

HALCYON HEROES

SAVING PRIVATE GRAVES

The Halcyon Heroes adventure is a short Side Trek encounter intended for a party of 5th level characters. There is very little in this introduction because the purpose of this short adventure is really to allow the DM to set-up another adventure by filling in the motivations and things that would normally fit in an introduction. There are a few suggestions in the 'Concluding the Adventure' section at the end.

ADVENTURE SYNOPSIS

While wandering the streets of Anrob one night, the PCs stumble across someone attempting to rob a grave. In the city, there is a graveyard reserved for the soldiers of the city; it is particularly hallowed ground and the PCs will need to try to stop him from defiling those graves.

SEEING THE SUSPICIOUS

Encounter Level: none

SETUP

While walking past the city gates on night, the PC observes (on a superfluous Spot check) a person making for the city's hero graveyard as he throws a mantle of invisibility around his shoulders.

When the player makes that Spot check, read:

Ahead of you, at the gates to the city's graveyard of heroes, stands a figure dressed in black. He checks left and right as if to ensure that he is not seen. The last thing you see is him gesticulating as if casting a spell, then a he makes a motion as if pulling a cloak around his shoulders and takes a single step towards the gate before vanishing.

DEVELOPMENT

On further investigation, the PC discovers that the guards are asleep and cannot be roused. It remains up to the PC to investigate.

Once inside the gate, the PC should be able to find the culprit (Search check DC ? [he is no longer invisible] or Survival check, DC ? to follow his footprints) at the grave of one of Anrob's fallen soldiers.

BEING DISCOVERED

Encounter Level: 5 (varies)

SETUP

This encounter only occurs if the culprit detects the PC's presence or is confronted in some way.

When the PC approaches, read:

The strange man can be seen standing over a grave and is clearly casting a spell of some sort. Soon, the earthen mound begins to shift as an old coffin rises from the ground and is set down to the side. With a flick of his wrist, the lid to the coffin is removed and the man reaches in to detach the person's skull and tucks it neatly into his satchel.

At this point, the PC should have the opportunity to react, but the culprit also gets another Spot and Listen check now that he is no longer distracted. If he spots the PC or is confronted...

Culprit

hp XX (YDZ HD)

CR PL

TACTICS

Given the opportunity, the grave-robber will cast raise dead commanding them to kill the PC and then become invisible again hoping to remain safely so until the PC is killed, loaded into the coffin and buried.

8 Zombies

hp: 16 (2d12+3); DR 5/slashing

CR 1/2ea.

If the fight doesn't go his way, he will flee with his prize and try to lose the PC in the cobblestone streets.

CONCLUDING THE ADVENTURE

From here, the PC could well investigate the grave robbery and may get involved in trying to stop the strange and sudden rash of such atrocities across the city. Most likely that would lead him back to the immortality experiments being conducted by the Arciversity.

Zombie, Human Commoner

CR 1/2

NE Medium Undead

Init: -1; **Senses:** darkvision 60ft.

AC: 11, touch 9, flat-footed 11

hp: 16 (2d12+3)

Immune: Undead traits

DR: 5/slashing

Fort: +0, **Ref:** -1, **Will:** +3

Speed: 30ft (6 squares); single actions only; can't run

Melee +2 Slam (1d6+1) or

Melee +2 Club (1d6+1)

Space: 5ft. **Reach:** 5ft.

Base Atk: +1 **Grp:** +2

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

Feats: Toughness