

House of Bones: a Supplemental Adventure for *The Grey Citadel*

The Eamonvale mini campaign setting is featured in the Necromancer Games adventure modules The Grey Citadel and The Eamonvale Incursion by Nathan Douglas Paul. Eamonvale is located in a mist-shrouded mountain range with incessant precipitation.

House of Bones is a Supplemental Adventure for use with the Eamonvale mini campaign setting, specifically following the events of *The Grey Citadel*, an adventure module available from Necromancer Games.

Level: 4-6 Characters of Levels 8-10

Synopsis: Someone is killing the clerics of the Grey Citadel – ritually murdering them and leaving their scarred corpses outside the Keep. Once more, the populace is panicked, and the Mist Watch unable (or unwilling) to prevent the deaths. It is up to a plucky band of heroes to track down and eliminate the perpetrators...

Introduction

The Grey Citadel is, once again, gripped with fear. Good-hearted clergy are being struck down, their mutilated bodies left scarred by runes of madness.

With the memories of the demonic incursion still fresh in the minds of the populace, these new attacks make the common folk more scared than before. Whilst the Mist Watch strive to protect the city, the local temples close their doors in fear and Lord Angus looks

to brave hearts to save his fiefdom once more...

The House of Bones is a stand-alone adventure which follows on from the events of *The Grey Citadel* and uses characters and locations from that work. Whilst possessing (and having played) *The Grey Citadel* would be an advantage, it is not essential. This adventure can be located in any city the DM desires with minor modification.

The adventure is designed for four to six player characters of levels 8-10. Notes on adapting the encounters for higher or lower level parties are given at the end of the adventure.

For the DM

A twisted death cult with its headquarters in the hills surrounding Eamonvale has long coveted controlling Dun Eamon as a means of acquiring mortal souls and controlling a trade route. They had originally sent Gethrax, a blackguard, to scout the Citadel and determine how easy conquering it would be. His arrival coincided with that of Lillith and her summoned demon horde (see the events detailed in *The Grey Citadel*), and he found himself allied to her cause.

He has managed to send back details to his cult leaders that after the demon invasion, the populace is downhearted and ripe for conquest.



To that end, a group of cultists has managed to infiltrate Dun Eamon and establish a base of operations. Their base of operations is the Charnel House in the lower city graveyard, an area surrounded by superstitions upon which the general populace would not normally intrude.

With the help of some ‘specialists’ employed through their cult leaders, they have managed to kill a number of good-aligned clergy (including a number from the Temple of Fortitude), leaving their naked bodies outside the Keep with death runes carved into their chests.

If Gethrax managed to survive the events of *The Grey Citadel*, he is the leader of the cultists and can be found in the Charnel House. If Gethrax did not survive, Drusus leads the cultists, but his statistics are the same.

Involving the Players

Describing the Corpses

As the heroes gather in the tap room of their chosen tavern, or bustle about the markets, they may notice that there are worried looks amongst the populace. Folk are looking over their shoulders, and the following mutterings may be half-heard:

“...his heart had been put into his mouth, and Goodwife Bannion said it was still beating...”

“...a horrible look upon ‘is face, like ‘e’d seen Death ‘isself...”

“...some strange symbol carved on what was left of his chest...”

“...third one this week...”

“Right outside the Keep, too, so how those guards are supposed to protect us, I don’t know...”

Should the party decide a trip up to the Keep is in order, this is what awaits:

A small crowd has gathered round the gates of the Keep. They are held back by a group of Mist Watch guards. In the gloom, it is difficult to make out details, but from where you stand, it seems that Cael Angus is examining the body of a young man. As Cael stands, you see that the skin of his chest has been drawn upon with a sharp knife – a strange symbol has been carved in blood and bone upon his skin. Lord Angus strides out to examine the corpse. He looks sadly at it and motions for the Mist Watch to carry it away.

A Knowledge (religion) Check (DC15) or Bardic Knowledge Check (DC 20) reveals that

the symbol carved on the chest of the corpse is that of a death god, a cruel and suppressed cult which revels in bloodshed.

As the corpse is put onto a litter and borne away by the Mist Watch, the crowd begins to disperse. If the heroes attempt to make contact with Lord Angus (ruler of the Dun Eamon) or his brother Cael (Chief Priest of the Temple of Fortitude), their way is barred by an officious sergeant from the Mist Watch, who sees it as his duty to keep them out of the Angus brothers’ hair. The sergeant tries to move them along; his frantic ushering attracts the brothers’ attention and the party is called forward.

If the party has completed *The Grey Citadel*, use the following text:

Lord Angus greets you warmly. “Well met, my friends. I am glad to see you again. Once again, the streets of Dun Eamon are not safe for honest folk to walk along. This is not the first cleric to have died in a horrific manner, nor to have been mutilated in this manner.”

He gestures towards the remaining guards. “The Mist Watch do what they can, but I fear that tracking down and eliminating the perpetrators of such acts may be beyond them. Many of the clerics who have been murdered have been aligned with cults who strive to protect and nurture the populace. It seems that someone is determined to scare the others into leaving the Citadel and controlling the populace by fear.”

Lord Angus asks if the party will accept his commission to investigate the murder of the clerics. He offers them 500gp each for the task. Cael notes that whilst undertaking this mission, clerics in the Temple of Fortitude will waive their normal fees for casting cure spells, as their contribution to the fee (they are likely to be attacked as well).

If the party has NOT completed *The Grey Citadel*, adapt the following meeting:

The heroes manage to attract Lord Angus’ attention, and he orders the sergeant to let them pass. Lord Angus questions them in an attempt to establish their intent, and assuming they do not anger him in any way, he commissions them to find the murderers at a bounty of 500gp each. Note that as the group are not known in the city, the Temple of Fortitude does not make a similar offer of healing spells.

If the group accepts, Lord Angus has a warrant (complete with his seal) issued to the

party. This effectively ensures co-operation of the Mist Watch in their mission.

The heroes need to determine where the killers are located. If they ask too many questions, the cult (who have spies in many places) may decide to take action and launch an attack on the group (see next section).

Timed Encounter: The Cult Attacks (EL 11)

This section is only applicable if the party contains a non-evil aligned cleric or druid (or, perhaps, a paladin). It is a timed encounter and should occur the evening after the characters first hear about the serial killings of clerics.

The encounter starts in the tap-room of their favourite tavern one murky evening...

There is a commotion at the door of the tavern, and a wild-haired woman, her wet-weather robe over dishevelled clothes torn at the shoulder and hip, collapses into the warming fug.

"Demons," she gasps, and collapses.

One of the serving staff hurries over with a mean measure of grape spirit to revive her, but before he reaches her, she gasps and screams "By the Gods, Vistean lies wounded there!"

The woman accepts the spirit and scans the room. The mood is very subdued, the mention of demons being sufficient to quell the night's revelry and bring back unwanted memories. One or two of the patrons look at each other nervously and the bar's bully boys stand close to the doorways looking scared but vigilant.

Revived by her glass of spirit, the woman surveys the bar. "Vistean fought off and killed the creature, but lies mortally wounded himself. Is there a cleric or healer here who could offer succour to a demon killer?"

If the party doesn't immediately bite at this (and any good cleric probably should have, by now), then use the bar-keep or another customer to point out (to the whole tavern!) the intended target, embellishing with stories of his prowess at curing wounds, warts and the dropsy. This should sufficiently embarrass the cleric into volunteering for the mission.

It is a foul night outside: the general Grey Citadel mist is being supplemented by rain and a cold breeze. Visibility is seriously reduced and concealment factors further increased by one stage from those given in *The Grey Citadel*.

The woman urges the cleric (and any other characters who accompany him) to hurry. She

leads them across the main street and into a side street. She almost drags them along the street, exhorting speed and hoping that they will be in time. After about 200 feet, she stops and points to an alleyway.

"The demon pulled me down the alley, hoping to make a meal of me. Vistean heard my cries and came to my aid. There he lies, bleeding and broken."

She gently nudges the cleric in the back, directing him to the narrow alley. "I am sore afraid: more boggarts may be there. Find Vistean quickly, then we can all escape this foul night."

This is, of course, an ambush.

There are a number of assassins, hired by the cult, located in and around the alleyway. The woman, an assassin called Erika, waits to sneak attack from behind when the ambush starts.

Erika, Female Human Rog5/Asn2: CR 7; SZ M Humanoid; HD 7d6; hp 30; Init +3; Spd 30 ft.; AC 16 (+3 armor [masterwork studded leather], +3 Dex), touch 13, flat-footed 16; BAB/Grp +4/+4; Atk +7 melee (1d6, rapier, 18-20/x2); Atk +9 melee (1d4+2 plus poison, +2 dagger, 19-20/x2); Atk +7 ranged (1d8, light crossbow, 19-20/x2); SA death attack, sneak attack (4d6); SQ evasion, improved uncanny dodge, poison use, poison resistance, uncanny dodge, trapfinding, trap sense (+1); AL LE; SV Fort +1, Ref +10, Will +2; Str 10, Dex 16, Con 10, Int 13, Wis 12, Cha 12.

Skills: Balance +13, Climb +8, Disguise +5, Hide +13, Listen +8, Move Silently +13, Open Lock +15, Search +10, Sleight of Hand +11, Spot+10, Tumble +12. **Feats:** Dodge, Nimble Fingers, Point Blank Shot, Weapon Finesse.

Possessions: +3 studded leather armor, +2 dagger coated with drow poison, rapier, light crossbow, 20 bolts.

Assassin Spells Prepared (2/day; save DC 12 plus spell level): 1st—*disguise self*, *obscuring mist*, *true strike*.

Description: Erika is a dark lady in many ways: she has shoulder-length chestnut hair, dark brown eyes and a dusky complexion. She uses an ugly pinafore dress to conceal her lithe figure and the studded leather armour she habitually wears.

Ahlfrid, Female Human Clr5: CR 5; SZ M; HD 5d8+8; hp 33; Init +0; Spd 20 ft.; AC 18 (+6 armor [+1 breastplate], +2 shield [+1 darkwood light shield]), touch 10, flat-footed 18; BAB/Grp +3/+5; Atk +6 melee (1d8+2,

heavy mace, 20/x2); SQ aura, spontaneous casting, restricted spells, rebuke undead; AL NE; SV Fort +5, Ref +1, Will +8; Str 15, Dex 10, Con 12, Int 10, Wis 18, Cha 14.

Skills: Concentration +9, Disguise +10, Knowledge (religion) +8. **Feats:** Combat Casting, Weapon Focus (heavy mace), Spell Focus (Necromancy).

Possessions: +1 breastplate, +2 darkwood light shield, heavy mace.

Divine Spells Prepared (5/3/2/1; save DC 14 plus spell level): 0—*detect magic* (x2), *cure minor wounds*, *light*, *resistance*; 1st—*bless*, *command*, *doom*, *shield of faith*; 2nd—*death knell*, *silence*, *spiritual weapon*; 3rd—*dispel magic*, *prayer*.

Domain Spells (Death/Evil): 1st—*cause fear*; 2nd—*desecrate*; 3rd—*animate dead*.

Description: Ahlfrid might be considered comely, were it not for her hardened face and haughty demeanour. With her blonde hair, large blue eyes and red lips, she can turn heads. However, she rarely smiles and her coldness of spirit reflects in the pinching of her face.

Arulf, Male Human Sor5: CR 5; SZ M; HD 5d4+10; hp 26; Init +7; Spd 30 ft.; AC 14 (+1 deflection [+1 *ring of protection*], +3 Dex), touch 14, flat-footed 11; BAB/Grp +2/+2; Atk +2 melee (1d6, shortspear, 20/x2); Atk +6 ranged (1d8, light crossbow, 19-20/x2); SQ familiar (none summoned); AL CE; SV Fort

+3, Ref +4, Will +6; Str 11, Dex 17, Con 14, Int 15, Wis 14, Cha 18.

Skills: Bluff +10, Concentration +10, Knowledge (arcana) +10, Move Silently +6, Spellcraft +15, Spot +4. **Feats:** Combat Casting, Improved Initiative, Skill Focus (Spellcraft).

Possessions: +1 ring of protection

Sorcerer Spells Known (Cast Per Day: 6/7/5 [3 2nd level spells remaining]; save DC 14 + spell level): 0—*dancing lights*, *detect magic*, *mage hand*, *mending*, *ray of frost*; 1st—*mage armor*, *magic missile*, *obscuring mist*, *summon monster I*; 2nd—*invisibility*, *scorching ray*.

Description: Arulf has a cheery demeanour: with red hair and beard, he lights up a room when he enters. There is always a smile on his face, never more than when he is blasting spells at an opponent. He prefers to wear loose, non-descript shirts and hose to deflect from his memorable features.

Ielephinua, Female Elf Brd5/Asn2: CR 7; SZ M; HD 7d6; hp 30; Init +3; Spd 30 ft.; AC 18 (+5 armor [+2 *studded leather*], +3 Dex), touch 13, flat-footed 18; BAB/Grp +4/+7; Atk +7 melee (1d8+3, longsword, 19-20/x2); Atk +7 ranged (1d8, light crossbow, 19-20/x2); SA death attack, sneak attack (1d6); SQ bardic knowledge, bardic music, poison resistance, poison use, uncanny dodge; AL NE; SV Fort +1, Ref +10, Will +5; Str 16, Dex 16, Con 10, Int 14, Wis 12, Cha 15.



Skills: Bluff +6, Concentration +4, Disguise +6, Gather Information +12, Hide+11, Intimidate +4, Move Silently +13, Perform (oratory) +10, Perform (Singing) +6, Search +6, Spot +5, Tumble +13, Use Magic Device +10. **Feats:** Dodge, Point Blank Shot, Precise Shot.

Possessions: +2 studded leather armor

Bard Spells Known (Cast Per Day 3/4/2, save DC 12 plus spell level): 0—*dancing lights, daze, detect magic, ghost sound, light, read magic*; 1st—*charm person, cure light wounds, grease, hypnotism*; 2nd—*darkness, hold person, summon monster II*.

Assassin Spells Known (Cast Per Day 2, save DC 12 plus spell level; 15% arcane spell failure chance): 1st—*disguise self, obscuring mist, sleep*.

Description: Ielephenua comes from a long Elven tradition of story-telling. She has an easy, glib charm which could talk the hind legs off a donkey whilst leading it to the slaughterhouse. In human habitations, she wears a scarf over her ears to try and disguise her heritage. With her dark brown eyes and willowy figure, she is often mistaken for a teenage girl, something she often plays on.

Norar, Male Dwarf Ftr5: CR 5; SZ M; HD 5d10+10; hp 44; Init +2; Spd 20 ft.; AC 21 (+7 armor [+2 *chainmail*], +2 shield [masterwork heavy wooden shield], +2 Dex), touch 12, flat-footed 19; BAB/Grap +5/+8; Atk +10 melee (1d10+6, dwarven waraxe, 20/x3); SQ darkvision 60, stonecunning, stability; AL NE; SV Fort +6, Ref +3, Will +0; Str 16, Dex 14, Con 14, Int 11, Wis 9, Cha 12.

Skills: Climb +6, Jump +0. **Feats:** Power Attack, Cleave, Great Cleave, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Possessions: +2 *chainmail*, masterwork heavy wooden shield.

Description: Norar is of moderate height for a dwarf, sturdily built, walking with a rolling gait and slightly bandy legs. He wears his dark hair long (for a dwarf), but tied back in a ponytail beneath his helm. His beard is neatly trimmed, revealing many scars of battle on his face. In battle, he smiles broadly, revelling in the thrill of violence.

Tactics: Ielepinua, the bard/ assassin on the roof of a nearby building targets the lead character with a crossbow bolt and hope to hit with a sneak attack. Arnulf, the invisible Sorcerer up there casts an *obscuring mist* on the alley to really make life difficult (everyone is now fighting effectively blind).

Ahlfrid, the evil cleric (who has had *invisibility* cast on him) moves up the alleyway in support, and Norar, the dwarven fighter, tries to swing at the leading character, over Erika, with a dwarven waraxe.

Erika tumbles over the top of the dwarf, readies her dagger and casts a *true strike*. Her next action is to throw the poisoned dagger at the intended victim (cleric, druid or paladin) – note that the victim gets a cover bonus due to the dwarf standing there (but that's why Erika has *true strike* anyway).

Arnulf targets the most threatening spell caster with a volley of *magic missiles* and return to *invisibility*. He may also use *summon monster* to flood the battlefield with fiendish dire rats or fiendish small vipers to make life difficult for his opponents.

If the fight is obviously going against the mercenaries, they look to flee the scene as rapidly as possible. Once the dust has settled and the assassins have been dispatched, their bodies may be searched for clues.

The cult's letter (shown as Figure 1) should be found on one of the bodies – either Erika (the leader of the group) or Arnulf, who is a member of the cult in good standing. Arnulf will be wearing a pendant which is the symbol of the deity in question, and should be reviled by any good cleric who sees it.

Timed Encounter: The Delayed Messenger

The bard, Rasputin (refer to *The Grey Citadel* for complete description and stats) accosts one or more of the group as they go about their business in Dun Eamon. Rasputin has a reputation for knowing what is going on: now that the Ebon Union has been suppressed and his informants are more willing to talk, he has his finger on the pulse again. Whilst engaging in general chit-chat, he opens his hand in front of the character to show a sealed packet with the word "Gethrax" inscribed on it. He mutters, quietly, "Come tonight to the Market Tavern, I can tell you more."

Once the heroes gather in the taproom, Rasputin will conclude his performance and, with a glance in their direction, head into a private room behind the bar.

Rasputin invites you to sit, places his lute carefully on the table and pulls from inside his shirt a packet with the word "Gethrax" on the front.

"I had heard, from my contacts, that you had been involved with Gethrax. One of my regular informants passed me this recently; he's had it for some time. Seems he took it off an arrogant fellow in the Market Square, he'd just upset a half-orc with a toothache and paid the price."

Rasputin hands over the letter, waiving any payment, and allows the characters to read the document.

"I have heard many bad rumours about Gethrax, and not just from the Grey Citadel. If he is here, Death can only follow. I know you are capable, as you were involved in defeating the demons, which is why I entrust this to you all. If Gethrax and his minions are allowed to make themselves at home here, all of the city will come under their spell."

The letter is shown as Figure 1 at the end of the module. The letter references "The House of Bones." Characters native to Dun Eamon are familiar with this place, otherwise they need to investigate its location. Rasputin has not heard of the House, and is unwilling to help any further: he has salved his conscience by passing on the message and is alarmed by the nature of the message.

Heroes wishing to find out where (and what) the House of Bones is need to succeed at a Gather Information Check DC 15 whilst in a tavern or the Market to glean the information. A total check result of 9 or below results in suspicions of the characters being raised, and make the populace more tight-lipped towards the party (raise the DCs of social interaction checks with inhabitants by +2).

It is possible that they may (erroneously) decide that the House of Bones is associated with a graveyard, in which case they should be provided with details of the Necropolis situated on the mainland. A Bardic Knowledge DC 12 check or Knowledge (local) DC10 check should provide details of the location.

The Necropolis (EL6 at night)

The Necropolis is located on the bank of the River Eamon, reached by ford from the city. It is about 30 minutes' travel in elegant carriage from the gate.

This is the site of the Citadel's tombs, the majority for the rich and the aristocracy. One tomb, at the centre of the graveyard, is reserved for war heroes of any standing, valiant men and women who have protected Dun Eamon against invaders are interred here.

The road leads up a hill: at its top is a vast expanse of tombs, silhouetted against the sky. The stonework reaches up to the clouds, trying to tear them down, great granite claws grasping at the sky.

Past the gates, the majesty of the Necropolis can be seen. The tombs are well-tended, each carving in marble cleaned free from moss and polished to shine in the sun. Hundreds of memorials and crypts stretch into the distance, each built to hold a generation of a family, each providing peace and rest away from the bustle of the city.

For any DM wishing for a better impression of the look of this place, search online for pictures of the "Glasgow Necropolis," which inspired the look and feel of this location.

There is no map of the Necropolis included in the module; characters are free to roam the graveyard to fruitlessly search for the House of Bones. For atmosphere, consider that they might interrupt a funeral, or come across a grieving widow.

If the heroes are brave (or foolhardy) enough to search the Necropolis at night, they are interrupted by **The Watcher** – a ghost of the last person to be buried here, acting as protector of the graveyard, and keeping the other bodies safe from animals and grave robbers.

As you wander around the Necropolis, a cloud drifts across the moon and the pathways darken...

And then, a voice behind you asks "What brings the Living to the Dead Domain?"

Standing in the shadow of the trees is a medium sized man, wearing the latest fashions from the city. His face is twisted, as if in fear, and there is sadness in his eyes. As you peer closer, you can make out the glow around the edges of his form, the pale, washed-out colour of his face and clothes – and the tree-trunk which can be glimpsed through him...

The Watcher, Male Human Ghost Ari4 (Augmented Humanoid): CR 6; SZ M Undead (Incorporeal); HD 4d12; hp 31; Init +6; Spd 30 ft.; fly 30 ft. (perfect); AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +3/+4; Atk +4 melee (1d3+1, grapple); Atk +4 melee (special, touch); SA frightful moan (30 ft. radius, panic for 2d4 rounds, DC 16 Will save resists); SQ horrific appearance(60 ft. radius, 1d4 point each of Str, Dex and Con

damage, DC 16 Fort save resists), manifestation (50% chance to ignore corporeal damage), rejuvenation (restored in 2d4 days with DC 16 level check), telekinesis (CL 12, once per 1d4 rounds), turn resistance (+4); AL N; SV Fort +3, Ref +3, Will +5; Str 12, Dex 15, Con –, Int 13, Wis 12, Cha 18.

Skills: Bluff +11, Diplomacy +17, Gather Information +13, Intimidate +13, Knowledge (local) +8, Sense Motive +10. **Feats:** Great Fortitude, Improved Initiative, Negotiator.

Description: The Watcher is a recently-buried noble from Dun Eamon, who died after seeing a band of demons in the streets. His haughty features are translucent in the moonlight. His death has transformed his appearance: his hair is disordered, his eyes glow red with malevolence and point in different directions. The Watcher's mouth is twisted into a cruel grin, exposing a mouth full of rotten teeth and a gold coin on his tongue.

Tactics: As a noble, he has a sense of duty, and accosts those trespassing on his realm at night. He does not immediately try to scare the party off, and is willing to talk to determine whether they are malign.

If the Watcher at any time believes that the intruders are bent on grave-robbing or enchanting evil spirits, he uses his horrific appearance ability followed by his frightful moan ability to scare away the intruders.

However, as a native of Dun Eamon, The Watcher makes the party aware of their error in searching for The House of Bones in the Necropolis. He can tell them where the Charnel House is really located, and warn them that it has been feared in recent years as a haunt for undead (there is some irony in his statement here!).

The Watcher is charming but supercilious, almost as if conversing with commoners is below him. At times he can be condescending, but he is polite if treated politely, and does not launch an assault on the intruders unless

provoked.

If the heroes successfully negotiate with The Watcher and peacefully conclude the encounter, they should be rewarded with a full CR 6 experience award. Devious DM's wishing to muddy the waters may have The Watcher give the group an additional quest to complete so that he may rest in peace.

The Charnel House

The House of Bones is located in the corner of Dun Eamon, set in its own grounds and situated a little away from other buildings.

The building has a central tower, with two small chapels either side where funeral services can be held. The tower is obviously in a state of disrepair: the roof has crumbled and one wall has fallen away to reveal a sparse apartment with weather-worn furniture. It is clear that the tower is not in use and any activity is taking place either in or under the chapels.

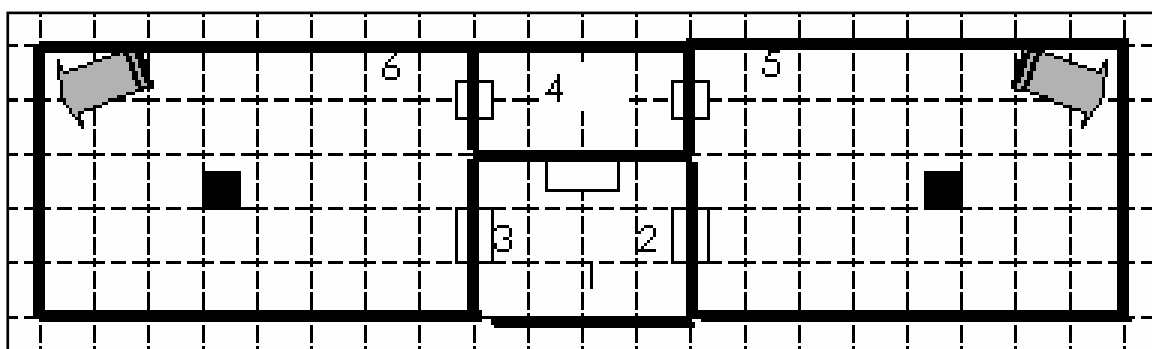
Ground Level

Area 1: Under the Tower

The door pushes open on well-oiled hinges, revealing a large, airy chamber. Torches, high on the wall opposite the door, pierce the gloom. Between the torches stands a statue on a plinth – a giant skeleton, standing 8 feet tall, holding a large scythe: his eyes glow and he grins down at those daring to penetrate his domain.

On either side of the hallway is a doorway, wide enough to carry a coffined body through. Closed double doors on each prevent the curious from seeing into the chapels beyond.

The statue's glowing eyes are provided courtesy of a *continual light* spell. The wary may take measures in case the creature springs to life, but the statue remains motionless and is, indeed, merely a statue.



Area 2: The Right-Hand Doorway (EL6)

The doorway has dancing skeletons carved into the woodwork, their leering grins seeming to suggest that they want you to join them. But the doors do not push open easily. A large, robust-looking lock is set into the wood and this seems to be what is preventing entry into the chapel beyond.

The lock is of reasonable quality, but has not been maintained for some years and is stiff. An Open Lock check (DC 25) is required to pick the lock. However, the lock has been protected by a powerful **trap**, which may be detected by a rogue's search or a *detect magic* spell. Anyone tampering with the lock is assaulted by a burst of fire spurting from the mechanism! Once the trap has been discharged or overcome, the lock can be opened as normal.

Glyph of Warding Trap: CR 6; spell; spell trigger; no reset; spell effect (glyph of warding spell [fireburst], CL 16, 8d8 fire damage, DC 14 Ref save for half); Search DC 28; Disable Device DC 28. *Market Price/ Cost:* 680 gp to hire spellcaster.

Area 3: The Left-Hand Doorway

This doorway has a pair of scythes carved into them: the scythes cross at the centre of the doors where the handle and keyhole are. The scythes are held at each bottom corner by a skeletal hand.

The door is locked (Open Lock DC 25 to pick) but is also barred from the other side. Each door has bolts, top and bottom, which are secured into deep recesses in the floor or ceiling. In addition, a stout wooden bar sits across the centre of the doors.

A Spot check (DC 35) made by a person peering through the crack between the doors will spot the bar.

Area 4: The Sacristy (EL 8)

This is a large, dusty room, a retreat for the clergy from the work of the chapel. There are two large, wooden desks set against the walls, with leather-bound ledgers sitting atop them. Two large cupboards stand against the wall, inside them hang aged robes showing signs of moth-holes.

Set about five feet up on the internal wall is a metal door about 3 feet square. A sturdy lock on the front of the door shows signs of being battered and bludgeoned, but remains intact.

The robes are those worn by the original priests who ran the chapels. They may be dedicated to any death deity the DM chooses. The ledgers list those who have been buried here, but the last entry is dated about 10 years ago. The desks have drawers in them, into which the DM may place books or documents appropriate to their own campaign.

The safe has a good quality lock protected by an acid arrow **trap** (as detailed below). Once the trap is disarmed, an Open Lock check (DC 30) is required to open the safe. Inside is part of the cult's **treasure**.

Acid Arrow Trap: CR 8; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (acid arrow, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27. *Cost:* 83,500 gp, 4,680 XP. **Note:** This trap is really two CR 6 acid arrow traps that fire simultaneously, using the same trigger and reset.

Treasure: a book of hours dedicated to the same deity as the robes (this is a simple tome with prayers, invocations and chants, detailing services and religious texts – collectors, sages and cult devotees would be willing to pay upwards of 500gp for such a volume), a *flesh golem manual*, a *potion of lesser restoration*, and a *potion of cure disease*.

Area 5: The Barracks Chapel (EL 14)

Whilst still obviously a chapel dedicated to the death god, this area has been turned into a set of living quarters for one person. A pillow and sleeping robe lie across the altar. A map of the city has been pinned onto one wall, with a number of locations circled in red.

There is a large travelling chest in one corner of the room.

A wide staircase leading downwards can be seen in one corner of the chapel.

This is where the cult leader (Gethrax or Drusus, depending on whether Gethrax has been defeated earlier) lives. As an affectation, he sleeps on the altar to his deity, which is normally where the corpses are laid during the funeral rites.

A close inspection of the city map shows that the circled areas are temples or shrines to good-aligned deities.

The **travelling chest** has been locked with good lock – a DC 30 Open Lock check is

required to open it. The lock has, however been **trapped** – it is coated in dragon bile. The lock is of sturdy construction: for anyone wanting to bash it open, it has hardness 10 and 30 hit points. Inside the chest is the bulk of the cult's **treasure**.

Gethrax (or his substitute) can be found here: if battle breaks out in Area 8, it is likely that he will grab his belongings and try to escape the Charnel House. As the door to Area 1 is blocked, he makes a dash across from staircase to staircase across the floor of Area 8.

Gethrax (or Drusus), Male Human
Clr7/Ftr3/Blk4: CR 14; SZ M; HD 7d8+7d10+42; hp 116; Init +5; Spd 20 ft.; AC 22 ((+8 armor [+2 *splint mail*], +2 shield [*ring of force shield*], +1 Dex, +1 natural [+1 *amulet of natural armor*]), touch 11, flat-footed 21; BAB/Grp +12/+15; Atk +18 melee (2d4+6, +2 *mighty cleaving falchion*, 15-20/x2); Full Atk +18/+13/+8 melee (2d4+6, +2 *mighty cleaving falchion*, 15-20/x2); SA sneak attack (1d6); SQ aura, spontaneous casting, restricted spells, rebuke undead (5/day), poison, *detect good* (at will), smite good (1/day, +2 to hit, +4 to damage good creatures), aura of despair (10 ft. radius, -2 to enemies' saves); AL CE; SV Fort +15, Ref +5, Will +9; Str 17, Dex 13, Con 16, Int 10, Wis 16, Cha 15.

Skills: Concentration +10, Diplomacy +4, Handle Animal +6, Hide +4, Intimidate +4, Knowledge (religion) +4, Knowledge (the planes) +3, Move Silently +0, Ride +4. **Feats:** Combat Casting; Dodge; Improved Critical (falchion); Improved Initiative; Power Attack; Cleave; Improved Sunder; Weapon Focus (falchion).

Possessions: +2 *splint mail*, *ring of force shield*, +1 *amulet of natural armor*, *cursed ring of invisibility* (ring must be bathed in fresh blood weekly)

Cleric Spells Prepared (6/4/4/3/1; save DC 13 plus spell level): 0—*detect magic* (2), *guidance*, *read magic*, *light*, *resistance*; 1st—*doom*, *shield of faith*, *entropic shield*, *command*; 2nd—*aid*, *cure moderate wounds*, *resist energy*, *hold person*; 3rd—*invisibility*, *purge*, *bestow curse*, *animate dead*; 4th—*divine power*

Domain Spells (Evil/Destruction): 1st—*Protection From Good*; 2nd—*desecrate*; 3rd—*contagion*; 4th—*unholy blight*

Blackguard Spells Prepared (2/1; save DC 13 plus spell level): 1st—*cure light wounds*, *doom*; 2nd—*bull's strength*, *death knell*.

Description: Gethrax's connection to the cult of the death god predates the events of *The Grey Citadel*. In this adventure he reprises his

role as the cult's eyes and ears in Dun Eamon. He appears in gore-caked armor and ceremonial robes festooned with icons of office and the tools of torture and sacrifice. The eventual takeover of Dun Eamon by his sect is of foremost importance to him.

Tactics: Gethrax is no coward, but does not want to make a frontal attack on a more powerful force. He uses his *ring of invisibility* to best effect, taking up a position secretly behind a straggler or a spell-caster and hitting hard with his falchion. If the Barracks Chapel is invaded, he tries to escape into the Bone-Stores (Area 8) invisibly, so that he can attack from behind if battle is joined with the personnel in that area. Gethrax uses *animate dead* in the crypt creating an army of skeletons to distract enemy fighters/ clerics.

Wooden Traveling Chest: Hardness 5; hp 15; Break DC 23; Open Lock DC 30.

Dragon Bile Trap: CR 7; mechanical; touch trigger; no reset; poison (dragon bile, 3d6 Str/0, DC 26 Fort resists); Search DC 27; Disable Device DC16. *Market Price/ Cost:* 11,300gp

Treasure: robes of the cult of the death god; a set of fine robes (for ceremonial/ state occasions), a pearl necklace (3500gp), a gold locket with two miniature portraits of a lady and (possibly) her daughter (2000gp), an (empty) ivory jewellery box with a gold inlay picture of a hydra on the lid (2500gp), 15 silk bags containing 300gp each – total 4500gp (intended as fighting fund for hiring mercenaries).

Area 6: The Funeral Chapel (EL 0 or 9)

Whilst still obviously a chapel dedicated to the death god, this area has been turned into a set of living quarters for most of the clerics and supporters of the cult. Pallets and straw mattresses are strewn on the floor near the doorway.

A bowl sits suspiciously on the altar. Dark brown smears can be seen running down the side of the stonework.

A board has been laid across two chairs to provide a table of sorts. A leg of ham, a flagon of wine and some weevilly biscuits sit atop the wood.

A wide staircase leading downwards can be seen in one corner of the chapel.

If the party enters the House of Bones during the day, it is likely that the clerics and

Asclepius the sorcerer (see Area 8) is asleep in this room. During the night, the area is empty as all of these people will be in the crypt.

A search of the mattresses yields little other than a few coins and (in Asclepius' bed) the chance of contracting The Shakes from the vile insects infecting his pallet (The Shakes, disease, Infection by Contact, Fort save DC13 to prevent infection, Incubation 1 day, damage 1d8 Dex per day). A Spot Check DC 17 allows characters to notice the ticks and fleas infesting the pallet before they stick their hands in. A Healing Check (DC 15) or Knowledge (Nature) Check (DC 15) provides the information that the creatures might be disease carriers.

Crypt Level

This entire section is subject to the effects of a *desecrate* spell. The presence of the Black Altar (Area 11) doubles the basic effect, so that the bonuses/ penalties to apply are as follows: -6 profane penalty on turning checks; +2 profane bonus and +2 hit points per HD for undead in the area; anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level). The spell affects the entire area due to the presence of the Black Altar, the five-pointed star and the Unhallowed Well, all used as foci for death magic.

Area 7: The Staircases (EL7 each)

In the corner of each chapel, a wide staircase sweeps down into a crypt. The stairways are very wide, as they were used to transport skeletal remains from the chapel to the crypt. Half-way down is a sweeping turn, bannistered on one side. Standing guard on the stairway and ready to attack any who are not part of the cult is a large ogre, armed with a dull-headed halberd.

Each staircase has one guardian ogre, both are barbarians. They use halberds, as there is plenty of space on the stairway to swing such a weapon. If one ogre is in difficulty, he will call to his brother ogre for aid. The second ogre barbarian will charge to the melee (has light armour, so barbarian speed applies – he can reach the fray in one round and attack the next) and try to attack from the rear. Amended rage statistics are given in parentheses.

Guardian Ogres, Male Ogre Bbn4 (2): CR 7; SZ L Giant; HD 4d8+4d12+32; hp 83 (96 while raging); Init +83; Spd 50 ft.; AC 24 (22 while raging) (+7 armor [+3 *chain shirt*], +3

Dex, -1 size, +5 natural), touch 12, flat-footed 24; BAB/Grp +7/+17; Atk +15 melee (2d8+11, +2 *cold iron halberd*, 20/x3); Full Atk +15/+10 melee (2d8+11, +2 *cold iron halberd*, 20/x3); Space/Reach 10 ft./10 ft.; SQ darkvision (60), fast movement, illiteracy, rage (2/day), trap sense, uncanny dodge; AL CE; SV Fort +12, Ref +5, Will +2; Str 23 (27), Dex 16, Con 18 (22), Int 6, Wis 10, Cha 6.

Skills: Jump +15, Listen +4, Spot +7, Survival +2. **Feats:** Dodge, Power Attack, Weapon Focus (halberd).

Possessions: +2 *cold iron halberd*, +3 *chain shirt*

Description: Two brutish, bulky creatures, easily standing 9 feet tall block the stairways. Their dull brown skin is hidden beneath well-kept chain shirts, though sweat and damp fur can be smelled through their nasty bodies. Each carries a large halberd, the edge of which is shiny whilst the main part of the blade is covered in bloodstains and worse...

Area 8: The Room of Bones (EL 13)

This is a large, cavernous space which stretches out beneath both of the chapels. From the staircase, a dark altar and a well in the floor can be glimpsed: a five-pointed star is scratched onto the floor.

Entering this area gives a terrible feeling of being watched. Along almost every wall are rows and rows of skulls, reaching from floor to ceiling in terrible rows.

Beside the well stand two ogres: they seem strangely motionless. Grouped round the altar are four individuals who seem to be dissecting a dwarven body.

The ogres in this area are actually **zombies**, under the control of the two clerics. A man and woman dressed in ceremonial robes over armour are **Skagra** and **Malecite**, high-level priests of the death cult. The other human is **Asclepius**, a sorcerer, and the final figure, **Ganthorn**, is a dwarven defender. Refer to the tactics section for specific reactions. The Well is described in Area 10 and the altar in Area 11.

Skagra, Male Human Clr10: CR 10; SZ M; HD 10d8+10; hp 63; Init +0; Spd 30 ft.; AC 18 (+7 armor [+2 *mithral breastplate*], +1 shield [masterwork buckler]), touch 10, flat-footed 18; BAB/Grp +7/+8; Atk +9 melee (1d4+1, dagger, 19-20/x2); Full Atk +9/+4 melee (1d4+1, dagger, 19-20/x2); SQ aura, spontaneous casting, restricted spells, rebuke undead; AL LE; SV Fort +8, Ref +3, Will +11;

Str 12, Dex 10, Con 12, Int 10, Wis 18, Cha 14.

Skills: Concentration +14, Knowledge (arcana) +13, Spellcraft +15. **Feats:** Augment Summoning, Combat Casting, Extra Turning, Improved Turning, Spell Focus (enchantment), Weapon Focus (dagger).

Possessions: +2 mithral breastplate, masterwork buckler, dagger.

Cleric Spells Prepared (6/5/5/4/4/2; save DC 14 plus spell level): 0—*detect magic* (2), *cure minor wounds* (2), *light*, *resistance*; 1st—*cure light wounds* (2), *shield of faith*, *entropic shield*, *doom*; 2nd—*silence*, *bull's strength*, *enthrall*, *hold person* (2); 3rd—*magic vestment*, *invisibility purge*, *blindness*, *animate dead*; 4th—*dismissal*, *restoration*, *cure critical wounds*, *summon monster IV*; 5th—*flame strike*, *mass inflict light wounds*.

Domain Spells (Death/Evil): 1st—*protection from good*; 2nd—*death knell*; 3rd—*animate dead*; 4th—*death ward*; 5th—*slay living*.

Description: Skagra is a slight man of middle age, his face pinched and cruel and with bony fingers. He wears a breastplate over dark clothes, with a sash across the armour. The sash is purple and embroidered with skulls.

Malecite, Female Human Clr10: CR 10; SZ M; HD 10d8+10; hp 63; Init +4; Spd 20 ft.; AC 19 (+8 armor [+2 *splint mail*], +1 shield), touch 10, flat-footed 19; BAB/Grp +7/+10; Atk +13 melee (1d8+4, +2 *silvered*

morningstar, 20/x2); Full Atk +13/+8 melee (1d8+4, +2 *silvered morningstar*, 20/x2); SQ aura, spontaneous casting, restricted spells, rebuke undead; AL LE; SV Fort +8, Ref +3, Will +10; Str 16, Dex 10, Con 12, Int 10, Wis 16, Cha 12.

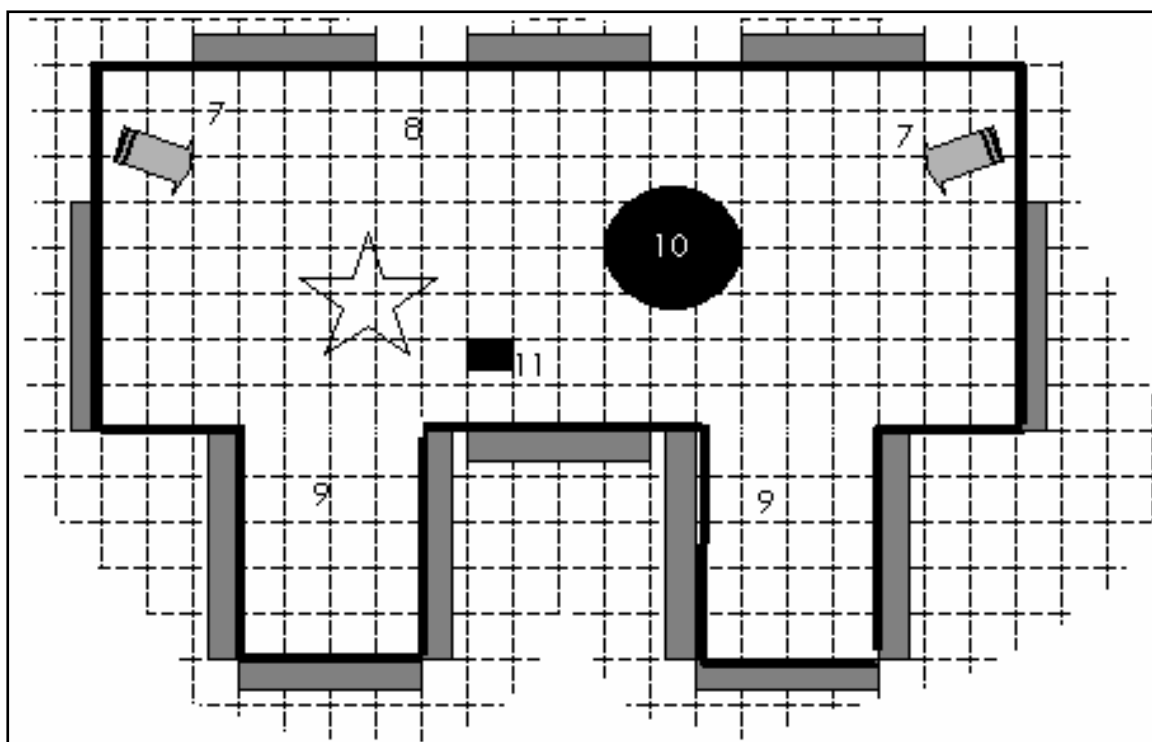
Skills: Concentration +14, Knowledge (religion) +13, Spellcraft +13. **Feats:** Combat Casting, Improved Initiative, Power Attack, Cleave, Weapon Focus (morningstar).

Possessions: +2 *splint mail*, +2 *silvered morningstar*, small shield.

Cleric Spells Prepared (6/4/4/3/3/2; save DC 13 plus spell level): 0—*detect magic* (2), *cure minor wounds* (2), *light*, *resistance*; 1st—*cure light wounds* (2), *shield of faith*, *entropic shield*, *doom*; 2nd—*silence*, *bull's strength*, *enthrall*, *hold person* (2); 3rd—*magic vestment*, *flame of faith*, *dispel magic*, *cure serious wounds*; 4th—*divine power*, *freedom of movement*, *cure critical wounds*; 5th—*righteous might*, *spell resistance*.

Domain Spells (Evil/Destruction): 1st—*inflict light wounds*; 2nd—*shatter*; 3rd—*contagion*; 4th—*unholy blight*; 5th—*mass inflict light wounds*.

Description: Malecite is a strong, sturdy wench with a muscular physique. Her dark hair is tied into a tail beneath her helm, and she wears a dark tabard over her armour. Kindly men might describe her as having an unusual beauty, but what prettiness she had has been erased by the Cruelty of service to her Deity.



Asclepius, Male Human Sor9: CR 9; SZ M; HD 9d4+7; hp 37; Init +0; Spd 30 ft.; AC 12 (+2 deflection [+2 *ring of protection*]), touch 12, flat-footed 12; BAB/Grap +4/+4; Atk +4 melee (1d4, dagger, 19-20/x2); Atk +5 ranged (varies, ray); SA spells; SQ familiar; AL CE; SV Fort +4, Ref +3, Will +7; Str 10, Dex 10, Con 12, Int 14, Wis 12, Cha 18.

Skills: Bluff +16, Concentration +13, Diplomacy +12, Knowledge (arcana) +14, Spellcraft +16. **Feats:** Combat Casting, Point Blank Shot, Precise Shot, Spell Penetration, Weapon Focus (Ray).

Possessions: +2 *ring of protection*, vial of alchemists' fire (x2).

Sorcerer Spells Known (Cast Per Day: 7/7/7/5; save DC 14 + spell level): 0—*acid splash, dancing lights, detect magic, mending, ray of frost, read magic*; 1st—*chill touch, mage armor, magic missile, ray of enfeeblement, shield*; 2nd—*command undead, ghoul touch, Mel's acid arrow, spectral hand*; 3rd—*dispel magic, hold person, ray of exhaustion*; 4th—*animate dead, Evar's black tentacles*.

Description: Asclepius is a follower of a dark god who has been employed to provide arcane assistance for the clergy when they are conducting rituals (or in intimidating kidnapped members of other churches). He has olive-coloured skin, dark, flashing eyes with a touch of humour, and a well-trimmed goatee beard. He wears a dark jacket with black trews, which he hopes will help him blend into the shadows.

Mortuus, Male Raven Familiar: CR —; SZ T Magical Beast; HD 9d4+9; hp 18; Init +2; Spd 10 ft., fly 40 ft. (average); AC 19 (+2 Dex, +5 natural), touch 14, flat-footed 17; BAB/Grap +4/-9; Atk +8 melee (1d2-5, claws, 20/x2); SA deliver touch spells; SQ improved evasion, share spells, empathic link, speak with master, speak with ravens; AL N; SV Fort +3, Ref +5, Will +8; Str 1, Dex 15, Con 10, Int 10, Wis 14, Cha 5.

Skills: Bluff +9, Diplomacy +3, Hide +10, Listen +3, Spellcraft +12, Spot +5. **Feats:** Weapon Finesse, Alertness, Low-Light Vision.

Description: A large, black bird with an evil glint in its eyes.

Ganthorn, Male Dwarf (hill) Ftr7/Def3: CR 10; SZ M; HD 7d10+3d12+40; hp 110 (130); Init +1; Spd 20 ft.; AC 23 (+8 armor [+2 *dragonhide banded mail*], +2 shield [+1 *light steel shield*], +1 Dex, +2 natural [+2 *amulet of natural armor*]), touch 12, flat-footed 23, defensive stance 27 (+4 dodge); BAB/Grap +14/+14; Atk +15 melee (1d8+6, warhammer,

20/x3); Full Atk +15/+10 melee (1d8+6, warhammer, 20/x3); SQ defensive stance (2/day), uncanny dodge; AL LE; SV Fort +12 (+14), Ref +4 (+6), Will +4 (+6); Str 19 (21), Dex 13, Con 18 (22), Int 12, Wis 9, Cha 6.

Skills: Climb +9, Intimidate +8, Jump +3, Sense Motive +5, Spot +2. **Feats:** Dodge, Endurance, Improved Critical (warhammer), Power Attack, Cleave, Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Possessions: +2 dragonhide banded mail, +1 light steel shield, +2 amulet of natural armour, warhammer, pouch containing 37gp, *potion of cure moderate wounds*.

Description: Ganthorn is a follower of the death god: he became infatuated with death during battles for his tribe and left them to improve his abilities at killing. He became a dwarven defender at the main shrine (hidden in the mountains) and his fighting abilities are well respected in the cult. They sent him to the Grey Citadel to protect their clerics, despite the fact that he is uneasy in large cities. On first glance, he wears leather armour, but on closer inspection it is dragon scales sewn together. There is a grim determination in his steely-blue eyes, the scars on his cheeks (jutting into his beard) indicating his survival in many tough battles.

Male Ogre Zombie (2): CR 3; SZ L Undead HD 8d12+3; hp 50,55; Init -2; Spd 40 ft.; AC 15 (-1 size, -2 Dex, +8 natural), touch 7, flat-footed 15; BAB/Grap +4/+14; Atk +9 melee (1d8+9, slam, 20/x2); Atk +9 melee (2d8+9, greatclub, 20/x2); Space/Reach: 10 ft./10 ft.; SA slam; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1.

Skills: —. **Feats:** Toughness.

Possessions: greatclub.

Description: The ogres are used as brute labour, their primary function being to draw water from the Unhallowed Well. They are tall, with patchy fur and dressed in simple leather jerkins. There is a smell of decay in the air around them. Their movements are slow and jerky, as if considerable thought must go into placing one foot in front of another.

Tactics: Skagra is a devotee of the death god; his talents lie in support and bolstering his comrades in battle (he is the main cleric responsible for keeping victims just alive long enough for them to suffer). In combat, he tries to avoid melee and keep mobile so that he can use his spells to assist his allies to best advantage.

Malecite is primarily a combat cleric; she uses her spells to enhance her allies before wading into battle.

Ganthorn steps to the front of the line of disciples and takes up a Defensive Stance. He tries to prevent powerful fighters from passing (if possible) and protect the spell-casters behind him. Because of his vows to the cult, and his personal sense of honour, he holds the line until he dies. Note that he has a healing potion (hidden on his person) which he uses once he is reduced to below half of his normal hit points.

Asclepius uses his spells to try to whittle down the number of invaders threatening the Crypt, whilst not getting sucked into a hand-to-hand fight himself. He tries to take out fighter-types using *hold person* or *ray of exhaustion*, and can bolster defences by creating a huge number of skeletons for them to chop through. He saves *magic missile* and *acid arrow* spells for attacks on other spellcasters.

The **ogre zombies** are commanded to join any fight; their primary tactic is to grapple smaller opponents and throw them into the Unhallowed Well (Area 10).

Area 9: The Bone-Stores

Along the walls, on layer after layer of shelves, lie skulls, ribs, femurs and other assorted bones. The skulls leer evilly in the shadows, watching the unhallowed rituals being carried out.

These are the primary source of undead fodder for the spellcasters in this area. Otherwise, they remain leering in the shadows. Note: If Gethrax is fleeing through this area, he uses an *animate dead* spell in this area to create an army of skeletons (due to the *desecrate* spell in operation, he can raise 28HD worth of undead with the spell). He hopes that these will help to cover his escape, by providing a diversion.

Area 10: The Unhallowed Well

Set into the floor of the crypt, protected only by a raised kerb-stone encircling it, is a dark black hole. To the side of it is a wooden frame, resembling a gallows, from which hangs a rope dangling into the darkness of the hole. The rope runs through two block-and-tackle arrangements before being tied off on a cleat on the frame. The walls of the pit are slick with damp and moss.

This is a well which was dug in the crypt to lower the water table in the graveyard. The Well has been desecrated in "honor" of the death god and contains unholy water. A bucket hangs on the end of the rope below.

The water level is 50 feet below floor level. Anyone falling down the Well will take 5d6 damage on hitting the water and then make a Fort save (DC equal to the falling damage taken) to prevent the air being knocked out of their lungs due to the impact. If the Fort save is failed, those underwater must make a Con check every round, starting at DC 10, as per the drowning rules. The DC increases by 1 for every round spent underwater.

Anyone landing in the unholy water ends up below the water level a number of feet equal to the falling damage they took. Each round, they must make a successful Swim check to be able to swim for the surface.

Note that the ogre zombies try to throw intruders into the Well.

Area 11: The Black Altar

This is a large block of icy black stone, onto which are carved runes of the death cult, surrounding a glassy-eyed skull. The top of the altar has channels carved into it to channel blood away for collection.

The power of the Black Altar can be destroyed by breaking the Altar and then *hallowing* it.

Black Altar: hardness 8; hit points 540; Break DC 50

Any good clerics or paladins approaching the Black Altar have sensations of fear and death as the unholy power of the stone affects their subconscious. They must make a Will save (DC 19) to approach within 3 feet of the Altar. If a group destroys the Black Altar, give a story award of XP as if they had defeated a CR 8 monster.

Concluding the Adventure

If the heroes manage to break up the activities of the cult, this ends its active attempts to gain a foothold in the Grey Citadel. The cult does not risk another group of their Faithful in an attempt to become a force in the city... for now. The city authorities try to re-start use of the House of Bones on a regular basis, so as to prevent its misuse in the future.

If any cultists manage to escape, they try to flee the city and return to their temple in the

hills. Clever parties may allow them to do so, and follow them at a safe distance, so that they can locate their headquarters in the region.

Gethrax (Drusus) is another matter. If he escapes, then he tries to build another power base in the city (using a thieves' guild, for example) to exploit the locals and re-build his reputation. If he has been able to observe one or more of the characters, he can try to identify them and gather information regarding them, which he can use against them.

Scaling the Adventure

Level 6-7:

- The Cult Attacks: remove the assassin levels from Erika (rogue) and Ielephinua (bard), which reduces them to CR5.
- Crypt Level: Remove Malecite from the encounter altogether. Reduce Ganthorn and Skagra until they are both CR9.
- The guardian ogres on the staircases do not move to help each other in the event of an attack.
- Use the statistics for Gethrax given in *The Grey Citadel* adventure (alternatively, remove a level from each of his classes).

For Level 11-12:

- The Cult Attacks: add another CR 7 fighter to attack from the rear of the alleyway.
- The Right-Hand Doorway (House of Bones Area 2): Change to an *energy drain* trap (CR10).
- Make the guardian ogres Bbn6 to improve their CR to CR 9 each.
- Crypt Level: Add a level of sorcerer to Asclepius and a level of dwarven defender to Ganthorn. Add an extra undead ogre.
- Add a level of fighter to Gethrax and give him the Weapon Specialisation feat with the falchion.

House of Bones was designed and written for Dark Loch Creative Enterprises by Philip J. Fenerty. Maps and handouts by Philip J. Fenerty. Illustrations by Nathan Douglas Paul, based on photography of the Old Chapel at Duke Street Cemetery, Southport, England (the basis for the layout) by Philip J. Fenerty. Playtested by Catherine (Gaspode), Andrew (Drakhus Thornoggson), Matt (Zepherel), Adam (Aramil), Frendy (Lance Vulcan) and Kevin (Sil-Riak). The Eamonvale mini campaign setting was created by Nathan Douglas Paul. Many thanks to him for allowing me to play with his toys.

Greetings!

Our Council of Brothers is pleased with the progress you are making in the Grey Citadel and will reward you in due course. Your efforts to spread Death are appreciated by our Master, we trust that He will allow your work to continue for some time.

We have located a suitable area for your work to continue, it will allow our Brethren to utilise their skills and magicks to good effect. The House of Bones has been empty for some years, those who live in the Grey Citadel fear Death and fear this place for what it stands for. You should establish a base there and use the fears of the populace to good effect.

We send our dark blessings for this mission, and our Acolytes will follow in due course.

Embrace the darkness!

Sandovar

Figure 1: The Letter From the Cult

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