

The Dark Days of Remembrance by Phil Gorski



An Adventure for four to six Rank 3 Characters

One month every year the villagers of Umbermarsh Edge gather to remember their dead in somber festivals. But this year the dead have started walking around and then disappearing into the swampland. Umbermarsh is in need of a few hardy explorers to figure out why.



LEGENDS OF KRĀLIS

The Dark Days of Remembrance
An Adventure for four to six Rank 3 characters

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Cry Havoc!! And Let Loose Your Imagination!!™

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DARK DAYS ⊕ OF REMEMBRANCE

“The Dark Days of Remembrance” is a Legends of Kralis adventure for a party of four to six Rank 3 adventurers. This is a standalone, one-shot adventure intended to give players and GMs a chance to experience Legends of Kralis; to have a brief glimpse into becoming one of the legends exploring the omniverse. You will need the Extended Quick Start Rules or full Rules to play.

IT BEGINS WITH A LETTER

“The Dark Days of Remembrance” begins before the player characters have met one another. Distribute letters from the key Umbermarsh Edge Villagers for the players to read. Each letter portrays the village’s current situation in a slightly different light, giving each player a different impression of what they’re getting into.

MEETING AT UMBERMARSH EDGE VILLAGE

The adventurers arrive one at a time to the small gate marking the entrance to Umbermarsh Edge Village—a swampland-adjacent village with a modest number of houses, some of which are visibly no longer inhabitable due to having sunken into the muck and mud of the landscape. At the heart of the village is the partially sunken remains of a mansion that looks like they can be explored. A small cemetery occupies the northeastern corner of the village.

Each adventurer’s arrival can be played up as much or as little as the player would like, allowing them to step into their character further before diving into the adventure.

Once the adventurers have gathered at the entrance to Umbermarsh Edge Village, they

are flagged down by a colossal Firbog. He introduces himself with a polite bow, stating his name is Gilroy the Third—the village elder. [*Gilroy the Third is a Rank 3 Rustic Villager*]

“Greetings, travelers. I hope your journeys to this point were not too difficult. We’ve got food and drink waiting for us at The Brackish Boar, our tavern and inn. It’s not much to look at for outsiders like you, I’m afraid, but it’ll do in a pinch. Come along now. Much to discuss.”

Gilroy motions for the adventurers to follow along. The paths in Umbermarsh Edge blend in with much of the surrounding ground, only a few errant bricks and stones visible amidst the mud.

The Brackish Boar is only slightly larger than the houses, but is noteworthy for being in better conditions. It’s clear at a glance that it’s well taken care of.

The barkeep of the Boar—an older female Manax who looks like she spent much of her younger days adventuring—acknowledges the adventurers with a slight nod.

“Nice of you to join us. I was worried no one would turn up, but it looks like I can be happily wrong. Name’s Gilda.”

Gilda gestures to a Troll who clearly has journeyed deep into the bottle in front of him. “This good-for-little drunk is Rhygen.” [Gilda is a Rank 3 Local Hero][Rhygen is a Rank 2 Urchin]

Gilda gestures to a human sitting alone at a table. Before she can speak, he stands up and bows with a flourish.

“Umbermarsh. Briar Umbermarsh to be precise. Great-great-great grandson of the founders of Umbermarsh Edge. Did I mention I’m great?”

He flashes a brilliant smile. [Briar is a Rank 3 Metropolitan]

Gilda forces a smile before nodding subtly to a young Ha’vatu female seated in a corner, shrouded largely in shadow.

“Don’t know her story other than she showed up here one day with little to her—barely even a name. Goes by L.”

[Lydia is a Rank 2 Cthonologist]

Gilroy claps his hands together.

“That takes care of introductions on our end. Care to tell us a little about yourselves, adventurers?”

Allow the players time to intro their characters to the group, going into as much or little depth as they see fit while food and drink are enjoyed.

In the distance, bells can be heard ringing. Gilroy shakes his head.

“We’ve got a couple hours until sundown, and I reckon it’s better for you to see the problems with your own eyes. Feel free to get to know the village a little better until then. When the bell tolls the eighth hour, we’ll wait for you by the Umbermarsh Cemetery.”

At this time, the adventurers can choose to ask for more information. If successful in convincing (Convince Skill Check TS 1) Gilroy to yield more:

“Look. Word travels fast and it’s easier for you to see than for me to speculate, but I can tell you this. The dead of our village haven’t been staying too dead these days. Something’s bringing them back, but not completely. Folks around here are simple enough. We don’t like to look too deep for hidden meanings, but some of the villagers? They got it in their heads that these zombies are a farewell to friends and family of sorts. I’m not one to make waves, but I’ve got a bad feeling.

Like I said before. Cemetery at the eighth hour."

EXPLORING UMBERMARSH EDGE VILLAGE

Worth noting almost immediately is how the villagers of Umbermarsh Edge are largely disinterested in the adventurers if not visibly suspicious of their presence. Many of them disappear into their homes, locking and audibly barring the doors to prevent unwanted guests.

Adventurers can attempt to gain entry by knocking on the doors. Below is a table of responses to give flavor to the state of Umbermarsh Edge's villagers and what's going through their heads.

"Sorry, 'fraid I don't know you, strangers, and I'm not looking to make your acquaintance. Best move along now. Nothing of interest here in Umbermarsh."

"You're not you. Not anymore. Please just leave us be and rest."

"Can't have visitors, dearies. Getting ready. Tonight's the night I say goodbye to my husband. I can feel it in my bones."

"No. No. I can't stand to watch anymore. It's just too much. You should leave before you get entangled in all of this."

The partially sunken houses can be explored. They are all one to two rooms in size. All houses have the *Aura of Darkness* effect at a level one.

Refer to the below loot table for potential finds.

House 1	Weathered silver locket
House 2	Survivalist's Guide to Swamplands (Grants +20 to any Survival checks when in the Swamp)
House 3	Curious remains in the fireplace
House 4	A silver dagger
House 5	Health potion
House 6	Largely cleaned out

House 7 nothing of value
A message carved into a wooden table
"Leave this place at once"; upon the party reading this, increase Aura of Darkness by one level

EXPLORING UMBERMARSH EDGE MANSION

Narrate to the players upon entry: *You find yourselves in a formerly opulent mansion, now a shell of its former splendor. Dingy, torn portraits adorn the walls, though the low light makes their contents difficult to view.*

The lower floors are buried and impossible to access, though a single staircase upwards is visible. There are three rooms with doorways that haven't collapsed or bowed to the point of impassibility. The air is thick and humid, almost worse than how it feels to stand outside. There is a creeping darkness here that seems to be present to some degree or another throughout Umbermarsh Edge Village.

An Aura of Darkness is in effect at level 1 on the first floor.

The three rooms can be explored with the following minor discoverable items:

Guest Bedroom	A sacred text, heavily dog-eared
Bathroom	Perfume bottles with minimal contents left
Small Dining Room	A fully set table with dishes of long-decayed food; the silverware is missing

Read as the adventurers ascend the stairs:

The light seems to flee as you travel farther into the mansion; the darkness becomes more oppressive as you explore. Though no source of this dark presence has made itself known, it feels like you are being watched.

World Environment Traits

The world is not necessarily a safe place. In fact the world can work against the characters in ways that NPC's cannot. In one aspect the world and the surrounding areas around the PC's are indeed an NPC, one large, changing NPC. This is represented by Areas having attributes. Used properly, they can make a world seem all the more real, horrific or insane and allow players to feel that their actions have consequences or worse, the land has betrayed them.

Areas have various abilities and traits similar to those that monsters and PCs have. However, unlike most abilities and traits, *Area Traits* and *Area Abilities* are considered to be always on. Depending on the world's traits, the character knows it maybe dark and chaotic, or uplifting and balanced. Or it may appear to be dark and chaotic but have Abilities that affect the PCs in positive ways. The areas can range from a single house to many miles.

Aura of Darkness Trait

There is a greyness or darkness that afflicts the area. Lighting conditions are always 1 category darker. Thus if normally bright, aura of darkness lowers this to Dim.

Bright: Normal light conditions. No penalties

Dim: Full Moon Light or Torch Light Conditions:

-10 Penalty

Low: Non-Full moon light, Low Torch lit areas: -20 Penalty

Unlit: Unlit rooms, overcast-moonless nights: -50 Penalty

Dark: Dungeons, Caves, Pure darkness, no light at all: -100 Penalty

Horroric Expanse Trait

Every hour all beings in the area must make a *Horror* check or become horrified by the area. Undead are immune to this.

Death Aura Trait

The land is cursed all critical hit ranges gain a +10 bonus.

Summon Undead Trait

Through this ability the area is able to cause all dead within the area to become awakened and attack all those within the area. These undead are generally skeletons, ghouls and zombies. It can summon up to 5 undead per age of the land every hour.



Aura of Darkness intensifies to the next level while the adventurers are on this floor. Only two rooms can be explored here, and they include the following items and curiosities:

Master Bedroom The former mansion's diary, damaged by time – excerpt to follow

The Study 2 silver daggers; 1 silver short sword; 1 silvered brass knuckle; 1 silver gauntlet with clawed fingers; 1

cross bow and 5 silver-tipped arrows

Upon the adventurers entering the Master Bedroom, read the following:

The stench of mildew and mold is nearly overpowering, its source immediately apparent. Much of the room's space is taken up by a colossal bed, flanked by two beautiful, hand-crafted wooden nightstands. Remnants of candles, melted down and spilling over the wood of the table and down to the floor, likely once gave light to read

by while this room's occupants eased out of their daily routine.

Should the adventurers investigate the nightstand on the left of the bed they will locate a diary that belonged to the mansion's former master.

The following is to be read as the sole legible excerpt:

A curious traveler has taken up residence in one of the sinking, stinking homes. The others in the village are suspicious of him, but I see him for what he really is – a man of the cloth. My brief sightings, however, have not given

me enough of a view by which to determine what god or gods this stranger worships, but so long as his business does not interfere with the well-being of Umbermarsh I care little to learn more.

While the others view outsiders as something to fear or speculate, I see this stranger for what he really is – an agent of change. Whether or not that change will prove to be favorable? Time will tell...

The rest is illegible, heavily damaged by humidity and the passage of time.

Upon making their way to the Study, apply the *Horrific Expanse* effect.

GM Note: Horrific Expanse
Every hour all beings in the area must make a Horror check or become horrified by the area. Undead are immune to this.

Should the adventurers manage to shirk off its effects they are rewarded for exploring by finding a number of silver weapons. Upon finding the items, a bell can be heard ringing outside signaling that the time to meet Gilroy the Third at the Cemetery has nearly arrived.

UMBERMARSH EDGE CEMETERY

Gilroy greets the adventurers with a somber look as he meets them just outside of the Cemetery. He speaks in hushed tones as there are a number of villagers milling about, their attention clearly focused on the cemetery itself though they are also aware of Gilroy and his companions.

“Truth be told I was worried you’d wised up and got out of here, but I’m glad to see you’ve stayed. Observe, but don’t say too much lest you capture the wrong kind of attention.”

Narrate: The dense cemetery dirt begins to heave and roil abruptly, two headstones knocked over amidst all the commotion. A villager cries out, a mix of horror and glee, making for an unsettling

sound.

A hand emerges from near the one headstone. Then another. Two undead pull themselves free slowly but surely, their eyes vacant and their gaze fixed on a point far in the distance. They make no sounds as they stand still for a moment, the villagers around them murmuring and muttering.

A moment passes, and the undead turn and begin walking towards the swamp.

At this point, Gilroy motions for the adventurers to step back.

“I reckon if you’re to follow them you may find out why we’ve got a zombie problem. This isn’t natural, you know that as well as I do, and I don’t like it one bit.”

The adventurers can return to the Brackish Boar with Gilroy to have a final drink and light meal before heading out. If they do so and present any of their findings, they can be exchanged with the others at the tavern for either money or potions (up to 3 potions of Cure Moderate Wounds).

If the adventurers wish to explore the homes at this time, they may do so. Once the zombies have disappeared beyond the edge of Umbermarsh Cemetery, the villagers disperse and the cemetery can be further explored.

The players can acquire the following from exploring the cemetery:

- Hallowed Soil – applying to a weapon imbues that weapon with holy damage
- Wilted flowers
- Jagged bones – Can be used as makeshift weapons in a pinch or to pry open difficult doors or chests

The longer the adventurers linger in Umbermarsh Edge Village, the more difficult it may prove to pick up the wandering zombies’ trail to follow them through the Swamplands.

TRUDGING THROUGH THE MUCK - ENTERING UMBERMARSH SWAMPLANDS

Umbermarsh Swamplands are a treacherous place to journey through with difficult to follow paths. The dense mud and murky waters claw at careless footfalls. The Sundered Earth effect is in place from the moment the adventurers set foot in the swamplands and only ceases once they players reach the partially sunken stone bridge leading to the Umbermarsh Cavern.

Narrate upon adventurers entering the swamp:

The air is thick with humidity and the hum of biting insects. A low gurgling can be heard somewhere in the distance and it’s impossible to shake the feeling you are being watched.

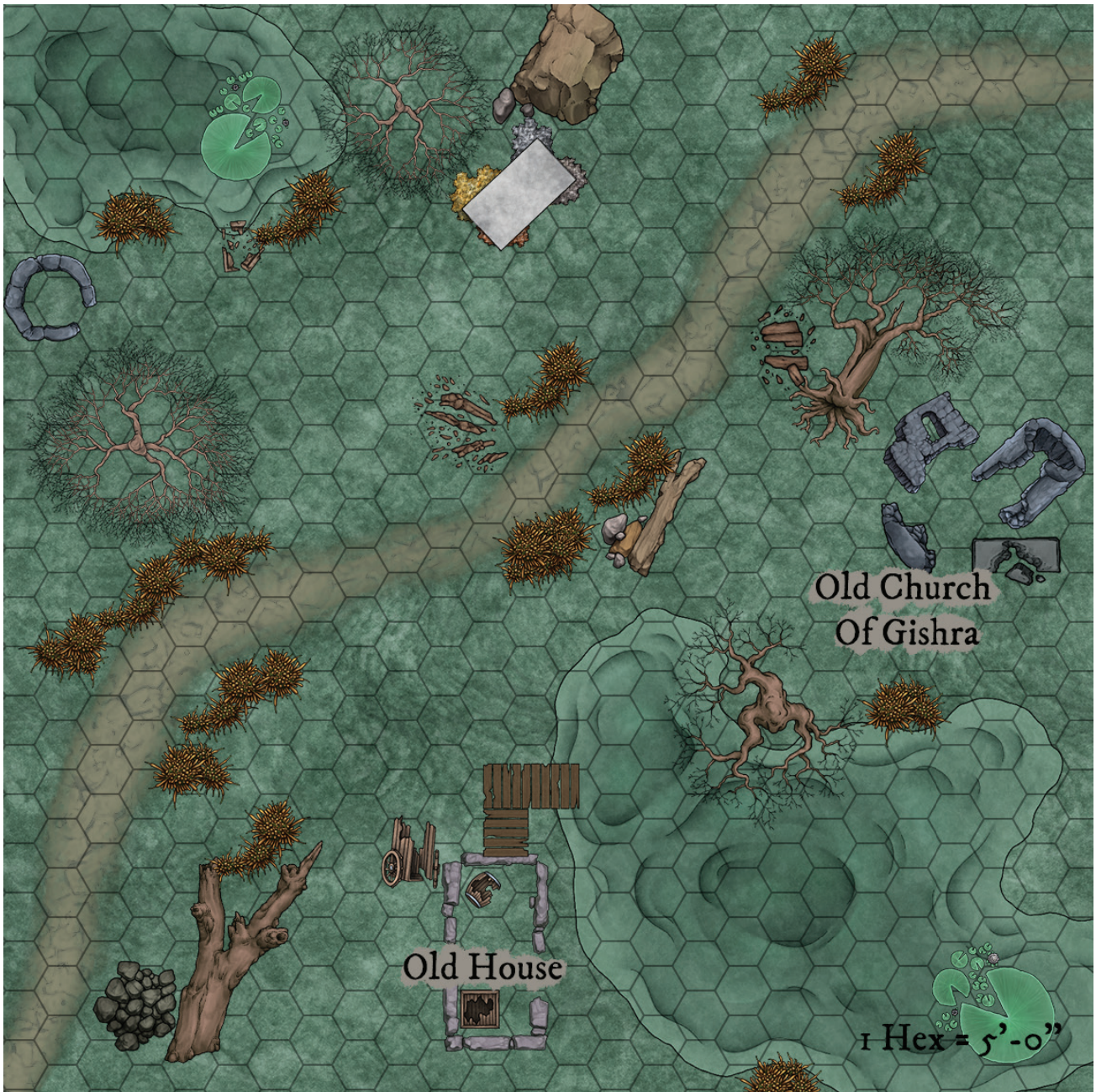
Random Encounter table – Roll a d10 to determine:

- | | |
|----|----------------------------------|
| 1 | 1 Zombie |
| 2 | 1 Pyrite |
| 3 | 2 Zombies; 1 Pyrite |
| 4 | 5 Dark Ravens |
| 5 | 2 Zombies; 2 Pyrite |
| 6 | 1 Zombie; 2 Dark Ravens |
| 7 | 2 Pyrite; 2 Dark Ravens |
| 8 | 1 Pyrite; 1 Zombie; 1 Dark Raven |
| 9 | 3 Dark Ravens |
| 10 | 7 Zombies |

There are a number of ruined structures throughout Umbermarsh Swamplands in addition to sparse, gnarled, menacing looking trees that grasp skywards like skeletal hands.

For a more perilous journey, apply the Death Aura world effects and/or Summon Undead to the Swamplands.

To the east of the path shortly after entering the Swamplands stands what is left of an old house. Should the adventurers investigate the ruined homestead, it becomes clear that this home once



belonged to Umbermarsh Edge Village’s gravekeeper.

One occupant remains inside the broken down house – a full set of skeletal remains, slumped back in a chair. They are remarkably well-preserved.

Nothing of interest remains in the house.

Further north and east, far from what little visible path to and from Umbermarsh Edge Village, lay the ruins of an old church.

Narration for the ruined church: *You find yourselves standing in a holy place, its walls crumbled and formerly vaulted ceilings now open to the vastness*

of the star-riddled sky above. Very little of this church’s former glory remains, but there are echoes of worship here.

Upon close investigation: You notice the holy symbols of Udarak, the God of the Undead. Remnants of a small campfire and disturbed earth near the weather-battered altar seem to indicate you aren’t the only ones to have visited this place in recent times.

Upon successful search (TS 1), players can find a chest hidden among the ruins of the altar. Within the chest are one of each of the following items:

- *Greater Ring of Armor,*

Magical These rings grant continual magical armor to its wearer. This armor counts as Magical Armor. Multiple rings of magical armor do not stack. Armor Bonus +10

- **Ring of Control Undead** Upon command this ring grants the wear the ability to control undead creatures as per the spell control undead. This control has a range of 30’. The ring has 20 charges and each use lasts for 10 turns per use.

- **Ring of Holy Aura** +20 Bonus to Defenses against Evil Creatures

- **Ring of Magical Resistance** A ring of magical resistance, grants the user, upon command, with a

magical resistance to all magical effects. These rings have 15 charges and each charge lasts for 10 turns per use.

- **Ring of Quickening** This ring grants its users the ability to act more often. When activated as a Basic Action, 3 times per day the user gains the effects of the haste spell for 5 turns.

As the players continue north, should they follow the path and then travel west they will find an old crypt.

Narration for the crypt: *The door has been ripped away, and though moonlight filters through the gaping entrance to this crypt there is little visible beyond the entrance.*

Should adventurers enter the crypt they will find a number of stone coffins sealed tightly. The floor is caked with a layer of mud that seems like it was brought in by something other than the elements. The deep gurgling continues to intensify outside.

Exploring the crypt reveals a number of graves, all still sealed and undisturbed.

THE GREATER THREAT OF THE UMBERMARSH SWAMPLANDS

Should players choose to linger in the Umbermarsh Swamplands for a prolonged time, whether actively exploring the swamplands or because they are moving at a more leisurely pace, they will encounter a Swamp Creature. Beginning with their arrival, a dull gurgling can be heard. It intensifies in volume, growing closer to the adventuring party with each passing hour. Should they party not have moved on to Umbermarsh Cavern by the end of the seventh hour in the swamplands the ground will begin to bubble up near them. The Swamp Creature will emerge, at which point it immediately engages the adventurers in

combat.

Narration upon defeating the Swamp Creature:

The Swamplands, still by no means somewhere you'd like to linger for too long, seem less overbearing. There is no longer a sense you are being watched. The darkness here has dissipated.

UMBERMARS CAVERN

Narration: *You find yourselves in a cavern, but you are clearly not the first to visit this place. Ten torches line the wall of the cavern's large, open, circular chamber. Zombies stand like sentinels along the walls, their gaze focused on a distant place. They seem unaware, or perhaps disinterested, in your intrusion. For now. Best to keep it that way, perhaps?*

Adventurers can engage the zombies in combat, at which point all ten zombies in the room will become aggressive.

Investigating the cavern carefully reveals that one of the torches (A) is lower than the others.

Narration: *You notice a torch along the back wall of the cavern is positioned slightly lower than the others.*

Should a player interact with the torch: *You pull at the torch. Instead of coming free from the wall, it shifts downwards with a satisfying click. A portion of the wall shudders gently, flecks of dirt and rock falling loose to the floor. Part of the wall slowly swings inward, revealing a short corridor.*

Should the players follow the corridor: Torchlight dances along the floor and walls as the corridor gives way to another, larger chamber of the cave. A troubling altar occupies the center of the chamber, and a small

tapestry is visible covering a small doorway on the western wall of the chamber.

When the Player's enter the chamber have Hazz'lak determine if he detects the party with an Alertness Check. With success he detects the party:

As the last of your party enters the room, a voice fills the space.

"You dare trespass in my lair? No one should have been able to find this place. No, it's too soon! I will simply have to dispose of you so you may act as offerings to Udarak!"

A tall, lanky human with a gaunt, gray face steps forth from beyond the tapestry, robed in black cloaks with some tattered red garbs visible beneath. A talisman is visible around his neck.

"I, Hazz'lak, shall be your undoing!"

If Hazz'lak fails the Alertness Check, the players may be able to get the drop on him by approaching the tapestry-veiled doorway.

Upon engaging:

"What? Interlopers? You shall learn the wrath of Hazz'lak!"

RUNNING THE HAZZ'LAK ENCOUNTER

Hazz'lak will maintain distance between the players and himself, summoning two zombies from the entrance chamber of the cavern every three rounds of combat. He primarily attacks with abilities that allow him to maintain this distance, expending entire turns to regain that distance when necessary.

Hazz'lak is cunning and clever, but also arrogant and overly sure of his power that he believes makes him a direct extension of the will of Udarak.

Upon defeat, Hazz'lak uses one final turn to move to the altar.

"Undone, but my plan is already in motion! You failed before you even set out on this fool's errand!"



Hazz'lak dies on the altar. If searched, players find and can take his talisman.

Narration for if the players investigate the talisman further:

Power thrums through the talisman Hazz'lak wore, its rhythm like a heartbeat. It is unnaturally cold to the touch, and shadows seem to gather around it.

The talisman can be destroyed by one of the silver items gained through the adventure.

DARKNESS REIGNS

Should the adventurers defeat the Dark Priest without destroying his talisman, the following events play out upon their return to the village:

Gilroy greets you by the cemetery. He looks hopeful, yet there is an unmistakable undertone of worry to his words.

"Well done, adventurers," Gilroy says. "We've gathered up what we could to pay you at the Boar. You're always welcome in Umbermarsh should you find yourselves passing through."

Months after the adventurers depart, word of a backwoods town reaches them and how it was overrun by zombies lead by a mad Priest.

If the heroes die against Hazz'lak: Hazz'lak's plans proceeded unfettered, his zombies soon a force great enough to claim Umbermarsh Edge Village. He continued his mad quest for power, amassing a greater army as more villages and towns fell to him in the name of Udarak.

You knew all about this, of course, as you were raised by

Hazz'lak

Priest of Udarak; Human Dejah, Devoted Evil Cthonologist
(Ambitious Aspect/Mission Motivation)

HP:56

FP: 119

AS: 58/48; Pistol (5); +4 Per Damage;

Initiative: 17

Armor: Ring Armor (10);

PD: 47

MD: 69

DD:52

JD: 53

Move: 15' Luck Points: 24 Vision: Normal

Str 61 (+2), Sta 84 (+6), Agi 70 (+4), Per 68 (+3),

Int 92 (+8), Wits 63(+2), Will 80 (+6), Cha 85 (+7)

Alertness 54, Convince 63, Divine Knowledge 68, Interrogate 58, Lore (Undead) 93, Lore (Monster) 73, Lore (Ritual Magic) 83, Language (Magic Script) 83, Skepticism 58, SpellCraft 77, WeaponCraft (Per) – Pistol 58

Abilities

Arcane Touch (Heroic), Beguiling Liar, Bless/Curse, Divine Presence (Evil),

Dual Casting, Magical Circumvention, Necromantic Studies, Focus,

Devoted Evil: Gain +10 to any Physical, Magic, Divine and Jinhu Defense vs.

Good or Positive Energy

Gain +10 bonus damage per attack vs. non-evil aligned beings; +25 vs. Fear, +10 vs Horror

Hazz'lak shortly after he felled you in battle. Very little of your adventurers remained – just a spark of who they were barely there, but enough that you know the horrors you've helped take hold in the world in failing your quest.

THE DAWN OF A BRIGHT NEW DAY

Should the players successfully investigate Hazz'lak's talisman and destroy it with one of the silver weapons, provide the following narration:

Silver collides with the talisman, and at first it resists. Cracks spiderweb outwards from the point of impact. The talisman shatters, and a mighty shockwave explodes outwards rolling over your party before passing through the cavern walls as though they weren't even there.

Once the adventurers venture back out of the cavern, they are greeted by a much brighter, less oppressive swampland than the one they had traversed. The undead presence seems to have vanished without a trace.

Narration: *The Umbermarsh Swamplands are still foul and*

fragrant, but no longer does it feel as if you are being watched. The air feels less dense, and the world a little brighter.

At this time all locations that can be explored may be revisited. The only noteworthy difference is the remnants of the ruined church have collapsed entirely into the swamplands with very little left to identify what once occupied this space.

Narration for returning to Umbermarsh Edge Village:
Gilroy greets the adventurers with a warm smile, offering handshakes and hugs to those who accept.

"I don't know what you did, but I reckon you did something right! We've got a warm meal and cold drinks waiting for you at the Boar – on us. Least we can do!"

Should the adventurers go back to the Brackish Boar, allow for RP during the meal with the NPCs adding to the conversation as needed.

Narrate: Gilda stands and raises her glass.

"To the group of strangers who came together to help even more strangers – may the Gods smile

upon your journeys ahead and spit on the paths of your enemies!"

As your party leaves town, parting ways or staying together for future journeys, Umbermarsh Edge Village seems to shine with a renewed sense of hope. It's a little less gloomy, a little less dark, and a whole lot happier a place than when you first arrived.

Though this adventure has seen its end, your journey need not be over. There are many more days and many more ways to become a Legend.

NEW ABILITIES

Beguiling Liar: Humans are master liars. Most everything false that comes out of their mouth has greater chance of being believed as absolute truth. They gain +2 bonus successes on any Convince, Gaming or Haggle skill usages.

Dual Casting: Caster can cast the exact same spell they already cast this round. They suffer a -20 to their Spellcraft or Divine Knowledge skills when casting spells with this. 3 times per day.

Magical Circumvention: Magical resistances of other beings are no longer as powerful or threatening against your spells. Opponents suffer -5 per 25 Spellcraft of the character to their Magic Defense checks or have their Magic Resistance (Resist Spells, etc.) reduced by -5% per 25 Spellcraft of the character. Those that can reflect magic have their percentage chance reduced by 1% per 25 Spellcraft.

Necromantic Studies: (Heroic) (+5 fatigue to spell cast): Having dabbled into the dark arts of Necromancy, spells become tainted by dark practices. All spells regardless of element ignores 20 points of undead toughness. This increases by +5 every 3 ranks to a maximum of 50.

NEW SPELLS**Blight**

Type: Divine (Evil); [negative] [attack]



Power Rank: 2
 Range: 30'
 Duration: Instant
 Area of Effect: 10' Radius
 Activation Time: Full Action
 Defense: Divine

A darkness reaches up from the ground as the caster summons unholy magic as she draws upon the evil of their deity to strike at his enemies. This causes 1 point of damage per success to those of a neutral philosophy. This damage increases to 2 points to all those that are good in the Area of Effect. Only good or neutral creatures are affected by this spell.

In addition, each target is Stunned for 1d10+5 turns. Every turn targets gain a new defense check to end the stun effects. Each time they make a check they gain a +1 success bonus to end the spell's effects.

Create Undead

Type: Element (Essence); Divine (Evil); [creation]
 Power Rank: Varies
 Range: Touch
 Duration: Permanent
 Area of Effect: 1 Creature
 Activation Time: 1 hour/rank of undead created
 Defense: None

This spell grants the caster the ability to infuse a dead body with Negative Energy to create an undead creature. The caster may create any of the undead as listed in the following chart. The caster can only create one undead at a time. Through this power the character can create undead; the Power rank is also the minimum successes required to create the undead:

Power Rank	Undead
2	Skeleton(Animated); Zombie (Common), Pyrites

Dark Mark

Type: Divine (Evil); [attack]

Power Rank: 1

Range: 10'

Duration: Permanent until dispelled

Area of Effect: 1 creature

Activation Time: Full Action

Defense: Divine

Utilizing this power a character causes a dark mark to appear around a single good target within range. All willing creature(s) you choose in a 20 foot-radius, including yourself, gain +5 bonus Attack Skill per success (+50 maximum) against this target for the duration of the power.

Every turn the target gains a new defense check to end the effects. Each time that they make a check they gain a +1 success bonus to end the spell's effects.

Flame Gaze

Type: Element (Fire); [fire] [attack]

Power Rank: 2

Range: 20'

Duration: Instant

Area of Effect: 1 target (Ray)

Activation Time: Full Action

Defense: Physical

Using this spell, you can release a pair of fire beams from your eyes that detonate on a target that is within range. Targets gain a Physical Defense to dodge out of the way. Those that fail suffer 3 points of explosive fire damage and have a 75% chance of catching on fire. Those that catch on fire will burn for 1 turn per success and gain the burned condition (pg. 342).

Force Blast

Type: Element (Air); Divine (Any);

Jinhu; [force] [attack]

Power Rank: 2

Pathway/Symbol: Sihu/Ursi, Xu

Range: Self

Duration: Instant

Area of Effect: Varies; see below/Cone

Activation Time: Full Action

Defense: Magical, Divine, Jinhu

With Force Blast you can blast a cone of invisible force at a target. Small and medium targets are flung backward 5' per success to a maximum of 50'. Large and huge targets are flung backward 2'

per success to a maximum of 20'.

Those that fail their defense are affected as they have been knocked down and knocked back.

Frighten

Type: Element (Air or Essence);

[charm]

Power Rank: 0

Range: 10'

Duration: Instant

Area of Effect: 1 target

Activation Time: Full Action

Defense: Special; see below

This spell causes a target to make a Willpower check at a TS of 1 per 3 successes of the spell cast. Those who fail are Troubled, and must flee from the area moving at their fastest pace in a random direction for d10 turns.

Gullin's Nimbus

Type: Element (Essence); [fire]

[alteration]

Power Rank: 2

Range: Self

Duration: 3 Turns

Area of Effect: Self

Activation Time: Full Action

Defense: None

Intoning dark words you cause yourself to become wreathed in hellish flames. These flames have no effect on you or your equipment. The flames deal 10 damage plus your Willpower Modifier in damage to any creature that you touch (to maximum of +25 damage). Additionally, any items that pass within 5' of that are combustible instantly burst into flames and begin burning.

Protection From Antithesis

Type: Divine (Good, Evil, or Neutral);

[protection]

Power Rank: 2

Range: Touch

Duration: 5 Turns

Area of Effect: 1 creature

Activation Time: Full Action

Defense: None

This spell grants protection from attacks by creatures, and effects created by creatures (i.e. abilities) that are not of the targets philosophy. For example, if the target is Good, the spell protects against Evil and Neutral creatures.

The target gains a +5 per 2 successes (+50 Max) to all their

defenses against those not of the targets philosophy. Additionally, the spell grants a +2 success bonus to checks versus the abilities of creatures not of the targets philosophy.

NEW MONSTERS

DARK RAVEN

(MP: 925) (Uncommon) **1st Rank - Evil (Small; 3' high)**
(1st-3rd Rank Challenge)

Health Points: 13

Attack Skill: 63

Initiative: 11

Attacks: Bite/Claws (2;a5); +4 Str Dmg

Armor: Undead Toughness (25); -25 vs Magic or Holy Weapons; -15 vs Divine Magic; -15 vs. Cold Iron or Silver Weapons; -10 vs. Spirit or Fire Based Spells

Physical Defense: 71

Magical Defense: 43

Divine Defense: 51

Jinhu Defense: 50

Move: 5' (Fly: 50') **Luck Points:** 1 **Vision:** Heightened

Attributes: Str: 66 (4), Sta: 63 (3), Agi: 93 (9), Per: 91 (9)
Int: 78 (6), Wits: 72 (5), Will: 72 (5), Cha: 74 (5)

Skills

Alertness 42, **Evade** 45, **Search** 45

Creature Type: Undead

Treasure: Personal No; Lair No

Environment: any

Organization: solitary, pair, squad (3-6), flock (30-60)

Special Abilities

Aura of Unluck A dark raven radiates an aura that causes any target, other than creatures like itself, that is within a 20' radius to be unable to use any Heroic Luck nor gain Heroic Luck on a critical success for as long as they are within the area of effect. A dark raven can activate or deactivate this aura as a **Simple Action**.

Disease Magical, Undeath Whenever a dark raven successfully hits a target it can transmit a magical disease (Legends of Kralis pg. 225): Undeath; Injury; Character will die in three days only to rise again as a zombie (60%) or ghoul (40%) the next night. Targets gain a Stamina vs TS 2 to avoid the infection.

Fire Vulnerability A dark raven is vulnerable to fire damage more than others. This causes a dark raven to suffer an additional 30 points of Fatigue damage per 5 turns while in areas of fire. Fire damage deals +2d10+5 points of bonus damage. This is **curse** effect type.

Frightening Screech Three times per day as a **Basic Action** a dark raven is able to direct a frightening screech at a single target that is within 20' of it. The targeted creature gains a Stamina check vs. TS of 3 those that fail become **Troubled** for 2d10 turns. Those that succeed in their check cannot be affected again by the

same creature's croak for 24 hours. Creatures that are already troubled become **Scared**, those that are already scared become **Frightened**.

Undead Traits As an undead being a dark raven gains the following undead traits:

- undead resistance: cannot be killed by normal, non-magical, non-holy damage; At 0 Health crumble or vanishes
- immune to poison, paralyzation, or charm spells, charm like effects, and cannot be knocked out
- undead regeneration (able to regenerate from 0 health): regeneration time: 1 Hour
- Special Attack (Can cause any of the following per attack): Addt1 2 pts. cold damage per rank with successful damage attack and suffer -20 penalty to skills for 1d10 Turns

Standing about 3 feet in height dark ravens are large, grotesque ravens they have dark, with ragged, thin and bony bodies their wings end long in a mass of sharp, cracked bones. Their sharp talons are black dripping with green mucus infected with various diseases. Their dark eyes are shot through with red and green lines an indication that they are infected with something more than just disease.

They are frightening alone, but in large flocks they are terrifying shattering the resolve of even the hardest adventurer or the cruellest monster.

They often are found in small gatherings of 3 to 6, but large flocks numbering in the hundreds have not been unheard of, spreading their disease and negative energy wherever they land or infest.

Dark ravens are fowl, undead creatures that have become undead after feeding upon the remains of such creatures as ghouls, zombies, and other physical undead things that have survived the attacks of good aligned folk but have not been destroyed by the means of holy powers. Dark ravens are generally about 18" tall, weigh roughly 10 pounds and have a 36" wingspan.

Combat:

Dark ravens are more ravenous scavengers than they are hunters. They tend to feed on the corrupt flesh of the undead, often attacking large groups of zombies, ghouls, or other physical undead, but they are not beyond attacking groups of adventures, small caravans or even villages or outlying farms.

When they attack they attack with claws and ripping beak attacks. They spread disease in these attacks, many times they leave behind the same type of creatures that they feed on: undead beings.



PYRITES

(MP: 475)(Uncommon)

Health Points: 46

Attack Skill: 66

Attacks: Claws (4;a10,f5) or Bite (6;a10,f5); +4 Agi Damage

Armor: Undead Toughness (25); -25 vs Magic or Holy Weapons; -25 vs Divine Magic; -15 vs. Spirit; -10 vs. Cold Iron or Silver Weapons or Fire Based Spells

Physical Defense: 58

Divine Defense: 69

1st Rank - Evil (Small)
(1st-3rd Rank Challenge)

Initiative: 16

Magical Defense: 47

Jinhu Defense: 53

Move: 10' **Luck Points:** 1 **Vision:** Nightvision

Attributes: Str: 66 (4), Sta: 66 (4), Agi: 82 (7), Per: 86 (8)

Int: 69 (4), Wits: 70 (4), Will: 71 (5), Cha: 67 (4)

Skills

Alertness 41, **Evade** 46, **Search** 46, **Stealth** 46, **Track** 43

Creature Type: Undead

Treasure: Personal Yes; Lair Yes

Environment: any

Organization: solitary, pair, squad (3-6), mob (6-15)

Special Abilities

Abundant Leap A
pyrite has the ability to leap and jump up to double its normal movement as a Move Action.

Cold A
A hit from a pyrite's attack causes the target to suffer numbing cold. The target must succeed at a Stamina Check TS of 5 or suffer -5 Initiative Modifier for the next two turns as well as suffer +10 bonus cold damage this damage ignores Armor Absorption. This is *cold* energy type.

Holy Water Vulnerability A
pyrite is vulnerable to the powers of Holy Water. Holy water does 3 points of damage per oz of water per turn. This ignores armor absorption.

Undead Traits As an undead being a pyrite gains the following undead traits:

- undead physical immunities: bleed, poison, stunning, paralyzation, critical hits, knock outs, energy draining, attribute reduction, death from massive damage,
- undead spell immunities: mind effecting spells, charm spells, sleep, illusions, charm like effects. They are able to "see" through invisibility by sensing the life force of a living creature
- undead regeneration (able to regenerate from 0 health): regeneration time:1 Hour

Pyrites are the result of unfortunate pygmies or small bodied species such as aelwyn, ha'vatu, goblins, etc. that were killed in large bogs, swamps, marshes or even the Void, where their bodies were preserved and turned into pyrites. Their skin is hard and leathery and is generally dark brown or black. While they are mummified creatures they are not true mummies. However, they have been known to be found with true mummies as pets.

These creatures spend most of their unlife moving in large clans from one area to another, causing destruction and death in their wake. A pyrite is generally 3-4 feet in height and weighs roughly 125 to 150 pounds.

Combat:

Two or three pyrites are no danger to many. However, these creatures gather in clans of 40 or more which makes them dangerous. They are small, quick creatures despite their undead status.



SWAMP CREATURES

(MP: 1255) (Uncommon)

5th Rank - Neutral (Large)
(2nd-7th Rank Challenge)

Health Points: 84

Attack Skill: 82/72/62

Initiative: 15

Attacks: Vine-like hands (8;a10,f15); +11 Str Dmg

Armor: Hard Bark (Medium Armor) (25); +10 Armor
Absorb vs. Piercing/Bludgeoning Weapon type

Physical Defense: 71

Magical Defense: 60

Divine Defense: 57

Jinhu Defense: 60

Move: 15' **Luck Points:** 2 **Vision:** None

Attributes: Str: 101 (11), Sta: 98 (10), Agi: 74 (5), Per: 74 (5)
Int: 41 (-1), Wits: 39 (-2), Will: 46 (0), Cha: 27 (-4)

Skills

Alertness 60, Evade 66, Search 66, Stealth 66, Track 65

Creature Type: Monstrous Plant

Treasure: Personal No; Lair Yes

Environment: swamps

Organization: solitary, pair, squad (3-6), mob (6-15)

Special Abilities

Crush (Constriction) With a successful attack, a swamp creature can grapple a target and begin to crush it. If a swamp creature is twice the size of the target it can completely engulf the target, and can begin to crush the target with its body.

Those attacked in this fashion are allowed an opposed Agility Check or Strength check to avoid this grapple effect. A swamp creature gains a +2 success bonus to this check. Those that fail are considered grappled by a swamp creature and take 2d10 points in damage every turn, this damage ignores any armor absorption. Those that are held are allowed to attempt an escape from the crushing as per the grapple rules every turn. Unless a swamp creature releases the target it must be killed and its hold forcefully opened.

Disease, Magical (Chaos Sickness) Whenever a swamp creature successfully hits a target it can transmit a magical disease (Legends of Kralis pg. 225). Chaos Sickness: Contact; Character begins to mutate into a swamp creature that caused the disease. This mutation takes 3 days. Targets gain a Stamina vs. TS 2 to avoid the infection.

Fire Vulnerability A swamp creature is vulnerable to fire damage more than others. This causes a swamp creature

to suffer an additional 30 points of Fatigue damage per 5 turns while in areas of fire. Fire damage deals +2d10+5 points of bonus damage. This is *curse* effect type.

Sense Movement A swamp creature has no means of normally detecting others, such as sight, hearing, smell, or senses such as echolocation or seismic. However, this has caused them to develop a "sixth sense" that allows them to sense things moving near them. A swamp creature is able to detect beings that are within 90' radius without any cover or obstacles in its way. This perception is based on the flow of air being displaced by the movement of creatures, even weapons. This sense is very acute but it is also very easily defeated by over stimulation. Abilities or spells that alter the air or movement of air causes a swamp creature using this sense to make a Perception check at a TS of 3 or become confused and unable to determine location of others in the area for the duration of the alteration. It does not suffer any penalties to attack things that are invisible, hidden, etc., so long as the being or creature is moving.

Swamp creatures are massive tangles of rotting swamp plants, algae, and muck that lurk in the darker parts of swamps, bogs and marshlands. These creatures are thought to be sentient in some form as they are often seen coming to the "rescue" of lesser creatures of the swamp, just as they have been seen attacking predators or other larger creatures of the swamps.

They lurk in the slow moving water, using tendrils, legs made from tendrils and arms made from tendrils to move from one area to another. When they are attacked or attack they raise to just under 12' and look vaguely humanoid. Swamp creatures weigh roughly 650 pounds.

They have thick arms and legs, their torsos are a mass of vines, muck, and moving algae. They are quick to anger and quick to strike.

Combat:

They enjoy grabbing prey by the legs and dragging them under the black waters of the swamps, where they suffocate them and then engulf them to dissolve the corpse. They only dissolve flesh and leave behind full skeletons, armor and other items from their victims piled on the swamp bottom.



To a legendary adventurer and hero — for your eyes only:

I am Briar Umbermarsh, direct descendant to the founders of the wonderful, often-overlooked gem of a village known as Umbermarsh Edge Village. What we lack in coastal property and bustling markets we make up for abundantly with the warm welcome and sense of being part of our happy little family

I extend an invitation for a glorious, all-expenses paid visit to my esteemed home with a simple, perhaps even trivial, request:

Umbermarsh Edge is in need of a minor investigation into our neighboring swamps. Nothing particularly troubling, I assure you. Likely no more than a trick of the sun's setting rays passing through swamp gas.

I assure you the journey and visit will be worth your while, on my honor as an Umbermarsh.

Yours truly,
Briar Umbermarsh

You don't know me, but I've heard about you.

And I hear you're looking for a job that's more than just going off to kill. Hear me out on this and you can decide if this is what you're wanting or not.

Umbermarsh Edge Village has a problem. Dead are rising up as zombies and disappearing off in the swamplands, not a sign or sight of them ever again after that as far as I know.

My adventuring days are long behind me, but I've got a sense for when things aren't right.

Things are most definitely not right with what's going on here. The folks around these parts think it's some kind of blessing. A last goodbye before their dead go off to meet their maker or something not too far from that.

There's got to be something in the swamp behind all of this.

You figure out what that is. Like I said - we don't know each other, but tales of your exploits make me think you're itching to know what's going on as bad as I am.

Come to Umbermarsh Edge Village - your stay at the Brackish Boar, our fine inn and tavern, is on me.

Looking forward to seeing you,

Gilda Rimefang

Owner, Brackish Boar Tavern/Inn

Greetings to you, legend in the making,

You may not know of me, and you may have never heard of where I'm from, but I know of you. Tales of your exploits have reached far and wide.

The Village of Umbermarsh Edge is in dire need of your aid, adventurer. We are simple folks, living simple lives here. Not many new faces pass through, but not so long ago that changed. Before long, strange things started.

Our dead started rising up. Some of the villagers took it as a chance to say one last goodbye to loved ones, friends, what have you, but I don't see it that way. You see, those that rose this way weren't themselves. They were blank, vacant, and didn't say but a word before disappearing off into the swamp.

I've not got much, but I'll make it worth your while if you can find it in your heart to bring some aid to my little village in need.

I fear there's something much darker and more dangerous at play here. I don't wish to think of what could happen to Umbermarsh Edge should no one come to our aid.

Though I have little to offer, I will gladly give what I can by way of thanks.

Sincerely,
Gilroy the Third

Help us, please.

Stories of your talents, and above all else, your good heart have made their way far and wide. I am reaching out as someone who has lived without a place to call home for too long. I've found that home here in Umbermarsh Edge Village, but that seems to be doomed.

A grim shadow is rolling over this place. No one else seems to sense it like I do, but it's there. I'm sure of it. It presents in awful ways. Every day is a little darker – not as much light. I know it.

And the dead have been rising. They disappear as soon as they arrive, but it is unnatural and not to be trusted.

Please make your way to Umbermarsh Edge Village. I'm sorry to say I have little to offer, but I would forever be in your debt.

Signed,
L

Hey friend,
You like loot?

I bet you like loot. I hear you've traveled a long while, doing good and getting good loot as thanks.

The place I live doesn't have a ton of great loot, but there's some strange stuff going down that makes me think someone around here's got something worth getting. You follow?

Someone's making the dead walk around and it's giving me the worst kind of creeps. The people around these parts are convinced it's so they can see their favorite folks wrecked faces one last time.

I'm not buying that.

But the kind of person or people who would be up to bringing back the dead?

Bet they've got some good loot.

Umbermarsh Edge Village.

I'll see you at the Brackish Boar if you're interested. Might even have something for you if you can figure this out.

That way I can get back to making an honest living around here.

Cheers friend,
R. Dour.