

the town that time forgot



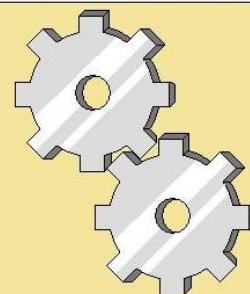
An Adventure for First-Level Characters

For use with the 4th Edition

DUNGEONS & DRAGONS ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt
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The Town that Time Forgot

For PCs Level 1

While traveling, the PCs come upon a small town nestled deep in the foothills near a large mountain range. There are no signs or visible means to identify the town, and very few people can be seen in the streets. The few people that are seen all seem to be quite pleasant, and smile warmly at the PCs. If the PCs ask any of the townsfolk about the name of the town, they appear to get nervous and won't make eye contact. Not only that, but they refuse to give a sound answer. Most of them come up with ways to change the subject, or simply say things such as "just a small town", or "what's in a name?"

Even without any kind of Insight checks, the PCs get a feeling that something is just not right about this town. Something's strange, and to even hint at it gets the locals nervous. If the PCs persist in trying to get information about the town, the locals will eventually start intentionally avoiding them by going out of their way to walk around them, or simply head in a different direction when approached. Their smiles never fade, but their actions reflect what they really feel.

While making their way through the town, the PCs will see a man sitting on the ground, leaned against an unused hitching post, his head down, and a bottle in one hand. In the other hand is a long knife. If the PCs approach the man, or simply try to pass by him, he will call out to them.

"Strangers! Let me speak to you a moment, if you please."

His speech is slurry, and his eyes are bloodshot. It is very obvious that the man has been drinking heavily, and his breath reeks of the cheap wine he's been swilling. The PCs see a huge scar running across the entire width of the man's grizzled face, seeming to start at one ear, go under one eye, run across his nose, and through the other eye which is milky and half-closed.

"You shouldn't be here", the man says in a husky whisper. He looks all around to ensure no others are near, and then continues.

"This place is dead. There's nothing for you here. Move on. You're not a day's ride from bustling towns that can offer you whatever you wish."

The man takes a deep drink from the bottle in his hand, runs one dirty sleeve across his half-toothless mouth, then continues to speak.

"You might think me no more than just a drunk...but I see things. I used to be somebody. Somebody important. That was a lifetime ago, it seems. Now I'm just an old man with nothing to look forward to but the darkness of death. You are still young, and have your whole lives ahead of you. Leave this place, and go live them in happiness. You'll find nothing here but gloom."

If the PCs insist on further explanation, the man looks intensely at them for a moment, then scans around once again for anyone else in the vicinity, and then nods.

"You want to really know what's going on here? I see that youth has not changed since I came to live here. The young are still persistent in wanting answers; even to things they have no business knowing. One day, should you live long enough to see it, you'll understand that NOT knowing everything is just fine. Many things that you learn can't be unlearned. Many things seen that you can't un-see."

He takes one final drink from his bottle, and then tosses it to the ground near him. Sighing deeply, he continues.

"Fine. You wish to have answers. If you won't take my advice and leave, be here when the bell tolls twice and you'll see more than you ever wanted to see. I really wish you wouldn't though...such a waste of lives."

Just as the old man finishes his last statement, he starts as though surprised. The PCs see a crossbow bolt sticking out of the man's stomach. Blood has already started to stain his shirt around the bolt. The man grunts, then slumps down face-first into the dusty ground.

Looking around, the PCs see no evidence of another person anywhere near them. A great distance away they see a small crowd of townsfolk, all standing still and staring at them. When the PCs notice this group, the people look away and go back to whatever they were doing. If the PCs explore the area, they will find no one that could have fired the bolt, not any that are willing to talk about it.

Closer to the center of the town, the PCs see a large tower surrounded by a tall wall with a thick iron gate. At the top of the tower is an open belfry with a huge black bell hanging in it. The gate, tower, and bell all appear to have been unused for a very long time. Rust and moss cover everything, including the wall surrounding the tower.

Should the PCs continue to investigate the town, the locals still smile warmly at them, but none will speak, even if directly confronted. After a little less than an hour from the PCs entering the town, they hear the large bell toll once...then twice. The sound of it echoes throughout the small town, drowning out any ambient noises from the locals, animals, or daily activities going on around the PCs.

Instantly, the town settles into a dusky darkness. Any nearby locals immediately drop anything they are holding, and then fall to the ground. The streets become cracked and crawling with insects. The buildings all seem to be centuries old, with shattered windows, cracking walls, and rotted wood. Nothing is making a sound, and the silence seems to be an almost physical thing, oppressive and threatening. A thick fog begins slowly creeping across the town, seeming to come from the bell tower's base. In just a few moments, it covers everything.

Should the PCs try to leave the town, they find any exits stopping abruptly at huge, yawning pits that seem to have no bottom. These pits are much too large to attempt to jump across, some being well over a hundred feet from side to side.

After no more than ten minutes, the PCs hear a noise coming from behind them. Turning around, they notice that any nearby townsfolk have started trying to get up. Their skin sloughs off as they move, and their eyes appear as vacant milky orbs without any sign of life. Within just a few moments, every nearby townsfolk has stood, and are slowly making their way toward the PCs.

Encounter (Level 3)

4- Zombie Rotters

4- Zombies

XP- 500

Now that the PCs are aware of what the townsfolk have become, they must attempt to survive long enough to figure out how to stop whatever is going on in this strange town. An Insight check (DC 15) gives the PCs an idea that whatever is going on could be originating from the tall bell tower at the center of town.

Making their way back to the bell tower, the PCs encounter more of the undead townsfolk, all of whom seem intent on destroying the prying strangers.

Encounter (Level 3)

4- Zombie Rotters

2- Zombies

2- Gravehounds

XP- 600

When the PCs reach the large iron gate of the tower, they find it will open easily despite the rust that covers it. As they enter the grounds inside the wall, they run into the following encounter before they can reach the front door of the tower.

Encounter (Level 3)

2- Zombie Rotters

2- Gravehounds

XP- 300

When the PCs reach the front door, they find that it is locked with an elaborate padlock. There is a symbol on the padlock that resembles a decorative “Y”.



The Town Map



The lock on the tower door is magically protected against any form of opening aside from the key designed to fit it. Any attempts to magically open the lock fail. Attempts to pick the lock trigger a trap:

Minor Glyph of Warding Trap

Level 3 Warder
XP 100

A hidden glyph inside the lock suddenly glows and explodes as you try to open it.

Trap: A magical glyph wards a lock, ready to explode with arcane fury when the trap is triggered.

Perception

◆ DC 28: The character notices the glyph.

Trigger

When a creature tries to pick the guarded lock, the glyph explodes.

Attack

Immediate Reaction

Close burst 3

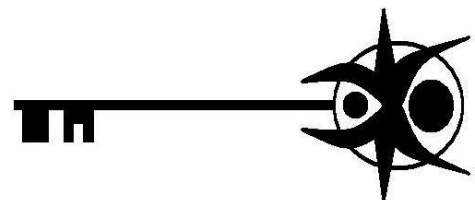
Targets: All creatures in burst

Attack: +4 vs. Reflex

Hit: The glyph is designed with the following effects:

◆ 2d6+4 lightning damage and dazed (save ends).

The PCs must locate the key that opens the lock on the bell tower's door. A search of the bodies of the zombies destroyed near the tower reveals a key, although the design is very different than that on the padlock.



The PCs must continue searching elsewhere for the key to the bell tower's front door. Across the street from the tower is a row of crumbling buildings. From inside one of the buildings, the PCs hear a noise. As they approach, they see the faces of several of the zombie townsfolk in broken out windows. The townsfolk appear to be doing nothing but staring at the PCs. They are not moving at all, aside from their heads which turn to follow the PCs as they move around.

As the PCs enter one of the buildings, the zombies will attack, moving slowly toward them with their arms out.

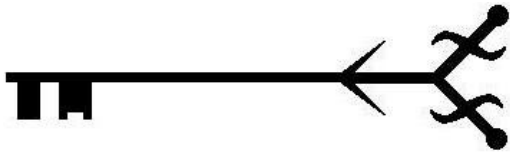
Encounter (Level 3)

3- Zombie Rotters

3- Zombies

XP- 400

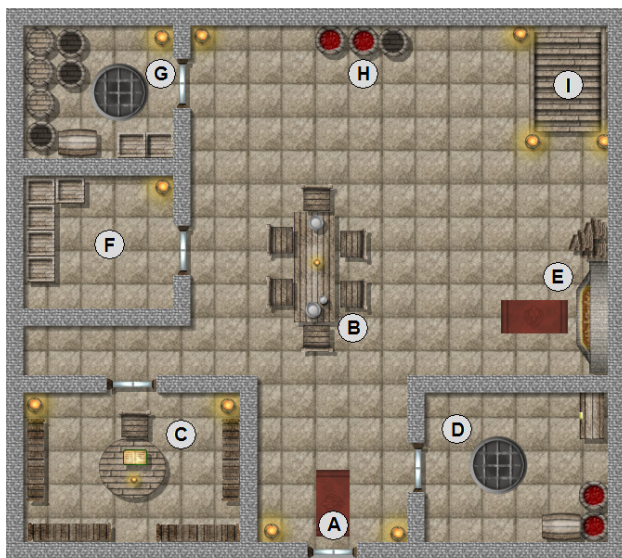
If the PCs search the bodies of the fallen zombies, they will find a key with the same emblem as the one on the bell tower's padlock on a cord around the neck of one of the zombies. Returning to the tower, the key fits smoothly into the ornate lock, which opens easily when the key is turned. The door of the tower opens slowly and with a loud grinding and screech of rusty metal.



Bell Tower, Level One

A) - When the PCs enter the ground floor of the bell tower, the front door slams shut, glimmers briefly, then vanishes, becoming part of the wall. It appears as though there was never a door there to begin with.

Bell Tower- Level One



Even with the strangeness of the town outside, inside the tower looks warm, bright, and cheerful. It looks as though someone lives there, as there are signs that people have been there very recently.

B) – A large table sits in the center of the large ground floor. Several chairs surround it, and there are plates with food on them on the table. A flickering candle sits in the center of the table. It is obvious that it has not been lit long, as the wax has barely begun to melt.

C) – The door to this room opens freely. Inside is a small round table with four bookcases surrounding the walls. On the table is an open book that, if investigated, reveals writing in an unknown language. Some of the symbols, however, look similar to the designs of the keys the PCs have discovered. The books on the bookcases are also written in this strange language.

D) – This room contains 2 full wine barrels, one empty barrel that has fallen over or been pushed over, and a chest against the east wall. The chest opens easily, and inside the PCs find 500gp. A large drainage grate is on the floor. If investigated, the grate will lift up, revealing a long, deep pit with a ladder that leads down into the darkness. The sound of dripping water can be heard.

E) – A large fireplace crackles warmly with a freshly-made fire. Logs are stacked neatly just to the left of the fireplace. A large red rug covers the stone floor in front of the hearth. It is very comfortable and inviting.

F) – The door to this room opens easily, but with a resounding squeak of the hinges. Inside the room are several crates against the rear wall. A single brazier burns just to the right of the open door. If investigated, the PCs will discover dry food and simple articles of clothing inside the crates. The food is good, and can be eaten or kept by the PCs. The clothes, also, are in excellent condition and can be kept by the PCs.

G) – The door to this room also opens easily. Inside are several barrels, some of them empty. A brazier burns to the right of the open door. A couple of crates are also in the room, and contain more dried food that can be taken. Another drainage grate is in the floor, but this one will not open or lift. From the sound, it appears to lead down to the same place the other drainage grate does.

H) – Three barrels sit against the wall, two of them full of very nice wine, the other being empty.

I) – This large staircase leads up, apparently to the second floor of the bell tower.

Bell Tower, Level Two



A) – This staircase leads down to the ground floor. Two burning braziers sit atop the posts at the end of the staircase.

B) – A large table sits near the center of the large room. Only two chairs are at the table, one at each end. A burning candle sits in the center of the table. From the middle of the room, the PCs can look up, through the third floor and upward to a large bell that appears to be on the fourth floor.

C) – Another large fireplace crackles against the north wall. To the left of the hearth is a neat stack of firewood. On either side of the fireplace are two sets of fine armor that look to be in excellent condition. They would not make suitable armor, as they are simply for decoration.

D) – This large bookcase contains more books written in the strange language seen in the books on the ground floor. Two large braziers burn on either side of the case.

E) – Another large bookcase, identical to the one on the opposite side of the room.

F) – The door to this room opens easily. Once the door is opened, a zombie lunges toward the PCs, and the following encounter takes place.

Encounter (Level 4)

1- Corruption Corpse
XP- 100

Once the zombie has been destroyed, the PCs may investigate the rest of the room. In the south-east corner of the room is a bed. A layer of dust covers it. At the foot of the bed is a chest that, when investigated, is locked. A successful Thievery check (DC 15) will unlock the chest, as will any physical attack on the lock. Inside, the PCs will find 100gp, some nice clothing, and a golden cup worth 50gp. Beside the bed is a small table with a single

candle. Against the west wall is a large bookcase with only a few books on it. All of the books are in the strange language seen before. In the northwest corner of the room is a small table and a chair.

G) – The door of this room is very difficult to open. It seems to be pushing against something. After only a moment, the door opens enough for the PCs to see a huge mass of spider webs inside the room. The webs cover everything in sight. After only a moment, a large spider leaps at the PCs, forcing them back out into the main room. The following encounter takes place.

Encounter (Level 4)

1- Deathjump Spider
XP- 100

Once the spider is destroyed, the PCs may investigate the room further. It takes several rounds to clear out the spider webs enough for the PCs to make their way around in the room. It looks, physically, identical to room F. As the PCs clear the webs away near the bed, another spider lunges out from under the bed, immediately attacking.

Encounter (Level 4)

1- Deathjump Spider
XP- 100

In the chest, which is unlocked and opens easily, the PCs find a few small trinkets of no apparent value, and more clothing that seems to be in good condition. The bookcase against the west wall is completely empty.

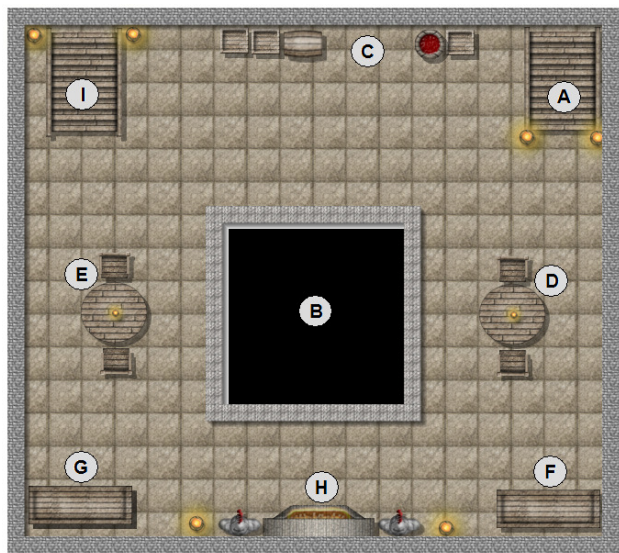
H) – The door to this room is locked. A successful Thievery check (DC 15) will unlock the room, as will any direct physical damage given to the doorknob. The room appears to be identical to rooms F and G. The chest at the foot of the bed is open, and nothing is inside. Only one book is on the bookcase on the west wall, and it is written in the same bizarre language as all the others. There is nothing of value in this room.

I) – This door is locked. There is a large symbol burned into the door that is identical to the unused key the PCs acquired from outside the tower. If the PCs use the key, it unlocks the door.



J) – The door opens easily, giving way to a large staircase that leads upward, seemingly to the third floor of the bell tower. Four braziers burn in the corners of the room.

Bell Tower, Level Three



A) – This staircase leads back down to the second floor of the bell tower. Two braziers burn brightly on the posts at the end of the staircase.

B) – A two foot high wall surrounds a large opening in the floor that leads down to the second floor. If the PCs look up, they see the underside of a large bell on the fourth floor.

C) – Three crates, a wine barrel, and a turned-over barrel sit against the north wall. The wine has a foul smell and, if tasted, is extremely bitter.

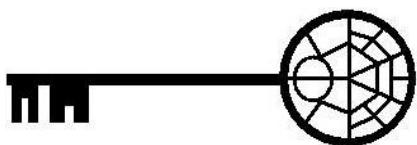
D) – A small round table with a single candle flanked by two chairs sits here.

E) - A small round table with a single candle flanked by two chairs sits here.

F) – A large cupboard sits in the southeast corner of the room. If opened, a decayed human head fall out and strike the ground with a sickening thud. Insects pour out of the severed head. Nothing else of value is in the cupboard. The noise of the head rolling out disturbs some shadowhunter bats that have nested inside the bottom of the bell. They fly out, and immediately attack.

Encounter (Level 3)
2- Shadowhunter Bats
XP- 300

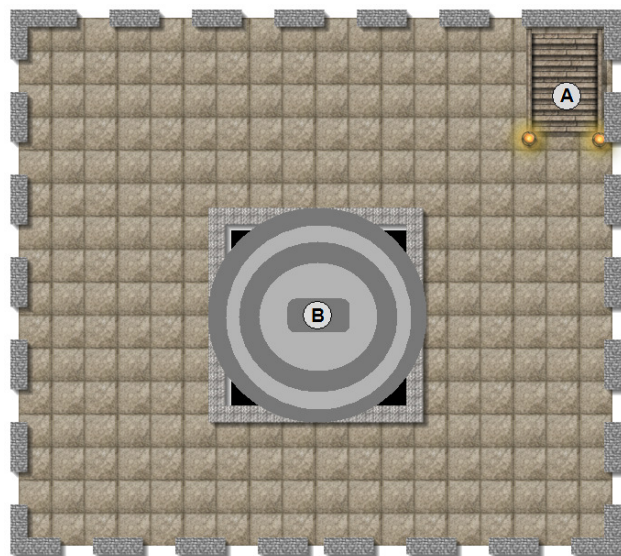
G) – This cupboard contains an ornate box that, when opened, reveals another decorative key. Nothing else of value is inside this cupboard.



H) – A large hearth sits against the south wall, flanked by two decorative suits of armor and two burning torches. There is no fire lit in the hearth. If investigated, the PCs will find a small bag stuck just inside the chimney of the hearth that contains 50gp and a large ruby worth 100gp.

I) – This staircase leads up to the fourth floor of the bell tower. It has two large braziers burning on either side against the wall behind the stairs.

Bell Tower, Level Four



A) – The staircase that leads back down to the third floor of the bell tower. Two torches burn on the rail-posts at the end of the stairs.

B) – A huge bell sits motionless, suspended by a set of sturdy scaffolds. It is rust-covered, and appears to have not worked in many years, despite what the PCs heard earlier.

The top floor of the bell tower has no walls, and overlooks the town. If the PCs look, they will notice that the town is even darker than it was when they entered the tower. The fog is very thick, and covers almost everything in sight.

Walking around on the top floor are several more zombies. These are dressed in long white robes with gold trim.

Encounter (Level 2)
4- Zombie Rotters
3- Zombies
XP- 500

The PCs find a note on one of the zombies, should they check their bodies. The note is written in Common, and reads:

Brothers,
Infestation is almost complete. There are only a few residents that have not succumbed to the illness. We have reports that the survivors have escaped into the sewers. They know what we are doing, and must be found before they raise alarm and bring outsiders into our town.

For the Glory of He Who is Not Named,
Raellin

The PCs are expected to return to the ground floor of the tower, and investigate the drainage grate with the ladder than descends into the darkness.

END PART ONE

GP TOTAL: 800

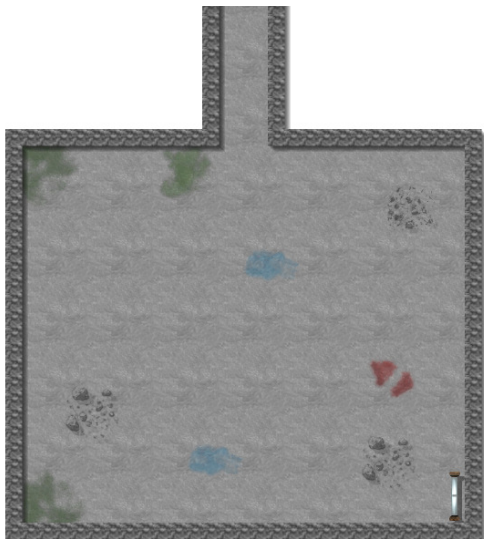
XP TOTAL: 3,000

PART TWO

The PCs have returned to the ground floor and gone back to the floor grate in the southeast room. Climbing down the ladder will entail a Skill Challenge of Complexity One (4 successes before two failures). The ladder is covered in a thick layer of slippery mold and mildew. In order to climb down, the PCs must make 4 successful Athletics checks (DC 15) before two failures to safely reach the bottom without falling. Should the PCs fall, consult the following chart to determine falling damage.

Distance Fell:	Damage:
After 1 Success	3d10
After 2 Successes	2d10
After 3 Successes	1d10

When the PCs have successfully descended the ladder, they get their first look at the dark sewer. PCs without darkvision must utilize a torch or some other means of visibility, as there are no light sources.



The first section of the sewer is a large room with bits of rubble, stagnant water puddles, and large areas of moss and mildew on the floor. The walls are covered with a thin layer of mildew that is offensive to smell. In the center of the room are several zombies that will attack immediately upon spotting the PCs.

Encounter (Level 3)

3- Zombie Rotters

3- Zombies

XP- 400

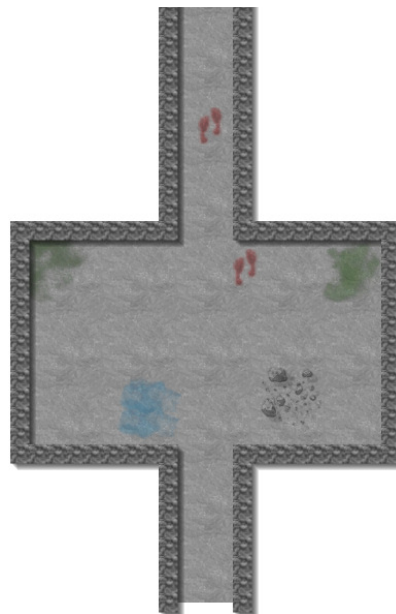
There is nothing of value in this large room. A tunnel on the north wall leads away from the room into the darkness. Traveling down this tunnel, the PCs will encounter an ochre jelly that is waiting for any living thing to come across its path.

Encounter (Level 3)

1- Ochre Jelly

XP- 300

The tunnel continues on, and opens into another large room.



In this next open room, several large rats spot the PCs and attack immediately.

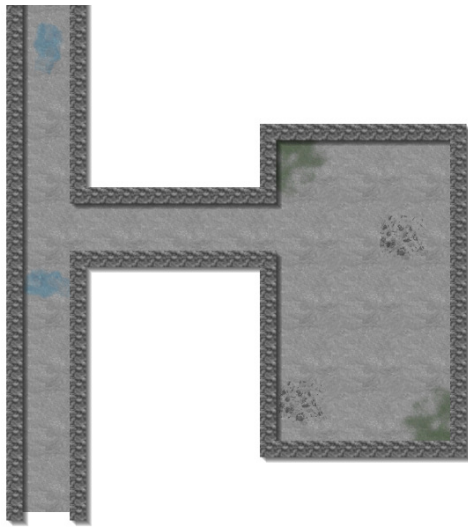
Encounter (Level 1)

4- Giant Rats

2- Dire Rats

XP- 300

The tunnel continues on from the north side of the large room.



The tunnel forks off to the east as well as continuing on north. Should the PCs explore the east tunnel, it goes a short distance before opening into yet another large room. In this room are four people who will immediately scream for help as soon as they spot the PCs. Surrounding the people are several zombies, who will turn and attack the PCs immediately.

Encounter (Level 3)

3- Zombie Rotters

3- Zombies

XP- 400

When the zombies are destroyed, the people thank the PCs repeatedly, and then tell them that they have been trapped in the town for several days, surviving by hiding and moving around only when the bell tolls once, at which time the town reverts to its normal state. It seems as though the locals are not aware of what happens to them when in their zombie state.

The survivors tell the PCs that there used to be over twenty of them, but that the zombies and “other things” had cut their number down to only four. If asked about how they got into the sewer, they tell the PCs that the layout of the area changes when the bell tolls and that during the “normal” hours the sewer is easily reached through a number of surface areas. They tell the PCs that they are waiting for the bell to toll again, and they will attempt to escape the town. They say that until then, they are going to wait where they are.

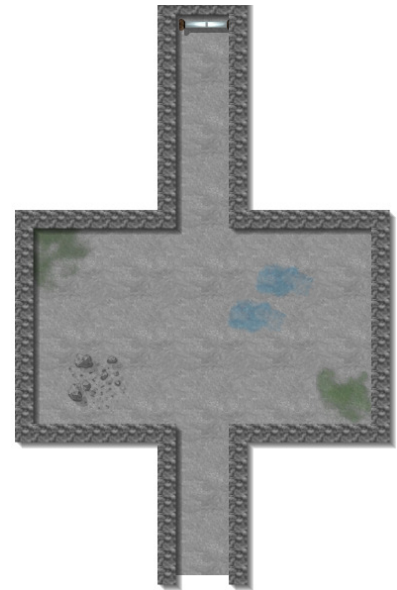
The survivors refuse to accompany the PCs, no matter what they say. The PCs are forced to continue alone. Further down the tunnel, another large room is reached. Roaming about the room are more zombies, who will attack immediately if they see the PCs.

Encounter (Level 3)

3- Zombie Rotters

3- Zombies

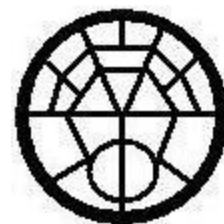
XP- 400



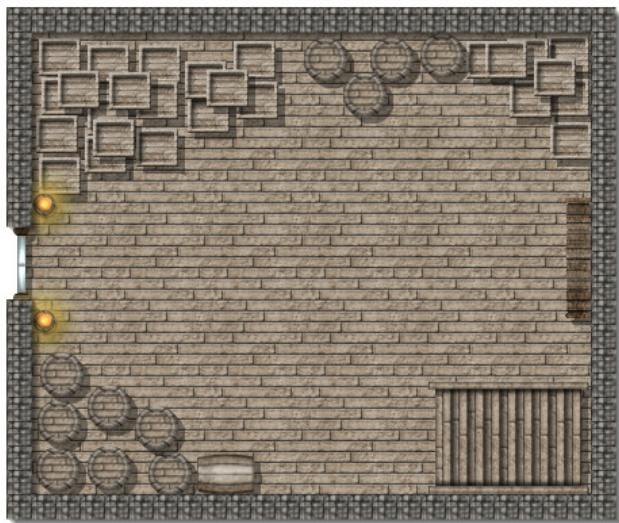
After the zombies are defeated, the PCs notice that the tunnel ends at another ladder going back up to the surface. Climbing up the ladder will entail a Skill Challenge of Complexity One (4 successes before two failures). The ladder is covered in a thick layer of slippery mold and mildew. In order to climb up, the PCs must make 4 successful Athletics checks (DC 15) before two failures to safely reach the surface without falling. Should the PCs fall, consult the following chart to determine falling damage.

Distance Fell:	Damage:
After 1 Success	1d10
After 2 Successes	2d10
After 3 Successes	3d10

When the PCs reach the surface, they are at a manhole in an alley between two large buildings. There appear to be no zombies in this area. If checked one of the buildings is nothing more than an abandoned warehouse with nothing in it of worth. The other building is securely locked. An emblem is burned into the door that looks identical to one of the keys the PCs are carrying.



The key slides easily into the lock, which turns smoothly. The door opens with a very loud squealing of the hinges. If the PCs are attempting to be quiet, they just blew it. Inside the building, the PCs see crates stacked all around the place. Near the southwest corner of the room is a large staircase that leads up to the second floor.



As the PCs approach the staircase, two small statue-like creatures dart out from under the stairs and attacks the PCs. As the last one is destroyed, two metallic dogs run in from the front door and immediately attack.

Encounter (Level 3)

2- Clay Scouts

2- Iron Defenders

XP- 500

There is a large bookcase against the west wall. The books on it are written in Common, surprisingly. By coincidence, if the PCs pick out a book to scan through, they see the following passage:

It appears as though there is some kind of portal or nexus around this doomed town. Without proof, I can only guess, but I feel as though it leads directly to either the Shadowfell or the Far Realm. I have been studying the creatures that the townsfolk turn into when the darkness falls, and by my accounts, nothing separates them from common undead.

Through intense magical research, I have managed to trigger the opening of the portal to the tolling of the large bell in the tower in the center of town. When it is rang twice, the portal opens. At that time, the town slips into darkness and the locals turn into undead. Perhaps “turn into” is a bad description. It is more likely the effect the Shadowfell has in reflecting the dark within us all. They don’t necessarily turn into true undead, but instead what we see is their dark side pulled to the surface.

My studies will continue, but I fear I am fighting a losing battle. A band of adventurers passed through today as the bell tolled, and they were trapped in the town. They killed several of the townsfolk believing them undead. I had to make haste to the top floor of my study and throw the lever that activates the bell. When it tolled and returned the town to normal, the adventurers left. Should this continue to happen, all of these poor people will be killed before I can find a way to resolve this issue.

The PCs realize that they are in the middle of some kind of odd experiment, and that the townsfolk are victims of whatever portal keeps opening across their town. If they flip through the rest of the book, they will find the author’s name signed on the first and last page. The name reads “Jonas Sylva, Holy Priest of the Raven Queen”.

When the PCs continue up the stairs to the second floor, they see that it is, indeed, the top floor of this building.



As the PCs ascend to the second floor they see a large room dominated by a table with a single chair. In this chair sits a man dressed in the robes of a cleric of the Raven Queen. The man is seated with his head down on the table, a quill in his hand. To the right of the man are four small rooms that appear to be cells. In each one of these cells is a slowly wandering zombie.

As the PCs step fully into the room, the zombies begin to stir, holding out their arms and groaning, staring directly at the PCs. If the table in the middle of the room is approached, the seated man lifts his head. His eyes have the milky look of death, and his mouth hangs limply open. He groans, then rises, stepping on a switch directly beneath him on the floor. With an audible “click” sound, the cell doors open, and the zombies shamle out toward the PCs. The priest, himself, joins in the attack.

Encounter (Level 4)

4- Zombies

1- Corruption Corpse

XP- 600

After the zombies have been destroyed, the PCs are free to explore the rooms further. The cells the zombies were in contain nothing of value. The two large bookcases on the north and east wall both contain books both written in Common and in the unknown language. The books that the PCs can read appear to deal strictly with the Shadowfell and the undead. They appear to have no real value. A large lever sticks out of the wall just to the left side of the east bookcase.

On the table where the undead priest lay, there is a letter written, apparently, by the priest himself. It is written in Common.

To Whoever Finds This:

I have failed in my duties to the Raven Queen. I cannot determine the cause of the locals' transformations into the evil undead. I cannot find the reason that the tolling of the bell should cause this hideous transformation. I have no answers. Even worse, I now have more questions than I did when I first arrived at this doomed town.

To make matters worse, I feel the effect of the impending Shadowfell aura on me. My mind slips to thoughts of evil and the grave. I feel I am becoming one of the foul creatures that my priesthood and Goddess fight so strongly to destroy. Should someone be reading this, then that has happened. I offer only apologies for my failures. May the Raven Queen guide you from this place with your health and sanity intact.

I have only one final request for whoever is reading this letter. End it. End it all. I could not find the cause, but I can instruct you on how to end the effects. There is a large lever on the top floor of my private study. This lever will sound the bell in the tower and return the town to its normal state. Pull the lever only once. Within minutes, the town will appear to be normal. At that time, try to make your way to the tower and destroy it with fire. Even if the locals protest, burn it. It is the only way to save them, if they are to be saved.

May the Raven Queen keep her keen eyes upon you and guide you to your success.

Jonas Sylva, Holy Priest of the Raven Queen

The last paragraph of the letter appears to have been written with a very shaky hand. As the letter closes, the words are quite difficult to read. The signature line trails off the end of the paper, seemingly as though the quill was dragged down the page.

If the PCs pull the lever against the east wall, they clearly hear the bell toll once. As the letter said, within moments daylight starts shining its way through the dark and gloom. After only a few minutes, the sun is shining brightly, and birds can be heard singing outside the building. The bodies of the zombies on the floor revert back to a normal human look, as does the body of the priest.

As the PCs make their way outside, they spot the few survivors they met in the sewer making their escape from the town. As they pass each other, the survivors thank the PCs again, and then run toward the town gate.

When the PCs reach the bell tower, the locals have resumed their daily activities as though nothing has happened, carrying bundles, working, and once again smiling their content smiles.

The bell tower stands proudly against the blue sky as the PCs stand beneath it. When lit by whatever means the PCs see fit, the tower begins to burn very quickly. Within minutes, the fire has reached the top of the tower. The heat is almost unbearable, and the PCs are forced to step away from the blaze.

Several locals make their way to where the PCs are and stare at the burning tower. Some are smiling. Some are crying. No matter their expressions, none of them attempt to stop the blaze from consuming the tower. It occurs to the PCs that perhaps they did retain bits of dark memory about their dark sides.

Within a half-hour, the tower crumbles, the bell making one final loud toll as it strikes the ground and burning rubble of the tower. The locals stay for a few moments more, then walk away, their smiles returned to their faces.

As the PCs leave the small town, they spot an old man leaning against a post a good distance down a side-street, wine bottle in hand. Instantly the PCs remember the old drunk man from when they first entered the town who tried to warn them against staying. He appears to be talking to a small group of adventurers. He looks around a few times, like he did with the PCs, then spots the PCs. He winks at them and smiles quite unnaturally. Should the PCs turn back, they will see the bell tower standing proudly against the cloudless blue sky, its huge bell sitting still in its belfry. It takes no Insight check to tell the PCs that it is definitely time to leave this otherworldly town. After the PCs get a fair distance away from the small town, they hear the large bell toll once loudly, but the second toll is softer and fading. If they look back toward the town, nothing is there but an area of thick fog.

END PART TWO

GP TOTAL: 3,000

XP TOTAL: 3,000

GRAND GP TOTAL: 3,800

GRAND XP TOTAL: 6,000

Zombie Rotter	Level 3 Minion
Medium natural animate (undead)	XP 30
Initiative –2 Senses Perception –1; darkvision	
HP 1; a missed attack never damages a minion.	
AC 13; Fortitude 13, Reflex 9, Will 10	
Immune disease, poison	
Speed 4	
⬇ Slam (standard; at-will)	
+6 vs. AC; 5 damage.	
Alignment Unaligned Languages —	
Str 14 (+2) Dex 6 (–2) Wis 8 (–1)	
Con 10 (+0) Int 1 (–5) Cha 3 (–4)	

Zombie	Level 2 Brute
Medium natural animate (undead)	XP 100
Initiative –1 Senses Perception +0; darkvision	
HP 40; Bloodied 20; see also <i>zombie weakness</i>	
AC 13; Fortitude 13, Reflex 9, Will 10	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 4	
⬇ Slam (standard; at-will)	
+6 vs. AC; 2d6 + 2 damage.	
⬇ Zombie Grab (standard; at-will)	
+4 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie's grab take a –5 penalty.	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points instantly.	
Alignment Unaligned Languages —	
Str 14 (+3) Dex 6 (–1) Wis 8 (+0)	
Con 10 (+1) Int 1 (–4) Cha 3 (–3)	

Gravehound	Level 3 Brute
Medium natural animate (undead)	XP 150
Initiative +2 Senses Perception +1; darkvision	
HP 54; Bloodied 27; see also <i>death jaws</i> and <i>zombie weakness</i>	
AC 14; Fortitude 14, Reflex 12, Will 11	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 8	
⬇ Bite (standard; at-will) - Necrotic	
+7 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 necrotic damage (save ends) and is knocked prone if it is Medium size or smaller.	
⬇ Death Jaws (when reduced to 0 hit points) - Necrotic	
The gravehound makes a bite attack against a target within its reach.	
Zombie Weakness	
Any critical hit to the gravehound reduces it to 0 hit points instantly.	
Alignment Unaligned Languages —	
Str 16 (+4) Dex 13 (+2) Wis 10 (+1)	
Con 14 (+3) Int 1 (–4) Cha 3 (–3)	

Corruption Corpse	Level 4 Artillery
Medium natural animate (undead)	XP 150
Initiative +3 Senses Perception +3; darkvision	
Grave Stench aura 1; living enemies in the aura take a –5 penalty to attack rolls.	
HP 46; Bloodied 23; see also <i>death burst</i>	
Regeneration 5 (if the corruption corpse takes radiant damage, regeneration doesn't function on its next turn)	
AC 17; Fortitude 16, Reflex 14, Will 14	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 4	
⬇ Slam (standard; at-will)	
+8 vs. AC; 1d6 + 3 damage.	
➤ Mote of Corruption (standard; at-will) Necrotic	
The corruption corpse hurls a black glob of necrotic filth. Ranged 10; +7 vs. Reflex; 2d6 + 3 necrotic damage, and the target is weakened (save ends).	
⚡ Death Burst (when reduced to 0 hit points) Necrotic	
The corruption corpse explodes. Close burst 1; +7 vs. Fortitude; 2d6 + 3 necrotic damage.	
Alignment Unaligned Languages —	
Str 16 (+5) Dex 13 (+3) Wis 12 (+3)	
Con 16 (+5) Int 4 (–1) Cha 3 (–2)	

Clay Scout	Level 2 Lurker
Small natural animate (construct, homunculus)	XP 100
Initiative +7 Senses Perception +6; darkvision	
HP 31; Bloodied 15	
AC 16; Fortitude 13, Reflex 14, Will 15	
Immune disease, poison	
Speed 6, fl y 3 (clumsy)	
⬇ Bite (standard; at-will) Poison	
+3 vs. AC; 1d6 damage, and the homunculus makes a secondary attack against the same target. <i>Secondary Attack</i> : +2 vs. Fortitude; the target is slowed (save ends). See also <i>guard object</i> .	
➤ Mind Touch (standard; at-will) Psychic	
Ranged 10; +5 vs. Reflex; 1d6 + 3 psychic damage, and the target is dazed (save ends); see also <i>guard object</i> .	
Guard Object	
The clay scout gains a +4 bonus to attack rolls against targets adjacent to or carrying its guarded object (see the “Guard” sidebar).	
Limited Invisibility Illusion	
The clay scout is invisible to dazed creatures.	
Redirect (immediate interrupt, when targeted by a melee or a ranged attack; at-will)	
The clay scout makes an attack against the attacker: +4 vs. Will; the triggering attack targets a creature adjacent to the clay scout instead (as chosen by the clay scout).	
Alignment Unaligned Languages —	
Skills Stealth +8	
Str 10 (+1) Dex 15 (+3) Wis 10 (+1)	
Con 13 (+2) Int 10 (+1) Cha 16 (+4)	

Iron Defender	Level 3 Soldier
Medium natural animate (construct, homunculus)	XP 150
Initiative +5 Senses Perception +6; darkvision	
HP 47; Bloodied 23	
AC 18; Fortitude 16, Reflex 15, Will 13	
Immune disease, poison	
Speed 6	
⬇ Bite (standard; at-will)	
+8 vs. AC; 1d8 + 3 damage.	
⬇ Guard Creature (immediate reaction, when an adjacent enemy attacks the creature guarded by the iron defender; at-will) The iron defender makes a bite attack against the enemy.	
Pursue and Attack	
When the iron defender makes an opportunity attack, it shifts 1 square before or after the attack.	
Alignment Unaligned Languages —	
Str 16 (+4) Dex 15 (+3) Wis 11 (+1)	
Con 15 (+3) Int 5 (–2) Cha 8 (+0)	

Deathjump Spider	Level 4 Skirmisher
Medium natural beast (spider)	XP 150
Initiative +8 Senses Perception +9; tremorsense 5	
HP 55; Bloodied 27	
AC 20; Fortitude 17, Reflex 18, Will 16	
Resist 5 poison	
Speed 6, climb 6 (spider climb); see also <i>prodigious leap</i>	
⬇ Bite (standard; at-will) Poison	
+6 vs. AC; 2d6 + 3 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
⬇ Death from Above (standard; at-will) Poison	
The deathjump spider leaps at its prey, shifting 6 squares and making a bite attack. On a hit, it deals an extra 1d6 damage and also knocks the target prone.	
Prodigious Leap (move; encounter)	
The deathjump spider shifts 10 squares.	
Soft Fall	
The deathjump spider ignores the first 30 feet when determining damage from a fall.	
Alignment Unaligned Languages —	
Skills Athletics +10 (+20 when jumping), Stealth +11	
Str 17 (+5) Dex 18 (+6) Wis 14 (+4)	
Con 15 (+4) Int 1 (–3) Cha 8 (+1)	

Shadowhunter Bat	Level 3 Lurker
Medium shadow beast	XP 150
Initiative +9 Senses Perception +7; darkvision	
HP 38; Bloodied 19	
AC 17; Fortitude 14, Reflex 17, Will 12	
Speed 2 (clumsy), fly 8; see also <i>flyby attack</i>	
⬇ Tail Slash (standard; at-will)	
+8 vs. AC; 1d6 + 4 damage. In dim light or darkness, a shadowhunter bat gains a +2 bonus to the attack roll and deals an extra 6 damage.	
⬇ Flyby Attack (standard; at-will)	
The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.	
Alignment Unaligned Languages —	
Skills Stealth +10	
Str 13 (+2) Dex 18 (+5) Wis 13 (+2)	
Con 14 (+3) Int 2 (–3) Cha 11 (+1)	

Ochre Jelly	Level 3 Elite Brute
Large natural beast (blind, ooze)	XP 300
Initiative +0 Senses Perception +2; blindsight 10, tremorsense 10	
HP 102; Bloodied 51; see also <i>split</i> below	
AC 18; Fortitude 16, Reflex 14, Will 14	
Immune gaze; Resist 5 acid	
Saving Throws +2	
Speed 4; see also <i>flowing form</i>	
Action Points 1	
⬇ Slam (standard; at-will) Acid	
+8 vs. AC; 2d6 + 1 damage, and ongoing 5 acid damage (save ends).	
Flowing Form (move; at-will)	
The ochre jelly shifts 4 squares.	
Split (when first bloodied; encounter)	
The ochre jelly splits into two, each with hit points equal to one half its current hit points. Effects applied to the original ochre jelly do not apply to the second one. An ochre jelly can't split if reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves recombine into a single creature at the end of the encounter.	
Alignment Unaligned Languages —	
Str 13 (+2) Dex 8 (+0) Wis 12 (+2)	
Con 11 (+1) Int 1 (–4) Cha 1 (–4)	

Giant Rat	Level 1 Minion
Small natural beast	XP 25
Initiative +3 Senses Perception +5; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 13, Reflex 15, Will 12	
Speed 6, climb 3	
⬇ Bite (standard; at-will)	
+6 vs. AC; 3 damage.	
Alignment Unaligned Languages —	
Str 12 (+1) Dex 17 (+3) Wis 10 (+0)	
Con 12 (+1) Int 2 (–4) Cha 6 (–2)	

Dire Rat	Level 1 Brute
Medium natural beast	XP 100
Initiative +2 Senses Perception +5; low-light vision	
HP 38; Bloodied 19	
AC 15; Fortitude 15, Reflex 13, Will 11	
Immune filth fever	
Speed 6, climb 3	
⬇ Bite (standard; at-will) Disease	
+4 vs. AC; 1d6 + 2 damage, and the target contracts filth fever.	
Alignment Unaligned Languages —	
Skills Stealth +7	
Str 14 (+2) Dex 15 (+2) Wis 10 (+0)	
Con 18 (+4) Int 3 (–4) Cha 6 (–2)	