To the north, leading to Hollowfen Stronghold, is untamed wilderness collectively known as the Edge of Night. The PCs will need to make their own way, choosing between the Grave Lands and the Broken Foothills. Both of these paths leads into the Fens and eventually Hollowfen Stronghold. Each of the two potential paths offers its own challenges, and it is highly unwise to travel any of them alone.

The White Thane aka Gorath the Undead Steward, lives in a ruined hamlet in the Broken Foothills but often ventures out to the Grave Lands. The PCs may or may not run into Gorath depending on their choices and timing. If your game session is on between Monday to Thursday, Gorath will be found in the Broken Foothills. If your game sessions falls outside of those days, Gorath will be exploring the Grave Lands. You may also choose to have your players flip a coin, designating heads or tails for each path, to decide where Gorath will be. For the maximum gains from gathering clues, meeting Gorath, gaining experience and finding potential gains, both paths can be explored.

The Grave Lands will generate an additional 6 Ruin by the time the PCs get to the end of it. The Broken Foothills, being the safer, but slower path of the two, will generate an additional 1d6+6 Ruin. Both these paths will lead to the Fens (and then Hollowfen Stronghold) but PCs can travel from the Grave Lands to the Broken Foothills and vice versa as well because they run somewhat parallel to each other.

THE GRAVE LANDS

These rolling hills are peppered with half-sunken grave-markers left over from the Risen Wars following the Great Calamity. It is frequently dark and misty, with many monsters roaming its expanse. The half-buried stones, sink holes, and abandoned bones make it a treacherous way to travel. The area has very few natural fauna left, though lichen and moss cling to the slimy gravestones. Most of the names have been worn away by excessive wind and rain, but here and there you catch a snippet of a name. Here lie the unquiet dead.

The PCs will take approximately two days to get through the Grave Lands. When the PCs enter the Grave Lands, you may choose from the list below or ask a random player to roll a 1d6 (or roll it yourself if you are using the alternative GM dice-rolling rules) to determine the random encounter of the day. Repeat this process for any additional days spent in the Grave Lands. If Gorath is in the Grave Lands, the

PCs will run into him on the second day, after their encounter is over—see pg. 13.

RANDOM ENCOUNTERS - GRAVE LANDS	
ROLL	ENCOUNTER
1	Flower Mantis
2	Grave Kadour
3	Shambling Sentries
4	Grave Robbers
5	Locust Swarm
6	Cultist Ritual

1. Flower Mantis: After traversing hilly terrain for sometime, the PCs come upon the ruins of what was once a small tomb. Characters can smell a sickly sweet scent in the air if they near the tomb. As night falls, the skies crackle with thunder and flashes of green lightning. The sizzling, sour acidic rains inherent to the Edge of Night begins to drizzle down upon the PCs. Entering the ruins will provide a measure of protection from the stinging drops. If the PCs choose to wait out the rain outside, they will suffer 1d6 Corrosive damage and each will lose 2 Gear and Necessities. If the PCs enter the ruins, they will eventually be attacked by a single Flower Mantis (pg. 26) hiding in the shadows and attached to a corner of the stone walls. PCs that successfully perform a search or perception type check against a TN of 16 will spot the Flower Mantis and grant First Strike to the party. Once the Flower Mantis is defeated it will drop from its stone perch and wilt. The wall behind it will have a vine with a white and yellow star-shaped flower (Fellsbane—see Flora sidebar on pg. 4).

Also known as Farim's Mantis, the fauna-flora hybrids root in stone edifices, especially where there is moisture, and plenty of cold, dark corners. The 'flower' of this creature hangs from a thick stalk and when agitated by contact, loud noises, or bright light, will open and snap shut on whatever is closest. The flowers' interiors are laden with countless rows of spikes, enabling them to hold tight to their prey. If given enough time, the Flower Mantis secretes digestive mucus to break down and consume its catch. The strength of the stalks should not be underestimated. Those who manage to break free will find themselves badly disoriented, as the spikes administer a toxin that causes distortion to the five senses, including visual and auditory hallucination, feeling things that aren't there, perceiving sharp changes in temperature, or picking up on unexpected tastes or smells.

2. Grave Kadour: A fog gradually builds around the PCs as they make their way through a cemetery along the path towards the Fens. Unless the PCs were

If the same random encounter is rolled twice, choose the next encounter ahead of it.

Things that go bump in the night. *The Grave Lands provide a more straightforward path towards the Fens with little in the way of treacherous terrain or environmental hazards. The denizens that inhabit the Grave Lands are another story however.*

Monster Cards.

Throughout the adventure, various monsters will be mentioned and potentially pitted against your players. The Monster Cards containing their stats and abilities can be found at the end of this book starting on pg. 24. The first time a potential monster is mentioned in this adventure, an accompany page number will be beside it that can be clicked on to take you directly to its Monster Card. The cards are plainly laid out on blank pages to provide the option of printing them for ease of use.

Travel through the Grave Lands is rare as most folk opt to take the Broken Foothills mainly out of fear of the creatures that inhabit the Grave Lands. The deadly Grave Kadour and Flower Mantis are frequently found in the area. Both creatures are deadly foes for the average traveler, especially if they find their victims alone or wounded. Merchants requiring an expeditious travel schedule often hire mercenaries to escort their caravans through the Grave Lands.

holding hands or tied to each other, the fog becomes so heavy that the party eventually loses track and sight of each other. This happens so gradually that all the PCs are considered a Far distance away from each other by the time the fog has become unbearably thick that they can barely see. Have all your PCs roll a perception style check (based off +Mind and any appropriate Core Paths). The PC with the lowest roll ends up falling into a shallow grave and suffering 1d4 damage and being Rooted for one turn as the encounter begins. Two Grave Kadours (pg. 25) descend upon the party. The Grave Kadours will always have First Strike at the start of the battle. After the Kadours die, the fog lifts from the battlefield and the PCs will find bushes ripe with juicy pink berries (Kadour Sweets—see Flora sidebar on pg. 4).

If the PCs overtly abuse the Grave Robbers, feel free to generate Ruin depending on how cruel the party gets.

The largest of the Kadour species (there are also Cliff Kadour and Bog Kadour), these wily predators should not be underestimated. Kadours exhale fog, and use this cover to disguise the landscape in which they hunt. Using their stealth, they will track travellers, observing their behaviour. Then, the Kadour creates a perfect mimic of one (or more) of the traveller's voices in order to lure others to break away from the group and follow the Kadour. Unlike the other Kadour species that prepare ambushes once they have successfully lured their prey, the Grave Kadour lures its victims into dangerous situations, such as off cliffs, down mine shafts, or into open graves (hence its name), and then devours the cold, dead flesh. Grave Kadours have been known to wait days before eating their victims so that the corpse will be nicely decomposed. However, if threatened or cornered, the Kadour's rending claws and tusks can be deadly. They have been known to gore creatures up to five times their size when threatened. Extremely territorial, Kadours tend to stake out a specific area as their sole hunting ground. However, Kadour will train their young by hunting together, and it is in these situations, their mimicry becomes most disorienting.

Sometimes a range will be given on the number of enemies an encounter may spawn. The range is there to help you tailor the appropriate challenge to your particular group of players.

3. Shambling Sentries: Moving through a patch of land where the earth is still soft and moist from the recent rainfall, the PCs are ambushed as rotting hands burst forth from the mud to grab at their feet. A Might or Agility check (PC's choice) against a TN of 14 allows the PCs to break free. Failure will result in the PC being dragged into the mud and lose their first turn against the Shambling Sentries (pg. 24). 5 to 6 Shambling Sentries rise to meet the party. Any PCs left standing from the initial grabbing get First Strike as they prepare to meet the rising corpses.

Shambling Sentry is a Zombie that has been brought under the direct control on another, more willful Undead. By binding them, the Shambling Sentry obeys orders (both thought and spoken) of a single controller. A single Shambling Sentry cannot be bound to more than one controller, and if its controller is destroyed, all cattle of that controller revert to basic Zombies. This level of willful control enables the Shambling Sentry to have greater physical capacity, such as being able to perform simple tasks including opening doors, carrying objects, and wielding simple weapons (including short swords, spears, or shields).

4. Grave Robbers: The PCs will be able to see a couple of silhouettes about 50m ahead of them as they near a small burial ground. As the PCs get closer, they'll hear the banter of a man and a woman discussing the amount of delicious food and frothy ale they'll be downing once they finish fleecing this last corpse. If any of the PCs have a light source present, the grave robbers will spot them coming, otherwise they will continue their conversation unaware of party's arrival. If approached, the robbers will nervously call out to the PCs, hoping they are not wardens from Bastion or other righteous folk that might frown upon their current enterprise. The grave robbers are cowardly and they will be eager to please the PCs by providing clumsy directions for the surrounding area and warning the PCs to not eat any berries (Kadour Sweets pg. 4) they find. If bullied or pressed, the grave robbers will offer up their stolen goods and whatever little Denerim they have on themselves (15 Denerim and baubles worth about 5 Denerim) and try to flee.

5. Locust Swarm: As the party enters a slightly marshy area of the Grave Lands, a fetid stench fills the air and a low buzzing can be heard intermittently as they traverse the swampy ground. Risen Locusts (pg. 25), tiny little bloodsucking insects, will attempt to fly and hide in each of the PC's clothing and belongings. PCs that fail a perception style check of 15 TN will be completely unaware that a Locust is lying dormant on their body somewhere. Those that succeed the check hear or feel the Locust and any attempt to remove the Locust will cause it to fly off immediately. At any point in the rest of the adventure, you may spawn the Risen Locust(s) that are hiding on the PCs during a battle they are already engaged in.

In the Risen lands, Locust refers not to the small farmland insect, but to a hand-sized leathery leech with beetle-like wings. With notoriously poor sight, the Risen Locust orients itself based on heat. It seeks out living prey and latches on to drink blood. These bites, though itchy and irritating, are not deadly—unless the Risen Locust swarms. There are records of Swarms in



the thousands which have razed whole villages, but most unlucky travellers have their hands full with Swarms of a few dozen.

6. Cultist Ritual: The Edge of Night is already a dark place but an even deeper darkness falls upon the area the PCs are currently exploring. The heavy gloom causes a small shack to appear on a hill off in the distance as whoever resides inside of it has burned a candle or lantern to illuminate the space. If the PCs get close and investigate, they'll hear chanting in an ominous tongue. A knowledge or language style check of TN 13 will reveal that it is Fellspeak. The shack only has a single weakly constructed door and a small window on the side. Peering through a slat in the window requires a stealth check of TN 12 to avoid making noise by carefully navigating the dry leaves and grass surrounding the base of the building. If successful, the PC will see a grotesquely disfigured humanoid (likely Human) wearing ceremonial garb and a headpiece presiding over an altar of decapitated heads (a Valla, Furian, and Human). Two bald-headed initiates can be seen kneeling in front of the altar with their palms upturned and eyes closed, chanting along. If the PC failed the stealth style check, all three cultists will turn and see the PC before smashing the lanterns to the floor and setting the place on fire. The cultists will continue their ritual as they are burned alive and the fire removes any trace of what they were doing. The PCs walking into the shack or knocking on the door will also cause the cultists to set fire to the place. If the PCs ambush the cultists (3 Cultist Initiates of Tala'zim — pg. 29), a battle will ensue inside the 15x15 meter shack.

After defeating the cultists, the PCs will find 25 Denerim across their bodies, and a small note on the cultist performing the ritual at the altar. The small note reads: *"Make haste with your preparations, the portal to the Tower of Lightning is almost complete. The ley line is somewhere in the Grave Lands. Remember you need at least three souls to redirect the energy to where we need it to go. You know how important taking the tower is to our cause. The Shrike Maidens will sing of our glory if we can prove our worth to the Cruel One. No one can interfere—we are so close."*

THE BROKEN FOOTHILLS

The most mountainous of the two routes, this route boasts solid ground, but it comes at the cost of a physically exhausting ordeal. You must pick your way through steep ravines and over the abandoned walls of what once were a series of Human hamlets in the days before the Great Calamity. There are still a vast number of Risen shambling these foothills, and the sound and smell of a party passing through is sure to attract their attention.

The PCs will take approximately three days to get through the Broken Foothills. When the PCs enter the Broken Foothills, you may choose from the list below or ask a random player to roll a 1d6 (or roll it yourself if you are using the alternative GM dice-rolling rules) to determine the random encounter of the day. Repeat this process for any additional days spent in the Broken Foothills. If Gorath is in the Broken Foothills, the PCs will run into him on the second day, after their encounter is over—see pg. 13.

Have a PC that can understand Fellspeak when the group stumbles upon the Cultist Ritual encounter? The repetitive chanting is translated as: "A soul for the Torturer, a favour granted in return."



RANDOM ENCOUNTERS - BROKEN FOOTHILLS

ROLL	ENCOUNTER
1	Spore Pass
2	Rodent Problem
3	Kill Box
4	Wandering Mother
5	Sinking Moors
6	Goblin Merchant

If players try to help each other out in the Spore Pass by having a physically stronger PC pull a weaker PC through, take the average of both of their rolls and apply that result to both PCs as they make their way through. A similar approach can be done for other challenges where this cooperation makes sense. Unity encourages players to work together so don't be afraid to improvise solutions such as this suggestion to allow creative team-based solutions to work.

1. Spore Pass: Gold spores begin to fill up a narrow pass the PCs are passing through. Characters must be able to hold their breath and sprint to the end of the pass in order to avoid inhaling the spores. An endurance or athletic style check (Might-based) of TN 15 is required to successfully perform this task. Inhaling the spores causes a minor disease that lasts two Full Rests and reduces a character's Agility and Mind by 1.

2. Rodent Problem: A pack of four Digressed Rodents (pg. 24) led by a single Skulker (pg. 27) foraging in a forested area will immediately ambush the PCs on sight and strike first. The Skulker will attempt to flee or parley for mercy if all four Digressed Rodents are vanquished. If pressed, the Skulker will warn the PCs of the traps he set in a thicket somewhere in the Broken Foothills. The Skulker has 12 Denerim and 2 food rations (Necessities) on him.

3. Kill Box: The PCs must pass through a dense thicket to continue along the path to the Fens. The thicket is lined with deadly bolt launchers that begin firing if any of the tripwires are set off. A search or perception style check of TN 15 will reveal the wires. An Agility check of TN 13 is required to navigate the wires successfully. A crafty PC may attempt to disable the trap (TN 16). Successful disable attempts render the trap inert and grant the PC 2 Gear from the parts. Unsuccessfully disabling the trap, or even tripping a single wire causes the trap to activate and the entire thicket is filled with bolts. All PCs inside the thicket must roll Defense twice against a TN of 14 or be struck for 1d4+2 damage for each bolt. The bolts are laced with a lingering poison, causing any PCs that are struck to have a fitful sleep on their next Full Rest and only recover half the normal amount of HP they'd usually receive. After the bolts are expended, a PC may attempt to scavenge the traps and acquire 2 Gear off the launchers.

4. Wandering Mother: As the PCs pass through an area resembling the faint ruins of what could have once been a small hamlet, the sounds of a crying woman fill the air. The translucent silhouette of a woman wearing a cloak can be seen sitting against some rubble. She is visibly sobbing. If the PCs approach her they'll see her ghostly visage is visibly scarred, with four deep lines gashed across her middle-aged face. The Shade (pg. 28) will look up at the approaching PCs, transparent tears in her eyes as she asks them in a panicked voice, "My daughter! Have you seen my daughter?!"

The PCs can inquire further about her missing child and they will find that she once worked in Hallowfen Stronghold as a maid and her young daughter would accompany her occasionally. A horrible incident befell the Stronghold and she no longer has any memory of what happened that caused her to be separated from her child. If the PCs agree to help her find her child, she will provide them with a small golden locket that carries a picture of her inside and ask the PCs to bring home her girl.

Attacking the Shade will be a most unwise choice for the PCs as the Shade will most likely overpower a low level group with ease.

5. Sinking Moors: The PCs come to a marshy area that must be traversed quickly. A large serpent lives in the muck and will attempt to take a bite out of weary travellers trying to cross the swampy ground. PCs must successfully make three Might or Agility checks of TN 12 to get across safely. For every two failures, the serpent manages to take a bite out of the PC's legs dealing 1d4+4 damage. PCs that have safely crossed may expend Gear to toss their Allies a



rope, granting their Might bonus to their Allies' rolls as they attempt to finish their crossing.

6. Goblin Merchant: The PCs run into a spunky Goblin merchant (pg. 27) on the road. The merchant is eager to exchange goods and can provide a top up of Gear and Necessities if need be. The merchant will attempt to gouge the players on price (selling Gear and Necessities at 10-15 Denerim each). Haggling or persuasion style checks require a TN of 16 to be successful (he's a wily dealer). Intimidation style tactics require a TN of 13 to succeed (he's a coward). Any of these options will cause the merchant to lower his prices. Attacking and killing the merchant will provide the PCs with 65 Denerim and 6 Necessities and Gear. Such aggressive actions will also generate 1d6+6 Ruin.

THE FENS

This lush and green wetland may look appealing when compared with the other options, but it is well-known to be the Vampire Lord Julius' territory. The entire time travelling through this region, you experience the distinct feeling that you are being watched.

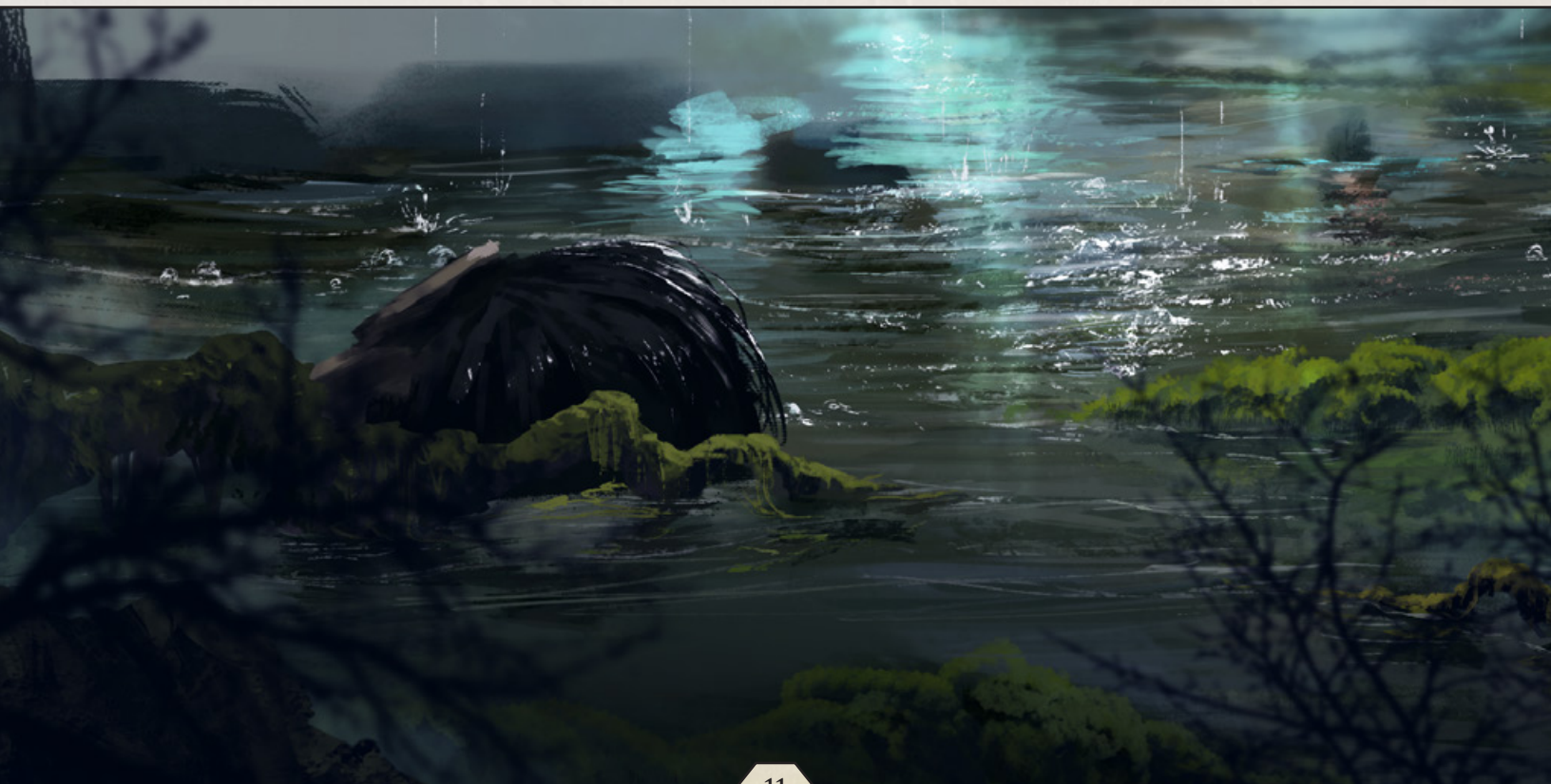
After the PCs emerge from either the Broken Foothills or Grave Lands, a large stretch of swampland sits before them. Just beyond the Fens, there is a silhouette of a crumbling building off in the distance—Hallowfen Stronghold.

The PCs will take approximately a full day to get through the Fens. When the PCs enter the Broken

Foothills, you may choose from the list below or ask a random player to roll a 1d4 (or roll it yourself if you are using the alternative GM dice-rolling rules) to determine the random encounter they face. After their encounter, the PCs will either stumble upon an ominous mausoleum (Vampire Lord Julius' domain — pg. 14) or be led there by a Wisp Harbinger.

RANDOM ENCOUNTERS - THE FENS	
ROLL	ENCOUNTER
1	Wisp Harbinger
2	The Accursed Willow
3	Somnelia Clearing
4	Scrapyard

1. Wisp Harbinger: As the PCs pass through the mucky terrain, a faint blue light about 40m ahead of them flickers and pulses by a line of trees. The size of the light is no larger than an average Human torso. If the PCs stop their approach and tarry about for longer than a minute, the light completely disappears. If the PCs approach the light, choose one PC and have them make a Mind check against TN 16. If the PC successfully resists, choose another PC to enthrall. If the entire party is successful at resisting, the Wisp will run away deeper into the Fens (towards the mausoleum). If the PC fails, the blue light zips in close to the PC's face and the PC is no longer able to move except to shift their eyes about and speak. After thirty seconds, the light begins to



The Accursed Willow was once a Green Warden (see pg. 326 of the Unity Core Rulebook). Somehow corrupted and enslaved to the will of dark master, the Accursed Willow now stands watch over the Fens. The Primalist spirit trapped inside of the Accursed Willow yearns for freedom from its corporeal prison.

slowly float away and the PC is forced to follow it automatically. If the other PCs attack the Wisp (pg. 26), the enthralled PC will remain frozen in place although they may try to roll Mind checks against TN 16 each round to see if they can break free of the Wisp's control. If the Wisp is destroyed it fades into an ethereal blue mist. If the PCs decide to follow the Wisp and the enthralled PC, it will lead them to the mausoleum and bring the enthralled PC down into it (pg. 14).

2. The Accursed Willow: After trekking through the boggy land for a few hours, the PCs come across a large rotted tree that possesses a vaguely humanoid form. A perception style check against TN 12 should have the PC swearing the tree just blinked at them. If the PCs investigate the tree further by touching it

or getting really close, they will notice a foul vapour emanating from the tree. Touching the tree will reveal that it appears to be breathing and awaken it. The PCs may attempt to sneak past the tree if it hasn't awoken yet (TN 12). Failure to do so will awaken the tree. If the tree awakes, it will yawn loudly before breaking into a coughing fit. Upon opening its eyes, they will glow with an intense crimson red as the living tree spots any of the PCs. During this moment, the PCs may attack the tree but if they decide to do anything else (e.g. talk, stand still and wait, back away etc.) the tree will immediately try to take a swing at the closest PC. Every other round after the battle starts, the Accursed Willow (pg. 30) will wail "RELEASE ME!" as it attacks the trespassers. The Accursed Willow is a dangerous foe, but with each passing round, parts of the living tree will begin to break off and deteriorate.



When the Accursed Willow finally falls either to the PCs' efforts or simply falling apart, a white ethereal spirit in the form of an elderly Furian will rise from the broken and rotted remains of the tree. With a nod of respect and gratitude towards the PCs, the spirit will then fade into the night. If the PCs inspect the remains of the tree, they will find a single Panacean Seed.

3. Somnolia Clearing: The PCs stumble upon what appears to be a perfect little clearing lush with soft, spongy moss that would make a perfect bed for a quick nap. A sliver of sunlight breaks through the thick grey clouds above to illuminate the spot. The woody and floral aroma emanating from the moss brings a slumbering heaviness to the eyes. All PCs must roll a Might check against TN 13. A failure will result in them falling sound asleep on top of the moss, unable to be woken unless they suffer 4 or more points of damage or until they've slept for 15 hours straight. Those that sleep this way wake up with all the benefits of a Full Rest and they receive all of their Recuperations back as well. However, for every PC that fell asleep on the Somnolia moss, generate 3 Ruin.

4. Scrap Yard: Passing through a particularly flooded area of the Fens, the PCs come across a small graveyard of automatons. Because all of the automaton parts have been demolished or torn asunder, it's hard to tell just how many automatons fell here. A perception style check of TN 14 will reveal the tattered banner of a wealthy and well-known Human merchant company in the wreckage and an automaton torso with four deep gash marks torn through it. If the PCs met the Shade mother in the Broken Foothills, they may recall the gash marks are reminiscent of the scars on the Shade mother's face. The PCs may spend time scavenging for parts at the rate of 1 Gear and 1 Necessity per hour. Each hour the PCs spend scavenging however, increases the chances of danger finding them. Every hour, you will invoke the Intrusion mechanic and have a PC roll 1d10. Each hour the PCs spend scavenging, increases the amount of numbers you get to pick for the Intrusion by +3. When an Intrusion occurs, a group of 6 Shambling Sentries will descend upon the PCs.

PART III: DEVILISH DEALS

By this point in the adventure, the party may have encountered Gorath the Undead Steward or the White Thane that everyone in Kraven Mill was talking about. It is possible to play this campaign without encountering Gorath, but for the greatest reward and exploration, it is encouraged for the party to deal with him.

GORATH THE UNDEAD STEWARD

NPC Gorath has been living in the ruined hamlet in the foothills on the edge of Hallowfen Stronghold. He often wanders through the Grave Lands, exploring the gravestones and trying to record as many names as possible. Gorath is Undead, as his name suggests, and is distinctive with his long white hair, deadened eyes, a heavy limp, and greying skin that was once warm and brown. He wears a grey tunic and a long brown shroud around his throat like a cape. A number of pouches and pockets are stitched into his worn clothing, and though a tad threadbare, he is not dressed in funerary clothes.

This is an Undead who clearly spends time with the living, and perhaps even lives in living cities from time to time. His voice is deep and quiet, and there is a careful deliberation in his bearing, as if he consciously makes every movement, trying to look as "alive" as possible. He is armed with old and rusty weapons, including a rickety crossbow on his back, a rusted long sword, cracked buckler, and a pristine dagger: obviously far newer and nicer than his other possessions.

Initially concerned with what the PCs are doing in the Edge of Night, Gorath will ask a few leading questions to understand their quest. If the PCs have altruistic reasons, (such as to help Kraven Mill, avenge Wailing Manuella, or prevent further loss of life) Gorath will cautiously offer his assistance 'insofar as he may'. If the PCs are seeking treasure, to destroy the Pale King, or other more aggressive aims, Gorath will be more evasive unless they offer to help him directly.

Possible questions and dialogue:

What are you doing out here? "It used to be home, insofar as any place can be home to the dead."

But the closest settlement is Kraven Mill; where do you live? "Perhaps now Kraven Mill is the heart of life in the Edge of Night...but oh, three-hundred years ago, or so, there used to be hamlets all through this peninsula. And in those days, Hallowfen Stronghold was a beautiful place. You should have seen it... White marble arches and stained glass windows, with the highest walls in the land. We thought it was sacred ground and that we could outlast anything there... If only I could return to that Great Hall again."

Do you know your way through Hallowfen Stronghold? "Yes, I know the way. But it's not the corridors you need worry about, insofar as they're still standing. It's that the Pale King has made the place a hazard so that he can keep the world at bay..."

What can you tell us about the Pale King? “When I knew him, he was King Thanodes, and he was a good king to serve. But after the Vampire Lord lured away his wife and then son, he became more and more desperate to hold onto what he had left. It twisted him, and he became...something else. The Pale King is a different creature than the man I served.”

How did you serve King Thanodes? “He raised me alongside his son, as if we were brothers. And when I grew older, he made me his thane, and I’ve been Steward of Hallowfen ever since...insofar as one can steward a dead kingdom.”

Do you still serve the Pale King? “If there was a way I could help him, I would...but what he has become is monstrous, and his aims—even if he were to succeed in them—would only bring more rot and suffering to Gemini Peninsula. As much as it pains me...he needs to be stopped.”

Is the Pale King connected to the disappearances of people from Kraven Mill? “I suspected he was, but I have been unable to help those poor people. But...perhaps you can prevent more loss.”

Why is the Pale King taking people/what is he doing to them? “He made a deal with a devil for power, foolish man! He was given a crown—a Crown of the Dead—that would enable him to retain his strength despite the passing years but it drew on the life of his citizens, and over the decades, they dwindled to dust. He began searching for ways to recapture its effects. He turned those poor people from Kraven Mill into fuel so he can sustain his unnatural legacy!”

How can we stop him? “If you can get close enough, pry that crown from his head. That will weaken him, prevent him from rising again, but to kill him...insofar as the Undead can be killed... Perhaps this dagger (Kasha’s Killing Stroke) might be of use to you. If you help me, I’ll give it to you.”

What do you need help with? “My memory is not what it once was. Since I can no longer be of proper service to my king, I still wish to be of service to my kingdom. I have been trying to record as much about Hallowfen and its history as I can, but I forget more and more of that life with each passing year. There was a Registry of Hallowfen in the Stronghold that contained the names of all the citizens of Hallowfen. If you can retrieve it for me, I can finally create the proper monument those poor souls deserve. Perhaps then these lands will at last be able to rest.”

Gorath will agree to guide the PCs through the Stronghold if they ask him. If Gorath accompanies the PCs, he will provide supporting fire from afar during any battles they may get themselves into. Once per round, Gorath will fire his crossbow at an enemy using 2d10+3 as his Attack roll (any of the PCs can roll this for him) and dealing 1d4+2 damage on a successful hit. Gorath is often distracted and seemingly has one thing occupying his mind. If the PCs all become Incapacitated or killed, Gorath will simply leave to continue his personal mission. Aside from some potential bonus damage during battles, Gorath won’t be much help to the PCs until they arrive at Hallowfen Stronghold. Once they have arrived, Gorath may provide clues and warnings about potential dangers lurking in the Stronghold and he will also hand over Kasha’s Killing Stroke before they head inside.

If the PCs have not yet visited the Vampire Lord in the Fens, Gorath will refuse to enter the mausoleum, and will instead meet them at the gates to the stronghold. If the PCs have already met with the Vampire Lord, or have decided actively to not visit him and have escaped the thrall of the Wisp Harbinger, then Gorath can lead them directly to the Stronghold at this point.

JULIUS THE VAMPIRE LORD

If brought before the Vampire Lord, the PCs will be presented with a generous offer. This Vampire Lord is Julius. His palace lies at the heart of the Fens, beneath a mausoleum. Unlike the other remnants of graves in the Edge of Night, this marble is polished to mirror shine, and there is the distinct scent of roses trying to mask the rot.

Decadent and indulgent, Julius can be generous to those he feels remain useful to him, but he is capricious, flippant, and narcissistic. Despite living in a mausoleum, Julius keeps himself fastidiously clean, and still wears opulent clothing from before the Great Calamity: velvet breeches and waistcoat, flouncy lace-ruffled shirt, jewel-encrusted buttons, a gold talisman with a teardrop-shaped ruby in it, and his long auburn hair tied back in a satin ribbon.

Kasha’s Killing Stroke was created by Kasha Fangmoon for the White Thane. Although it is a dagger (Light Melee) by default, you are encouraged to change the weapon type to something your players can use effectively if there are no Classes at play that can maximize Light Melee weapons. A Sentinel who cannot dual-wield two Light Melee weapons without losing her shield would appreciate Kasha’s Killing Stroke being a spear or longsword.

KASHA’S KILLING STROKE

A weapon designed to have high effectiveness in dispatching the Risen. Kasha’s Killing Stroke is a dagger (Light Melee) and can be used by any Class; deals an additional 1d6 Fire damage to Undead as a Quick Action on a successful hit if the wielder expends 1 of their Class Resource.

While he has a number of minions that skulk around to do his bidding, there are two fledgling vampires that spend their nights at the feet of his gold-leaf throne: a handsome woman of indeterminate age, and a young man as beautiful and well-turned out as Julius. These two look similar enough that they could be related. They are both very watchful, and only speak when Julius speaks directly to them. They will not speak to the PCs.

The mausoleum is relatively clean despite a bit of water-damage from the surrounding Fens. It goes deep underground, where any sunlight cannot reach, down a spiral staircase. The mausoleum houses four rows of coffins in which the Vampire Lord's minions rest, and a raised dais with a marble sarcophagus in which Julius rests. Set before the sarcophagus is a large, plush throne gilded in gold and set with rubies. All around the subterranean space, uncountable candles are flickering. The whole space has the feeling of a little court.

Julius has summoned the PCs here, as he is curious as to what such a 'jolly troupe' is doing in his Fens. His initial demeanour is light and seemingly friendly. If the PCs discuss their quest, the minions lingering around his throne will fan out and surround the party so that eyes seem to stare at them from every shadow. If the PCs have already met Gorath and mention him, Julius takes on an almost predatory edge, with too much of a bite in his smiles, and a harder tone in his words. If they mention making trouble for the Pale King, especially if they mention wishing to destroy him, Julius will be very chummy, and especially flirtatious with any of the party members that are remotely attractive (of any gender). Regardless of which tone he takes, he will continuously come back to the concept of sides and wants to make sure that they 'pick the right side' or 'don't make the mistake of opposing' him.

Do you rule this area of Gemini Peninsula? "My charming little domain? It stretches from the river to south and the forest in the west, to the foothills in the north and the stronghold in the east. It's not much, but it's home!"

Do you know the Pale King? "Is that what he's styling himself these days? How terribly drab! He should give himself more panache if he expects to be taken seriously."

Did you know people have been abducted from Kraven Mill? "You say abducted, I say acquired. You must understand, darlings, that autonomy is a flexible concept in the Risen lands. Most won't last long out here if they aren't willing to make some smart deals."



Did you take our people? “Come now, I’m a mag-nanimous man! If someone comes all this way, it would be rude not to invite them in...wouldn’t you say?”

Have you come to Kraven Mill? “Why ever should I want to do a silly thing like that? With no offence intended for your...quaint abodes, there’s no need for me to visit such a place. Why go to the market when the market can come to me, darlings!”

Have I seen that talisman somewhere before? “This little ol’ thing? Quite a pretty bauble, isn’t it. Helps me communicate with my Wisp Harbingers, see what they see, direct them where to bring my guests.”

Why did you summon us here? “To talk a little business. I do so love to make profitable friends... Would any of you care to make a little trade? As charming as you lovely lot are, the ‘Pale King’—(ugh, no panache at all, darlings!)—is not nearly as much fun as I can be. But fret not, for Julius can help!”

What’s the deal? “I can make you stronger, faster, nigh invincible! ...for a while. I know how to make this little Elixir for you—if you can bring me the right herbs—and all you’d need to do is drink it shortly before you face off against this tiresome tyrant. In exchange, once he is dispatched, you go back to... whatever hamlet you call home and inform your au-thorities that the area is back under rightful rule and to trouble themselves no more about it!”

Why don’t you deal with the Pale King your-self? “Oh, but I would darlings...if he hadn’t gone back on a deal he made with me a couple hundred years ago. See, I made the mistake of instating him as a little king for me to manage the countryside, but the brute became too full of himself and misused my gift. That crown I lent him has been nothing but trouble ever since. I’d like it back.”

What crown? “Why the very thing that has been guzzling the life from those little people! I know how to take a merry sip, you see, but that paltry king is rather less couth. If you bring the Crown of the Dead back to me, he shan’t be able to harm any more of your kind. ...And should you find an old book lying about the place...”

What book? “A pretty little thing, all chased in gold, ‘Registry...something-something’. It would match my throne so nicely, don’t you think?”

What’s in it for us? “I can be a very useful man to owe you a favour... Or, if you want to be provincial,

I may have some Kyrindian lying about that I’d be willing to part with—but only if the job has been ex-cel-lently performed, you understand.”

Julius will be increasingly flippant and evasive the more the party tries to press him on these issues, and eventually will oust the PCs from his mausoleum by having his minions push them back into the Fens.

FORAGING

If the PCs decide they want the Elixir Julius is offer-ing, they must head back into the Edge of Night to collect the required ingredients: water fetched from an open grave, root of Fen Hemlock cut with a blade, handful of Fellsbane kept out of the rain, and the fur of a Rodent less dead than alive.

To aid them in their journey, Julius provides instruc-tions on where each of these things can be found: a grave in the Grave Lands with a blank headstone; Fen Hemlock in the Fens outside the Mausoleum; Fellsbane growing in the temple ruins of the Broken Foothills; and there, among the Broken Foothills is a small cave where a Digressed Rodent makes its nest. Be warned, the beast will not give up its fur lightly! (the PCs will have to fight the Digressed Rodent and cut some fur from it before it is dead)

Once they return to Julius with these ingredients, the Vampire Lord slips off his throne and climbs into his sarcophagus to mix the potion.

PCs that try to stealth/sneak up (TN 19) and take a peek will see Julius putting some of his own black blood into the potion if they beat the check. If the PCs fail their check, the ghouls standing guard will toss the PCs out of the mausoleum.

Vampire Elixir. The Elixir, once ingested grants 1d4+3 additional Max HP. The drinker’s skin will harden slightly and they receive +1 Armour Value. Lasts 3 days..

PART IV: HALLOWFEN

Having reached the ruins of Hallowfen Stronghold, the PCs find this location far more sprawling and ruinous than the old legends had prepared them for. Between the crumbling walls and the rusted gear left by previous adventurers, Undead at last passed into oblivion, and the corpses of wild beasts the Risen have preyed upon, finding their way into the Pale King’s Crypt will be hazardous. If the party has agreed to help Gorath, he can help them navigate the ruins.

While there are no citizens (alive or dead) left in Hallowfen, there are some slaves to the Pale King’s will: zombies. These mindless Undead have lost ev-erything that made them who they once were. Based on their old-fashioned clothing and state of decade, they have been dead for hundreds of years. Even Go-rath cannot recognize them.

Fighting Julius or any of his minions would be suicide for the low-level PCs at this point.

Vampire Elixir. There should be just enough of the Vampire Elixir for everyone in the party.

Hallowfen Stronghold



HAZARDS

Hazards. If the PCs have Gorath with them to guide them through Hall-fowfen Stronghold, you may either remove any suggested Hazards completely or grant the PCs Benefit on all their rolls to avoid the Hazards. This choice is largely left to you in order to tailor the experience better for your specific group of players. If your group is struggling already, the Hazards may push them over the edge even with granting them Benefit and you might want to completely remove the Hazards off the table. If the PCs are doing well and have managed to earn Gorath's favour, then granting them Benefit on rolls to overcome the Hazards is a nice bonus.

Sink Holes – There are subterranean passages that lead towards the crypt, but the soft soil of the fens has caused many to weaken. The pressure of a passing adventurer is enough to cave these in, sending one tumbling down to a lower passage, and suffering falling damage of 1d4. AGILITY check TN of 12 to avoid.

Crumbling Walls – The stone walls that once made Hallowfen the most defended place in the region are now loose and the mortar rotted away. Even leaning on them is enough to send them toppling, but many are simply falling apart due to the ravages of time. The weight of the stones and falling lintels is enough to cause serious harm to any they might crush. [1d4+1 damage] AGILITY check TN of 13 to avoid.

Collapsing Tunnels – Cave-ins and mudslides can block off passages in a matter of moments. At worst, they can suffocate a traveller, but if one is lucky, they merely force them to turn and find another way through the halls. AGILITY Check TN of 13 to avoid. Each failure results in 1 Ruin being generated.

Loose Footing – Rubble litters the ground, from slimy moss to crumbled mosaics and fallen stones. One must be careful where and how they step, or it would be easy to take a serious tumble and break a limb. Fighting on Loose Footing forces the PCs to make an AGILITY check TN of 7 every time they move from where they stand. Failure results in being Hindered for 1 round.

Poisonous Mould – The damp atmosphere and heavy shadows of these twisted passageways has created the perfect opportunity for black mould to grow. Breathing it in settles its spores in one's lungs, making one feel generally lethargic, weary, short of breath, and with weakness in all limbs. While it is only lethal over long years of exposure, it is enough to leave one feeling enervated after any serious labour. When infected, a PC's Main Attribute is reduced by -1 until a Full Rest.

Labyrinthine Passages – With all of the dead-end passages caused by the collapse of a once-sound structure, and the overgrowth of the fens reclaiming this abandoned place, even Gorath has difficulty finding a way through. There are moments when the PCs feel certain that they have passed through this passage before, and may fear they have gone in a circle. Mind check TN of 13 to avoid. Each failure results in 1 Ruin being generated.

4.1 Entrance Hall: The portcullis has rusted out of its grate and lies bent on the ground before a gaping stone archway. Within is a vast entrance hall, with sealed doors at the far end and in the left-hand wall. A broken chandelier lies in the centre of the room, which evidently fell down and smashed to pieces many years before. Cobwebs cling to it, but even so, the glitter of crystal and brass can still be seen.

Once King Thanodes welcomed guests to Hallowfen Stronghold, but now the gates lie broken and unguarded. If one listens carefully, the sound of creaking can be heard coming from the shattered chandelier, and if the PCs get too close, Zombies (pg. 27) rise from the debris. It is best to stick to the walls, and head to either set of the bolted doors leading into the Stronghold proper. The far doors lead into the Antechamber. The side doors lead to the Courtyard.

Creature: The Zombies [between 5-7] will try to herd the PCs back out the entrance, and will try to prevent the PCs from getting through the doors at the far end of the hall. They seem little concerned with the doors to the north.

4.2 Courtyard: Beneath the open sky of this courtyard, weeds and creeping vines have overgrown what once was a training square. At the centre is the cracked remnant of a fountain; though its spray pump is broken, and foetid water still sits in the basin. From the dead frogs and motionless insects drifting along its surface, the water clearly is not drinkable anymore.

As soon as the party enters the courtyard, they notice the cobbles are slippery with wet moss, and a fog begins rolling into the square, obscuring the circular fountain and causing the vines to shiver with moisture. Voices echo in this space, and there seems to be something lurking in the mist. [*Consider Loose Footing, Labyrinthine Passages, or Sink Holes for added challenge*]

Creature: A Grave Kadour calls this courtyard home, and will welcome this fresh meal brought before it. It will try to use confusion to lure the PCs to falling into the basin of the fountain, where it will try to drown or eviscerate them for later consumption.

4.3 Antechamber: Through the bolted doors at the end of the Entrance Hall, a modest stone chamber can be found. Part cloak-room, part receiving room, the space is outfitted with an old table with two of the legs rotted out, and a pair of chairs unlikely to support a living body's weight. Along the wall is an empty fireplace full of ash and fallen roof tiles and beside it is a caved-in wardrobe with an empty scabbard, and a pair of mildewed old boots. The doorway

into the Great Hall is obscured by a fall of broken stones, but behind the desk and chairs, there are two smaller doors leading out of this room, both strong and bolted.

The main door is jammed with heavy stones that would take a great deal of time and labour to move aside. Players may find a Denerim tucked into the toe of one of the mouldy boots, as well as some usable wax candles tucked into a drawer in the desk. The sturdy door directly behind the desk is locked, but if the players are observant, they may note a whimpering sound coming from behind it. The door to the right is also in good condition but unlocked; it leads to the Guardroom.

Hazard: The scabbard to be found in the wardrobe is cursed. Any mundane blade sheathed in it will instantly rust and deal -3 damage permanently. *Poisonous Mould* coats nearly every object in the room, especially the furniture and carpets; interacting with any of these objects (as part of the PCs' investigations or taking loot) will result in poisoning unless a MIGHT check of TN 16 is successful.

4.4 Guardroom: The guard of the portcullis once lived in this room. His pallet bed stands in one corner, strewn with cobwebs, and upon it a skeleton still half-concealed by a mouldering blanket and a curtain fastened above the bed. A golden necklace is dangling from the skeleton's neck, as well as a handful of rings on its finger-bones. A small connecting door is set into the left-hand wall.

Beside the bed is a small nightstand; standing atop it is a candleholder with a burnt out stump of a candle. Above the table is a rusty key hanging on a chain. A small chest at the foot of the bed contains the musty remains of the guard's old clothes. The skeleton on the bed is well and truly dead. However, if the players try to take its jewellery (still worth 20-40 Denerim) the three Flower Manti anchored to the stone wall behind the bed's curtain will snap at them before they can grab the necklace (unless the PC can beat an AGILITY check of TN 16), striking the offending PC three times unless successfully defended against. PCs that perform a general perception style check on the room that matches or surpasses a TN of 17 will spot the Flower Manti hiding behind the curtain. The connecting door leading to the Blocked Alcove is in bad condition but could be forced with a little effort. The key can be taken but is too large to fit into the locked door leading to the Blocked Alcove.

Creature: While Flower Manti don't typically cluster so closely together, the prize of the jewellery on this skeleton has lured many fine prey to them over the years. Because the Flower Manti are anchored, the PCs may simply leave the room after they reveal

themselves. However, if they stay inside the room, they will be in reach of the Manti's attacks.

4.5 Blocked Alcove: This little alcove off the Great Hall once held a statue on a pedestal surrounded by sconces, but now has been blocked off by the fall of stones. The statue lies in shattered pieces on the ground—one of them shows a woman's beautiful face. An eerie keening echoes in the claustrophobic alcove.

If the PCs look closely at the pedestal, they'll see an engraving dedicating this statue to King Thanodes' queen, Letitia. If the PCs visited Julius, they may recognize her face as that of the female Vampire enthralled to Julius. A ghostly apparition of a young girl sits now on the empty pedestal, incessantly weeping. If the PCs make any noise, the child will fixate on them, demanding to know where her mother is. The sconces are smashed and unlit, and the fall of stones and roof tile is as impenetrable here as in the Antechamber.

Creature: The Shade child (pg. 29) trapped in this room was the daughter of one of the servants who used to work in the castle as a washer woman. She will complain of how hungry she is, and demand the PCs to bring her mother here, feed her, play with her, and generally try to prevent them from leaving. If the PCs do try to leave, she will attack them so that she can have some 'forever playmates'. [*Consider Crumbling Walls as an added challenge*]

If the PCs ran into the "Wandering Mother" encounter in the Broken Foothills and are in possession of the locket with a picture of young girl's mother, the young Shade will lower her guard and 'allow' the PCs to pass if they leave the locket with her so she can follow the ethereal trail left by it back to her mother. Players that decide to return to the Wandering Mother in the Broken Foothills after having returned her lost daughter will be shown a cache of 50 Denerim buried under the ruins of the abandoned hamlet the mother was haunting.

4.6 Great Hall: The Great Hall was once grand, with banners decorating the rafters and a wide space to accommodate everything from balls to banquets. The long tables are stacked against the outer stone walls, many littered with dust, cobwebs, and fallen roof tiles: a sad parody of King Thanodes' majestic court.

The Great Hall is the largest room in the Stronghold proper with vaulting ceilings so high that the rafters are lost in shadow. To the right, one of the walls and a bit of the roof has collapsed, creating the fall of stones that blocked the party in the Blocked Alcove or Antechamber. Ahead is the rear wall of the

Stronghold. On the far left of the Great Hall are three doorways: the Armoury (the doors had been broken down long ago), the Storage Larder (hidden behind a tapestry depicting Hallowfen Stronghold in its days of glory), and the locked door to the Dining Hall. In the centre of the Great Hall is a stone nook protect-



ing a set of descending stairs. The straw strewn over the floor has long since rotted away, and the echo of clanking footsteps can be heard coming ever closer.

Creature: A suit of Living Armour (pg. 28) stalks these halls on an endless patrol. Even in the backwoods of Kraven Mill, the danger of this foe is notorious. Unable to face this monster and survive, the party must find a way to escape it or sneak past it. Some parties, by a great stroke of luck, may be able to take down the Living Armour, but most groups will be served best by hiding in the side rooms as the Living Armour passes by. Living Armour have dull senses and PCs may attempt to hide in plain sight if they succeed a stealth check of TN 15 or more. Being spotted by the Living Armour will result in battle starting between the spotted PCs and the Living Armour.

If the PCs defeat the Living Armour, they'll receive a small Spirit Spark. The Spark allows a PC to imbue a weapon to ignore any protection granted by armour. This effect lasts 10 minutes or for 1 battle. Once used the Spark is gone.

4.7 Armoury: The doors to the Armoury must have been smashed down in a run for arms long decades before. Now the space stands open to the Great Hall, and will not be able to hide anyone from pursuing foes. However, there are still some shelves along the stone walls where objects sit among cobwebs and lichen.

All of the larger weapons had been taken during whatever scuffle led to the doors being broken down, however, there is still some ammo for ranged weapons here. There is also a small buckler like the one Gorath wears, a blue cloak and tarnished silver cloak pin, and a very handsome hat. Based on the cold draft running through the room, the roof is sagging in and extensive rummaging around might cause debris to fall down on PCs [*Consider Crumbling Walls hazard*].

Creature: 2 Shambling Sentries still guard this room, and will attack any who try to enter. If the players fight the Shambling Sentries while running from the Living Armour, it will draw the Armour's attention if the Sentries aren't defeated in 3 rounds. And they will be forced to flee their encounter with the Shambling Sentries (each Sentry gets a free hit on the PCs as they retreat); when/if they come back to fight the Shambling Sentries again, it will have regained any HP it lost during their first scuffle. Once it is defeated, the party can claim objects from the Armoury (all mundane equipment), but they still should be cautious of *Crumbling Walls*.

4.8 Storage Larder: Hidden behind a once-fine tapestry, the Storage Larder would have been used by the servants of the Stronghold. It is a tight space, still packed with ceramic jars of ancient preserves, pickles, casks of wine and musty linens for the many tables out in the Great Hall. There is the stink of mould and rot and spoiled food, but there is just enough space between the storage shelves for the party to hide.

The Storage Larder can be used to hide in and wait for Animated Armour to pass by, as its tight space prevents the Armour from entering, and its stench masks the presence of the PCs. However, it looks as though Digressed Rodents at some point chewed their way through the seals on these jars and ate their fill of the contents, leaving the remainders to rot. Mould coats everything and not even a spider would call this place home. An observant PC [Perception style check of TN 13] may notice that there is a single box not touched by the mould on a higher shelf: this contains some smelling salts that will combat the mould's poison.

Hazard: *Poisonous Mould* covers the shelves, walls, and broken jars. A MIGHT check of TN 14 will successfully resist the mould.

4.9 Dining Hall: At the far end of the Great Hall, a private Dining Room can be found through a solid iron door in good condition, however, it appears to be locked. Within, gold-gilt picture frames still hang on the walls, showing King Thanodes, Queen Letitia, their son (Prince Adrastes), and their ward (Gorath). The long table would have once seated up to thirty people, and the high-backed chair at the far end was clearly sat in by the king himself.

The doors are large and pounded iron, unbreakable by a Level 1 PC Furian or otherwise. It is locked and cannot be opened from either side (if the party enters via the Courtyard instead of via the Great Hall). A large key would fit its lock (the key is located in the Guardroom). The Dining Hall is steeped in heavy shadows as the golden candelabras on the table are unlit, as are the sconces in the walls and the elaborate crystal chandelier hanging in the dark above the table. If the PCs visited Julius, they may recognize Letitia as the female Vampire enthralled to Julius, Adrastes as the young male Vampire; Gorath the Undead Sage is a pale shadow of the living man portrayed in these paintings; in them, he is dressed all in white, and the inscription on his portrait reads "The White Thane, Gorath". Any effort the PCs make to light their way, look around, or approach the king's chair, will arouse the attention of each of the three Shambling Sentries stationed in this hall. There is a door at the far end of the hall (behind the king's chair) leading to the kitchens, and also a pair of wide

once-glassed doors leading to the Courtyard. Now they let in a bitter draft. Gorath remembers well: "How sweet the blossoms smelled on summer nights, with torches beating back the night..."

Creature: Three Shambling Sentries (Lightbearer, The Gourmand, and King's Guard) still lurk in this hall, and will lash out at those who try to light the space, disturb the chairs or table, or pass through the room, respectively. These Sentries always receive First Strike once awakened. Gorath the Undead Steward remembers these men, will refer to them by name, and used to dine with them. He will begin to express doubt about what they are doing, especially if the PCs attack or destroy these Undead. Sink Holes make this room a dangerous space to cross.

4.10 Kitchens: Past the Dining Hall is the Stronghold's Kitchens. As soon as the door opens, you can smell the rot, and something else, nearly wood-smelling. The room is in bad disrepair, with half the floor caved into a sink hole into a cellar that once sat below the Kitchen. As you enter, you see movement all around you...

What's left of the Kitchen is swarming with Risen Locusts, cockroaches, flies, and maggots. The worst of them seem to be clustered in the rubble where the cellar once stood, and it seems the grain stores are all infested, any more perishable food rotted away centuries ago, and now a few discarded corpses have been tossed on the pile. While two of them are unrecognizable husks with severely mummified flesh, one is slightly fresher, and Gorath recognizes the garments as belonging to one of the men he had been seeking when he ventured into the Broken Foothills.

Creature: The insects are harmless enough unless anyone had gaping wounds and stays still long enough for a fly to lay eggs. Of real concern are the 8 Risen Locust that will immediately ambush the PCs; they will swarm fresh meat when any of the PCs enters the room.

4.11 Dungeon Stairs: The sole safe passage to enter the crypt is via the staircase in the Great Hall. The passage is black as night, and many of the stairs seem to be broken. Gorath resumes the lead, though he moves with far less confidence than when you entered Hollowfen Stronghold.

Below the Stronghold are the Dungeons used both to hold King Thanodes' enemies as well as hiding the hidden passages to the Crypt of Kings buried deep beneath Hollowfen. Gorath once knew his way through them, but with the number of *Collapsing Tunnels* and *Labyrinthine Passages* here, it is easy to get lost—or worse: trapped. (Once the PCs encounter a minimum of 3 Hazards in the Dungeon Stairs, Part 5 ensues)

Living Armour Patrol.
Play up the tension and describe the ominous footsteps as the Living Armour closes in on the PCs or rounds the corner. If the PCs have sight on the Living Armour, describe it in daunting detail to ensure the PCs understand that this foe is more than a match for them currently. The feeling you should aim to instill in your players is one of dread as this monstrous, hulking suit of armour stalks the halls—each clank of its heavy footsteps announcing the coming of doom.

If the PC is dual-wielding when using the Spirit Spark, let it apply to both weapons.

The Feast ability of the Risen Locusts may quickly overwhelm players that lack the ability to deal damage to multiple enemies at the same time.

The Hazards in the Dungeon Stairs are useful to feed you Ruin for the big showdown against the Pale King.



Hazard: *Collapsing Tunnels* and *Labyrinthine Passages* are rife here, and many a stair is likely to crumble away beneath the PCs' feet. If they are using torches or candlesticks, they will have a lessened difficulty of navigating this dark and treacherous passage—lower the TN by 2 for each check.

PART V: THE PALE KING'S CRYPT

Finally the PCs have delved into the noxious bowels of Hallowfen Stronghold to open the Pale King's tomb. What once was a glorious Kings' Crypt, where King Thanodes' ancestors were interred, has now become the throne room of this Risen madman.

The smell of death permeates the room, with slime on nearly every inch of stone, and an eerie green light rising from the sludgy pools that sit stagnant in every corner. A steady drip of falling water is the only sound and the air is so frigid that the PCs can see their breath despite the gloom. A chair has been constructed from the desecrated bones of Thanodes' ancestors and the Pale King (pg. 30) sits upon it. On his brow is the Crown of the Dead: shining gold metal with a green stone set on his brow. On his lap sits the Registry of Hallowfen, the very book Gorath requested as payment for his assistance and which Julius has offered high reward to obtain.

The closer the PCs get to the Crypt, they find the Pale King has not left himself unprotected. Standing on either side of the throne is a Grim Captain (pg. 24), the most potent and obedient of those in thrall to the Pale King.

If Gorath has followed the PCs to this point, he will engage and hold the Pale King at bay momentarily, and the PCs may fight the Grim Captains on their own. If Gorath is not with the PCs, the party will need to battle the Pale King and the Grim Captains at the same time.

Gorath and the Pale King

After so many years, Gorath has finally come face to face with his lord once more. The moment is an emotional one, even the dried, unbeating heart inside of Gorath's rotting ribcage feels a twinge as he confronts his beloved master turned madman.

The Pale King: "This face... I know this face!"

Gorath: "My liege. It is I, Gorath, steward of Hallowfen. What have you become? This madness must end. There is a chance for redemption yet. Surrender the Crown and the Registry!"

The Pale King: "Pain... so much pain. Gorath. My faithful servant. Will you too, betray me?"

Gorath: "It does not have to come to that my king.

Surrender the Crown and Registry. Be free. Release yourself from the bonds of vengeance. Do it for Letitia and the young prince. Go and be with them.”

The Pale King: “Letitia... Adrastes...”

Gorath: “Yes my king, go be at peace with your loved ones. They are waiting for you.”

The Pale King drops his hardened stance, relaxing the arm holding his scepter to his side. The burning embers in his eyes dim slightly before flaring into blazing blue orbs as he raises his weapon angrily again

The Pale King: “NEVER! I can sense them still on this plane! They REEK of HIM! Gorath, you will pay for your lies. What of duty? What of honour? There is nothing but pain, and I will visit it upon all my enemies!”

With a wail of anger laced with deep sorrow, the Pale King launches himself at Gorath, bringing his scepter down hard on the steward. Gorath brings his sword up just in time to block the strike as sparks fly and an explosion of dust erupts from the impact. The Grim Captains jostle to life on each side of the throne and move towards to the PCs.

Gorath will be able to hold the Pale King at bay for no more than 3 rounds before being smashed aside and taken out of the fight. If the PCs have not defeated the Grim Captains by then, they will be joined by the Pale King.

PART VI: JUST REWARDS

If the PCs have remained loyal to Gorath the Undead Sage, they witness his ascension to the throne of Hollowfen Stronghold, and he makes a pact to help protect the citizens of Kraven Mill from the advances of Vampire Lord Julius, in exchange for their tolerance of Undead traversing the Gemini Peninsula.

If the PCs have betrayed their promise to Gorath the Undead Sage, they are permitted to leave, with the threat that if ever they enter Hollowfen again, they will be shown no mercy.

If the PCs have made a bargain with the Vampire Lord Julius, a Wisp Harbinger will appear as they leave Hollowfen Stronghold. If they offer the Crown of the Dead, the Wisp informs them they can sell it to “Two Fingers” and they will receive their payment of a Kyrindian crystal worth 100 Denerim. If they destroy or keep the Crown, the Wisp relays Julius’ threat that Kraven Mill has now become his feasting grounds. If they offer the Registry of Hollowfen, they receive an additional payment of a smaller Kyrindian crystal worth 50 Denerim, however, when they return to Kraven Mill, they will find White Eye has become a

Grim Captain—the book enables the bearer to make thralls of the Undead. The PCs may forgo payment and take Julius up on his offer of a “favour” down the road.

If any PCs accepted the Elixir, they will by now be feeling a ravenous hunger for raw meat. Julius gives them the option of either accepting one of his talismans (the same as the one “Two Fingers” has) and becoming one of his “liaisons” or suffering the consequences. If they choose the prior, the Wisp will bestow on them one of the talismans, binding them to Vampire Lord Julius. If they reject his offer, they have their Max HP reduced by 5 as the side-effects of the potion kick in. This side-effect will last 10 days unless they drink a pint of fresh blood each day until 10 days are up.

Conclusion: The PCs can now return to Kraven Mill with the wisdom of what was causing their people to disappear. The Crown of the Dead that the Pale King wore was drawing its life from the denizens of the Gemini Peninsula. However, it seems “Two Fingers” is working for Lord Julius, and that those who had been lured from within the safety of their homes may have been his handiwork, as the Wisp Harbingers will serve those in possession of the Vampire Amulet. Vampire Lord Julius had used the PCs to handle the pesky problem of the Pale King for him, by luring out residents and putting them into the path of the Pale King’s Grim Captains. Now that the Pale King has been disposed of, Undead life can return to their sustainable patterns of power. Gorath the Undead Sage is now the passive ruler of Hollowfen Stronghold, under the indulgent eye of Vampire Lord Julius. Kraven Mill will be permitted to continue as it is, though transients who travel too close to the Fen may find Julius’ offers too sweet to refuse.

The PCs can choose to reveal as much or as little of this information to Kraven Mill’s residents as they see fit. If they expose “Two Fingers” for his complicity in the recent tragedies, Elder Darius will rule that “Two Fingers” is to be left in the wilderness to survive on his own—meaning he will likely become one of Julius’ private minions.

Being bound to the Vampire Lord Julius via his unholy talisman can have narrative and mechanical implications if you wish to continue with these characters on another adventure. It is suggested that any PCs bound to Julius are compelled to obey the Vampire Lord’s orders. If they refuse a command, their Max HP is reduced by 1 each day until they reach 0 HP and become a mindless ghoul (obeying the original command may cause Julius to stop this deterioration as well). Forcefully alleviating this curse will require a Judge or Priest (most likely an NPC at this point in your players’ careers) of sufficient power to use some form of Purify or Cleanse power on the afflicted PC.

Julius’ orders can come at inopportune times or once every few days to keep the PCs on their toes. These orders can range from something as simple as stealing an item for Julius or bringing him a tasty morsel, to betraying an important NPC. Use your imagination to put your players into interesting situations from having this dark shadow looming over their heads.



MONSTER CARDS

1

DIGRESSED RODENT

Small, Beast, 15 XP

COMBAT STATS

12	0	12	13	12	9

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
2	2	0	0

ATTACKS

Bite: *Melee. 1d6+2 damage.*

TACTICS AND ABILITIES

Iron Jaw: *Passive.* Attacks completely ignore Armour.

Swarm: *Passive.* When attacking a target that has another Digressed Rodent ADJACENT to it, add +1 to AR for each other Digressed Rodent ADJACENT to the target.

2

GRIM CAPTAIN

Medium, Humanoid, 35 XP

COMBAT STATS

22	2	11	14	13	9

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
4	1	1	0

ATTACKS

Sword: *Melee. 1d6+3 damage.*

TACTICS AND ABILITIES

Instant Rot: *Passive.* A successful attack causes the target to suffer 2 Corrosive damage at the start of their next turn.

Shield Bash: *Standard. Adjacent.* The Grim Captain bashes its shield against the target's arms dealing 1d6+2 damage and reducing the target's AR by 2 for their next attack.

1

SHAMBLING SENTRY

Medium, Undead Humanoid, 20 XP

COMBAT STATS

18	0	11	13	13	8

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
3	1	0	0

ATTACKS

Strike: *Melee. 1d6+3 damage.*

Bite: *Melee. 4 damage.*

TACTICS AND ABILITIES

Mindless: *Passive.* Powers affecting the mind have no effect on the Shambling Sentry. They cannot be reasoned with, are unaffected by morale and will never flee.

Cattle: *Passive.* The Shambling Sentry has no will or mind of its own, but moves and acts as an extension of its controller (in this case, the Pale King).

Unstoppable: *Passive.* Upon reaching 0 or less HP the Shambling Sentry will fight on for 1 more turn through the sheer will of its controller before it crumbles.

Brains: *Passive.* If a target dies from a Bite attack, they will rise as a Shambling Sentry in 3 hours.

2

GRAVE KADOUR

Medium, Beast, 30 XP

COMBAT STATS

19	1	16	14	14	10

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
2	2	0	0

ATTACKS

Gore: *Melee.* 1d8+2 damage.
Rend (2): *Melee.* 1d4+1 damage.

TACTICS AND ABILITIES

Fog of the Kadour: *Passive.* Any battlefield with a Kadour present becomes lined with a thick fog that dulls the senses, causing all attacks beyond an ADJACENT distance to suffer Hindrance. Kadours are immune to the effects of the fog.

Battle Reflexes: *Passive.* The Kadour's DR is increased by +4 against the first single attack made against it in battle.

Auditory Mimicry: *Quick. Far. 1 Ruin. Targets MR.* The Grave Kadour will mimic the voice of its target's Ally and cause the target to use their next turn to move towards the Grave Kadour or use a beneficial power or healing ability on the Grave Kadour (GM's choice). Auditory Mimicry does not work if the target is not in the Fog of the Kadour.

Pounce: *Standard. Nearby Only.* The Grave Kadour leaps a NEARBY distance onto its target dealing 1d10+3 damage and causing the target to become Rooted for 1 round. Pounce avoids Provoked Attacks.

1

RISEN LOCUST

Tiny, Undead Beast, 4 XP

COMBAT STATS

5	0	16	16	12	10

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
0	1	0	0

ATTACKS

Bite: *Melee.* 2 True damage.

TACTICS AND ABILITIES

Flying: *Passive.* The Locust is immune to Provoked Attacks.

Feast: *Passive.* When a single Risen Locust successfully attacks a target, it sends out a supersonic beacon to alert other Risen Locusts that prey has been found. An additional Risen Locust will appear ADJACENT to the attacked target next round and will take its turn the round after that. Once a Risen Locust has summoned another to its side via Feast, it may no longer do it again.

3

FLOWER MANTIS

Large, Beast, 45 XP

COMBAT STATS

27	2	13	15	15	11

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
4	3	1	0

ATTACKS

Tendril Whip: *Melee. 1d8+4 damage to Adjacent targets. 1d6+3 to Nearby targets.*

TACTICS AND ABILITIES

Anchored: *Passive.* The Flower Mantis cannot move from its current location but can attack up to a NEARBY distance with its whiplike tendrils.

Protected: *Passive.* The Flower Mantis' AV is increased by +4 until it opens up to attack. After it attacks for the first time, this bonus is lost until the end of battle.

Floral Regeneration: *Passive.* The Flower Mantis heals for 10 HP at the start of its turn. This healing amount is reduced by 1 each time Floral Regeneration occurs.

Farim's Fever: *Quick. 1 Ruin.* On a successful Tendril Whip, the Flower Mantis may inject a deadly toxin that causes a non-contagious Disease in the target if they fail a MIGHT check against a TN of 13. The target suffers -1 to MIND.

Lashing Frenzy: *Standard. 2 Ruin.* The Flower Mantis attacks up to two targets with Tendril Whip.

1

WISP HARBINGER

Small, Undead, 25 XP

COMBAT STATS

16	1	13	14	16	12

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
0	2	2	0

ATTACKS

Ethereal Touch: *Melee. 1d6+3 Arcane damage.*

TACTICS AND ABILITIES

Ethereal Light: *Passive.* The Wisp Harbinger emits a flickering blue light, which is especially mesmerizing at night.

Floating: *Passive.* The Wisp Harbinger floats half a meter off the ground at all times and all Provoked Attacks made against it suffer Hindrance.

Incorporeal: *Passive.* The Wisp Harbinger suffers half damage from all Physical attacks it receives. The Wisp Harbinger is also able to pass through solid objects unhindered.

Enthrall: *Standard. Adjacent. 1 Ruin. Targets MR.* The target becomes Rooted and suffers Hindrance on all actions for 1 round.

2

GOBLIN MERCHANT

Small, Humanoid, 40 XP

COMBAT STATS

22	2	13	13	13	10

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
2	3	1	1

ATTACKS

Sword: *Melee.* 1d8+4 damage.
Shortbow: *Ranged. Far.* 1d6+3 damage.

TACTICS AND ABILITIES

Hustle: *Passive.* The Goblin Merchant's diminutive size and fast legs make it an annoying target to hit. All Provoked Attacks made against the Goblin Merchant suffer Hindrance.

1

ZOMBIE

Medium, Undead, 15 XP

COMBAT STATS

18	0	11	13	11	8

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
2	0	0	0

ATTACKS

Swipe: *Melee.* 1d4+3 damage.
Bite: *Melee.* 4 damage.

TACTICS AND ABILITIES

Mindless: *Passive.* Powers affecting the mind have no effect on the Zombie. They cannot be reasoned with, are unaffected by morale and will never flee.

Brains: *Passive.* Zombies will prioritize attacking Incapacitated targets using their Bite attack. If a target dies this way, they will rise as a Zombie in 3 hours.

2

SKULKER SKIRMISHER

Medium, Humanoid, 25 XP

COMBAT STATS

23	1	15	13	14	11

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
2	3	0	1

ATTACKS

Axe: *Melee.* 1d6+4 damage.
Pocket Crossbow: *Ranged. Far.* 1d4+3 damage.

TACTICS AND ABILITIES

Scurry: *Reaction.* When a melee attack misses the Skulker, it can freely move to a NEARBY distance without Provoking any attacks.

Opportunist: *Passive.* Skulkers will taunt and skitter about to distract their foes, creating openings for their brethren to capitalize on. A Skulker gains +1 to AR and damage against its target for every additional Skulker that's ADJACENT to the target.

Tail Whip: *Standard. Adjacent.* Some Skulkers keep their tail concealed under clothing/armour but will use the appendage to surprise attack an unsuspecting enemy. Deals 1d4+3 damage and causes the target to be Staggered for 1 round.

5

LIVING ARMOUR

Medium, Undead, 150 XP

COMBAT STATS

50	4	12	16	16	14

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
5	0	3	1

ATTACKS

Melee Attack: *Melee. 1d8+6 damage.*

TACTICS AND ABILITIES

Phantasmal Strike: *Quick. 1 Ruin.* The Living Armour channels its unearthly energies through its weapon as it strikes its target. Empowers the Living Armour's Melee attack to deal Arcane damage for a single attack instead of Physical.

Lockdown: *Standard. 2 Ruin.* The metal plates containing the Living Armour's ethereal essence clamps shut, forming an impenetrable shell. Increase Living Armour's AV by +3 until the start of its next turn. After Lockdown ends, all of the damage suffered by the Living Armour during Lockdown is released, automatically striking all ADJACENT enemies for Arcane damage.

Frost Weakness: *Passive.* The Living Armour becomes Staggered anytime it suffers Frost damage.

Instability: *Passive.* Suffering 15 or more damage in a single attack after mitigation causes a plate of armour to break off of the Living Armour, reducing its AV by 1 permanently and causing an immediate explosion that automatically strikes all ADJACENT enemies for 1d8+4 Arcane damage. Instability can occur up to a maximum of 3 times, if it happens again after 3 times, the Living Armour simply crumples to the ground.

Arcane Absorption: *Passive.* Arcane attacks heal instead of damage the Living Armour.

5

SHADE

Medium, Undead, 150 XP

COMBAT STATS

37	0	16	16	16	14

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
4	4	5	3

ATTACKS

Icy Touch: *Melee. 1d12+8 Frost damage.*

TACTICS AND ABILITIES

Possess: *Standard. 2 Ruin.* The Shade passes into a living being that's ADJACENT to it. The target must perform a MR check vs. TN of 17. Failure results in the target becoming Confused (TN 18) and the Shade disappearing into the target's body. Lasts 3 rounds or until the target suffers 18 or more damage in a single attack: the shock of such a blow forces the Shade out of the target's body. While inside the possessed body, the Shade is immune to damage. Possession is a taxing ability and a Shade can only possess once per battle.

Horriying Visage: *Standard. Adjacent. 1 Ruin. Targets MR.* The Shade's face changes into the stuff of nightmares for a moment. The target is Stunned if they are unable to resist their fear.

Embrace of the Grave: *Quick. 2 Ruin.* On a successful Icy Touch, the Shade grabs its victim and bites into them deeply. A numbing chill freezes the victim's veins and leaves a lingering weakness inside of them. The target must make a MIGHT check against a TN of 15 or become Diseased. Embrace of the Grave reduces MIGHT by -2 and is contagious.

Incorporeal: *Passive.* The Shade suffers half damage from all Physical attacks it receives. The Shade is also able to pass through solid objects unhindered.

Floating: *Passive.* The Shade floats half a meter off the ground at all times and all Provoked Attacks made against a Shade suffer Hindrance.







Frost Resistance: *Passive.* The Shade has +5 Frost Resistance.

Divine Weakness: *Passive.* The Shade takes 2x more Divine damage.

3

SHADE CHILD*Small, Undead, 80 XP*

COMBAT STATS

					
25	0	14	14	14	14

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
2	2	2	1

ATTACKS

Icy Touch: *Melee. 1d6+4 Frost damage.*

TACTICS AND ABILITIES

Tantrum: *Standard. 1 Ruin.* The Shade Child lashes out in all directions in an attempt to strike all ADJACENT enemies for 1d6 Frost damage. The Tantrum continues until the start of the Shade Child's next turn. While Tantrum is active, any melee attacks made against the Shade Child suffer 2 Frost damage.

Playtime: *Quick. Adjacent. 1 Ruin. Targets MR.* The Shade Child squeals with delight and forces its unholy will on a single target. The target is Confused for 1 round if they are unable to resist the call to play.

Incorporeal: *Passive.* The Shade Child suffers half damage from all Physical attacks it receives. The Shade is also able to pass through solid objects unhindered.

Floating: *Passive.* The Shade Child floats half a meter off the ground at all times and all Provoked Attacks made against a Shade suffer Hindrance.







Frost Resistance: *Passive.* The Shade Child has +5 Frost Resistance.

Divine Weakness: *Passive.* The Shade Child takes 2x more Divine damage.

2

CULTIST INITIATE*Medium, Humanoid, 35 XP*

COMBAT STATS

					
18	0	14	14	12	11

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
1	2	2	0

ATTACKS

Melee Attack: *Melee. 1d6+3 damage.*

TACTICS AND ABILITIES

Mob Rule: *Passive.* For every Cultist Initiate on the battlefield, increase Cultist Initiate damage by +1.

The Last Laugh: *Passive.* When a Cultist Initiate suffers a killing blow, they make an instant Melee Attack at an ADJACENT target before they die.

Marks of the Infernal Kings: *Passive.* A Cultist Initiate may only bear one mark from this list:

Mark of Vorath: *Quick. 1 Ruin.* The Cultist's next attack is empowered by the hunger of the Devourer himself. The Cultist is healed for twice the amount of damage they inflict from this attack.

Mark of Irathmus: *Passive.* The fires of Irathmus burn inside the Cultist. When the Cultist's flesh is too weak to contain it anymore, it bursts in a fiery explosion. When the Cultist dies, anyone ADJACENT to the Cultist automatically suffers 1d6 Fire damage. Replaces **The Last Laugh**.

Mark of Tala'zim: *Passive.* The Cultist revels in the pain of others and is invigorated by their downfall. When a PC becomes Incapacitated, the Cultist is healed for 6 HP and regains their Standard action.

3

ACCURSED WILLOW

Massive, Humanoid, 80 XP

COMBAT STATS

60	3	11	16	13	12

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
5	1	3	2

ATTACKS

Oaken Fists: *Melee. 1d8+4 damage.*

TACTICS AND ABILITIES

Decay: *Passive.* The Accursed Willow loses 3 HP at the beginning of its turn.

Fire Weakness: *Passive.* The Green Warden takes 2x more Fire-based damage. When the Green Warden suffers Fire damage, its Decay effects are also doubled at the beginning of its next turn.

Power Stomp: *Standard. 2 Ruin.* Raising one massive leg off the ground, the Green Warden stomps down with such force it sucks in enemies. Deals 1d4+4 damage to all enemies up to a NEARBY distance away and displaces all enemies up to a NEARBY distance away to become ADJACENT to the Green Warden.

Thorny Brambles: *Quick. 1 Ruin.* Razor-sharp thorns burst forth from every part of the Green Warden's wooden body. While Thorny Brambles is active, melee attacks against the Green Warden return 1d4 damage back at the attacker. Also grants +2 Armour Penetration. Lasts until the start of the Green Warden's next turn.

2

PALE KING

Medium, Undead, 200 XP

COMBAT STATS

90	2	16	15	15	13

ATTRIBUTES

MIGHT	AGILITY	MIND	PRESENCE
5	4	3	0

ATTACKS

Scepter of Sorrow: *Melee. 1d6+5 damage.*

TACTICS AND ABILITIES

Crypt Shriek: *Quick. Nearby. 2 Ruin. 2r. Targets MR.* The Pale King lets out a terrible shriek that disables power usage for all successfully affected targets. Successfully resisting the Shriek still leaves the target Staggered. Effects last 1 round.

Grand Entrance: *Standard. 1 Ruin.* The Pale King makes a massive sweeping motion with his Scepter of Sorrow and strikes up to 3 ADJACENT targets for 1d4+5 Frost damage.

Glide: *Movement. 1 Ruin.* The Pale King hovers across the ground with an uncanny quickness towards his target and is immune to Provoked Attacks. Moves up to a NEARBY distance.

Resist Pain: *Passive.* Minor wounds dealt to the Pale King are not felt. A strike dealing 5 or less damage after mitigation to the Pale King causes no damage at all.

Crown of the Dead: *Passive.* When the Pale King or any Grim Captains under his command deal damage, half of that damage is returned as healing for the Pale King. The Crown of the Dead worn by the Pale King enables this healing to occur. To knock off the Crown of the Dead and deactivate this power, an attack must be made directly at the Crown (DR 19) that deals 5 or more damage after mitigation. The Pale King will suffer the damage of this attack as well.

Burning Vengeance: *Passive.* Whenever the Pale King's HP drops below 20, the Crown of the Dead's healing effect now returns the full amount of damage dealt as healing instead of just half.

Divine Weakness: *Passive.* The Pale King takes 1.5x more Divine damage.