

New Sehir

North of the Temple of the Elk near the Thorn River, the ruins of a substantial town emerge here and there from the trees of the Narlmarches. A magical aura hangs over the place, causing unease to any non-Evil creature of Small size or larger. There are no game trails near the place due to this aura, and the Narlmarches have grown thick, making the site particularly inaccessible. Finding the ruin while exploring the hex requires a DC 25 Perception check (separate from the check to find the Fairy Nests), although at the GM's discretion some glimpses of ruined buildings can be spotted from across the Thorn river.

Hook: Any trapper (such as Vekkel Benzen) knows of the existence of the "cursed ruins". The fear aura means that any who have approached the site were filled with unease, and if they had a horse or hunting dog with them their normally loyal animal refused to proceed. They take these signs as omens that the ruins are cursed, and tell anyone who asks about them that they seek their own death if they go there.

Hook: Svetlana Leveton's ancestors came from the failed Taldor colonisation of the Greenbelt, and one was a lucky escapee from New Sehir who fled into Rostland. She has heard confused tales from her grandfather about what was passed down from his forebears, and wishes to know what actually happened. She knows the an ancestor with the family name of Carrim fled from a place called "New Sehir", but doesn't know where that might be.

Hook: Surviving fragments of documents in the Temple of the Elk make reference to a nearby settlement to the north, giving enough information to find the ruins fairly easily. Separate writings also hint at something terrible befalling the town, contributing to the temple's last keeper decline into madness.

Hook: Perlivash's and Tyg-Titter-Tut's nests are about three miles from the ruins, on the other side of the Thorn River. All they know of the place is that it's under the seal of a Noble fae, and thus they keep clear.

Any horses, animal companions or other animals with the party of Small size or larger will be strongly disinclined to enter the aura and go near the ruins (DC 20 Handle Animal check to convince them to proceed); intelligent beings of sufficient size and non-Evil alignment will feel the unease but can ignore it if they choose. Even so, sleeping and natural rest within the ruins for creatures affected by the aura is impossible.

The ruins have been largely reclaimed by the Narlmarches, with vegetation hastening the collapse of the buildings and a few good-sized trees here and there. Anyone with ranks in Knowledge (Nature) can easily tell from the degree of regrowth that the ruins must be at least a century old.

A search in or around the outlying buildings will cause a

This creature appears as a 3-foot tall flowering bush with a thick trunk and small whip-like branches. Each branch is topped with a blood-red flower and deep, rich green leaves.

BLOOD BUSH CR 4

XP 1,200
N Small plant
Initiative +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

DEFENSE

AC 18, **touch** 11, **flat-footed** 18 (+7 natural, +1 size)
hp 46 (6d8+18)
Fort +8; **Ref** +2; **Will** +3
Immune electricity
Weaknesses vulnerable to Fire

OFFENSE

Speed 0 ft.
Melee 4 tendrils +7 (1d4+2)
Ranged flower dart +5 (1d2+2)
Special Attacks flower dart, implant

STATISTICS

Str 15, **Dex** 10, **Con** 16, **Int** —, **Wis** 12, **Cha** 9
Base Attack +4; **CMB** +5; **CMD** 15

SPECIAL ABILITIES

Flower Dart (Ex)

As a full attack, a blood bush can launch a barrage of six flower darts (make an attack roll for each dart). This attack has a range of 40 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 30 such darts in one day.

Implant (Ex)

A creature damaged by one of the blood bush's flower darts is implanted with one of its seeds. A seed quickly germinates as follows:

First round: DC 16 Will save or flee in fear for 1d6 rounds.
Third round: Paralysis for 1d4+2 rounds; DC 16 Fortitude negates.
Fifth round: Wounding: 1 point of Constitution damage per round until the seed is removed or destroyed; DC 16 Fortitude negates (for that round).

If multiple seeds implant in a single creature, the first one of them to germinate suppresses the others, causing them to become infertile and harmless.

Digging out a germinating seed manually is a full-round action, inflicting 1d4 damage on the creature on each attempt and requiring a DC 14 Heal check to successfully remove the plant. Both the Heal check DC and the damage inflicted on the victim increase by 1 for each point of Constitution damage the seed has inflicted.

The seeds, like the bush, are vulnerable to fire and take +50% damage from it. Fire applied to the affected area will damage both the host and the germinating seed — a seed has 5 hp plus 2 per point of Constitution damage it has inflicted.

A Remove Disease spell will destroy the infestation instantly.

A blood bush can only be grown from a seed that has germinated inside the warm body of a Small or larger animal. If an infested creature dies with a seed within, the seedling uses the nutrients provided to grow rapidly into a deadly plant within hours.

TACTICS

scurrying of rats, and reveal occasional human skeletons lying on the ground, mostly intact and curled on their sides. More skeletons can also be found in the forest outside the ruins, but within the aura. Near or even within any skeletons not on stone floors are the withered remains of an exotic bush of some variety. A DC 15

Knowledge (Nature) check will reveal that the bushes are not native to this climate, and that they seem to have died from the harsh winters. Identifying the specifics of the plant from these dead samples requires a DC 24 Knowledge (Nature) check.

When a blood bush detects a warm-blooded creature, it readies an action; when the creature is within 20 feet, it fires a volley of flower darts at the creature, attempting to implant it with its seeds. Creatures within 5 feet of a blood bush are slashed and cut with its four whip-like tendrils.

In the town square before the entrance to the ruins of the Town Hall one bush still lives, the last of the plants that wiped out most of the town's inhabitants. It has survived because of a magical burning brazier on the Town Hall's portico 5' from where it grows, the eternal flames of which have kept it from getting too cold each Winter.

The brazier is built into the top of a 3' plinth, and actually presents an opportunity against the plant it has kept alive all these years — a warm-blooded creature that keeps the fire between it and the plant can mask its body heat. The bush will be aware of a character approaching due to its Blindsight, but will not launch its Flower Darts because it does not know if they are a suitable target. The character could even attempt to burn the plant by toppling the plinth on which the brazier sits (requiring a DC 20 Strength check if done by brute force), but doing so removes the brazier and reveals them as warm blooded to the bush.

The burning brazier can be controlled using the command word "flequist": spoken within 30' the word causes it to extinguish and become instantly cool, while uttering it while touching the brazier causes it to re-light. To prevent mischief, when it was installed on the portico the command word was magically obscured, so that while learning the operation of the item requires a normal (DC 20) Spellcraft roll, learning the command word from the item is DC 40. Once freed from the plinth it is built into, the brazier weighs 10 lbs and with the command word is worth 500 gp as a wondrous magic item.

A cursory search of the Town Hall will find stairs leading to darkness below. It is quite possible to enter the remains of the Town Hall without coming within range of the Blood Bush, although it requires some clambering over mounds of rubble.

A thorough search of the ruined surface buildings takes a day and turns up assorted coins and minor valuables worth a total of 120 gp, as well as the stairs below the Town Hall.

Underground Ruins



The town was (knowingly) built on some older ruins below ground level, which the townsfolk used for storage. After the Blood Bushes were unleashed on the town's inhabitants, these underground ruins became the home of two Gaunt Hounds, arranged by Nyrrissa to guard

the source of the fear aura which kept away warm-blooded animals and ensured the Blood Bushes didn't spread to the wider Narlmarches. This was supposed to be a temporary arrangement, only until the bushes died off and the Hounds could return to the First World.

However, due to the magical brazier keeping one bush alive Winter after Winter the plan didn't play out completely as expected, and the guards are still here all these years later. The Hounds only need to eat occasionally, and their DR means they are immune to the Blood Bush's flower darts if they stray near it when they leave the underground ruins to hunt. As semi-Fey creatures they are ageless, and are very literal in interpreting their instructions; it hasn't occurred to them to slay the bush themselves, so they simply wait for it to die.

Recently, something has changed in the town. In the Hooktongue Slough, a cell of Urgathoa worshippers and their undead minions were attacked and wiped out by Baron Hannis Drelev and his men, the Swordlords' recently dispatched chartered agents there. One member of the cult, Rilev the acolyte, was away from the temple buying alchemical gear for his mistress at the time of the attack, and thus survived. He returned to find his comrades slain and the invaders making a pile of bodies to put to the torch to prevent any rising again. Rilev snuck in and cut the hand from the corpse of his mistress, and then fled east into the Narlmarches. In looking for a place to stay he happened across this ruined town, a place with convenient and abundant intact human skeletons and a deadly plant guard. Rilev has moved into the subterranean tunnels, hoping to reincarnate his mistress and rebuild his cult's power; he and the Gaunt Hounds are now in competition for control of the ruins.

1. The stairs in the Town Hall descend here, into ruins which an appropriate Knowledge check will reveal to be considerably older than the town above. There are no light sources in this complex aside from room 7., and the air is musty. The floor is slick with rain that has run down the open stairs or seeped through the walls. There are signs of traffic going up and down this corridor (the rats, the Gaunt Hounds, and recently Rilev and his animated skeletons).

Disentangling the various tracks to gain insight into what dwells here is possible with a DC 25 Survival check. This involves following the tracks outside to where they separate. Note that many recent trails left by the rat swarm and the Gaunt Hounds pass within range of the Blood Bush.

2. This room was once used as a cool storage area by the inhabitants of the Town Hall, but the rat swarm has long since devoured anything edible. All it contains now are empty barrels and crates with numerous small holes gnawed in their sides near the floor, some large animal bones strewn about, and a layer of mummified rat droppings.
3. This room was also once used as a cool storage area, and was likewise emptied by the rat swarm. The floor has a slight downward slope towards the north-east and so is lower than the surrounding rooms and corridors, and since the Town Hall lost its roof water flowing down the stairs has pooled here. The fungus-covered remains of crates break the surface here and there, and the air smells dank and full of rot. There is however nothing dangerous nor anything of interest in here.
4. Tree roots have invaded a 10' stretch of the corridor here, eventually collapsing some of the stone and sagging under the weight, leaving only a narrow space at floor-level. A Small creature or a Medium quadruped can get through the space by squeezing, but a Medium biped must crawl *and* squeeze to get through, moving only 5' as a full-round action. Light and noise here risks attracting the attention of the rat swarm at 11. while characters are in this vulnerable state.
5. 10' of the floor and walls immediately west of this room are coated with a sticky and acrid-smelling substance, which a DC 15 Craft (Alchemy) or DC 20 Knowledge (Nature) check will reveal to be an alchemical deterrent against rodents (specifically, the rat swarm at 11.). Anything that walks through the paste will have some stick to their feet or shoes, but this has no effect other than to give a +5 bonus to attempts to track that creature by scent for the next 8 hours, assuming it doesn't mount a horse, change shoes or otherwise prevent the paste on its feet from touching the ground.

A 3' high barricade made from salvaged wood and stones from the ruin above has been constructed at the western entrance to the room. A DC 15 Climb check allows a creature to pass over the barrier as part of its movement as if it was a square of difficult terrain; otherwise, it can be climbed as a move action with a DC of 5.

The barrier is defended by four Skeletons (who enjoy cover from the barrier from anyone further away from it than they are). Three have orders to stand by the barrier and attack and delay anything that attacks them or attempts to destroy or cross the barrier. The fourth has orders to head to 7. and alert Rilev if a combat breaks out.

Since the skeletons have no orders regarding the rat-deterrent, they will simply watch if the party scrapes or cleans it away. If this is attempted it will take about 20 minutes to clean a path that the rat swarm could cross. Alternatively, wood or debris from the town can be laid across the paste to form a bridge in about 5 minutes. See room 11. for how this might play out.

SKELETON	CR ½
NE Medium undead Initiative +6; Senses Darkvision 60 ft.; Perception +0	
DEFENSE	
AC 14, touch 12, flat-footed 12 (+2 natural, +2 Dex) hp 4 (1d8) Fort +0; Ref +2; Will +2 DR 5/bludgeoning; Immune cold, undead traits	
OFFENSE	
Speed 30 ft. Melee 2 claws +2 (1d4+2)	
STATISTICS	
Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10 Base Attack +0; CMB +2; CMD 14 Feats Improved Initiative ^B	

6. Five skeletons stand guard in this room to protect their master in 7., with orders to attack any non-skeleton other than Rilev that they see. Three of these skeletons have been equipped with weapons and armour Rilev salvaged from the town — longswords and chain shirts. The equipment was originally rusty and broken, but Rilev has used the Mending cantrip to fully repair the longswords, and Make Whole on the chain shirts, since they are too heavy for Mending to affect. The chain shirts no longer have the Broken condition, although they are not yet fully repaired.

7. This area is usually lit by a Light spell during the day. On the raised circular dias are various alchemical and magical reagents and tools, and a vial of salve and a severed hand sit side by side in the centre. This hand has a tattoo of a corpse-fly on the back, which as DC 10 Knowledge (Religion) check will reveal to be the unholy symbol of Urgathoa. A stone-lined pool against the north wall collects water dribbling in from the Thorn river nearby... the water is not terribly fresh, but nothing that Purify Food and Drink can't deal with. Makeshift bedding lies against the east wall.

Rilev has set up this living space, working on reincarnating his dead mistress, a 9th level cleric of Urgathoa. He cannot cast the spell, but knows the formula for **Salve of the Second Chance**, which he has recently finished crafting. He now only awaits the next new moon to apply it to his mistress' severed hand. Once she is restored, he hopes that they can fully claim the ruins and start a new secret cult to Urgathoa.

He's been cautious in his exploration so far. Above ground, he cast Summon Monster I to see what the living Blood Bush did to his unfortunate summoned creature, so he knows about the bush's flower darts and whip-like tendrils. When he first descended into the underground ruins he encountered the rat swarm, but escaped due to a timely Sanctuary spell and retreating to the daylight outside, allowing him to prepare his alchemical deterrent. He has seen the Gaunt Hounds traversing the corridor from 4. to 1. and back, but has not realised that there are two of them, as they always take it in turns to go hunting.

For their part, the Hounds would kill him if given sufficient opportunity, but since he's guarded and barricaded away they will ignore him as long as he doesn't appear to be a growing threat or attempt to approach room 14. The rats would gladly eat him but have been deterred by the alchemical substance smeared on the walls and floors at 5. and 8.

In addition to the salve and Rilev's gear, the room contains a fully functional alchemy lab and 140 gp worth of alchemical reagents. Bokken will gladly purchase the lab and reagents if the party does not want them, and will use them to begin experimenting with creating alchemical items as well as potions (especially if he is still short on Fangberries).

8. Another barrier and the same substance as at 5. have been set up here, blocking off the southern approach to the rooms claimed by Rilev. The barrier is guarded by four more unarmed skeletons with the same orders as at 5., three to defend and one to report.

SKELETON (ARMED)	CR ½
DEFENSE	
AC 18, touch 12, flat-footed 16 (+2 natural, +2 Dex, +4 armour)	
OFFENSE	
Melee longsword +2 (1d8+2/19–20), claw -3 (1d4+1) or 2 claws +2 (1d4+2)	

RILEV	CR 4
NE Medium humanoid (human)	
Initiative -1; Senses Perception +5	
DEFENSE	
AC 15, touch 9, flat-footed 15 (-1 Dex, +6 armour)	
hp 36 (5d8+10)	
Fort +6; Ref +0; Will +8	
OFFENSE	
Speed 30 ft.	
Melee scythe +5 (2d4+2/×4)	
Special Attacks bleeding touch, hand of the acolyte	
STATISTICS	
Str 12, Dex 8, Con 14, Int 10, Wis 18, Cha 13	
Base Attack +3; CMB +4; CMD 13	
Feats Command Undead, Improved Channel, Combat Casting, Craft Wondrous Item	
Skills Craft (Alchemy) +6, Knowledge (Religion) +8, Perception +5, Spellcraft +8, Survival +5	
SPECIAL ABILITIES	
Bleeding Touch (Sp)	
7/day: touch attack +4 causes living creature to bleed 1d6 damage per round for 2 rounds (halted by a DC 15 Heal check or any effect that heals damage).	
Hand of the Acolyte (Su)	
7/day: Rilev can cause his scythe to fly from his grasp up to 30', striking at +8 (2d4+2/×4) before returning to his hand.	
Spells (CL 5, concentration +9)	
0th (DC 14) – Bleed, Detect Magic, Light, Mending	
1st (DC 15) – Cause Fear*, Command, Entropic Shield, Protection from Good, Summon Monster I	
2nd (DC 16) – Death Knell*, Make Whole †, Hold Person, Cure Moderate Wounds	
3rd (DC 17) – Animate Dead*, Create Food and Water †, Prayer	
* denotes Domain spells. † Rilev casts these spells early each day.	
Channel Energy (Su)	
7/day: Release a 30' burst of negative energy, either inflicting 3d6 damage (DC 18 Will save negates) to living creatures or healing 3d6 hitpoints to undead.	
GEAR	
Breastplate, Scythe +1, 18 gp, silver chain (10 gp — used to be a string of Onyx beads, but they have all been consumed animating skeletons)	

9. Unlike elsewhere in the ruin, this room has a closed stone door. It is stuck and heavy, and getting it open requires a DC 20 Strength check. Each attempt to force the door risks alerting the rat swarm at 11.

On the floor of the otherwise empty room lies a single skeleton wearing decayed robes, and beside it on the floor lies a sealed scroll-tube, a quill and dried-out ink-pot. A belt pouch contains other writing materials, ink and quills, all ruined by age and decay.

In the scroll-tube is a parchment, on which is written "These are the final words of Athis, Scribe of New Sehir". He gives a brief account of his last day — the demonic bushes being planted by unknown forces some time in the night, spreading like wildfire as people emerged from their houses in the morning, and how he took refuge in the underground ruins where he had often worked. Some time during the day he overheard an unfamiliar female voice speaking in Sylvan, reminding someone that they "must remain here and guard the orb until all the bushes are dead." He sought out the voice, only to find starved-looking dog creatures that attacked him, and he fled to this room, knowing it had a stout stone door. Soon after forcing the door shut, a magical fear fell across him, and has not abated since. His bite wounds will not heal and he knows he will soon die.

10. The Town Hall used to store documents here, and in fact the scribe from 9. had a writing desk installed in this room. At the top of a flight of stairs and only just below ground level, the room is drier than the rest of the ruin and would have preserved the papers well if the rat swarm hadn't been around. As it is, every exposed piece of paper and book has been gnawed, ripped, turned into rat nests or otherwise despoiled.

Under the carnage, a small locked iron box survives (DC 20 Disable Device check to open). It originally sat on the desk, but has fallen onto the floor and gradually become buried under the mess over the years. Inside are documents relating to the founding and running of New Sehir. The name of the settlement will be immediately apparent. Going through the contents carefully will reveal:

- that the settlers were from Taldor,
- the date that the settlement was founded (some centuries in the past),
- a list of founding families, including the name "Carrim",
- the commission for enchanting the brazier, including the command word "flequist".

11. The rats of the town were too small to be endangered by the Blood Bushes or to be affected by the fear aura, and multiplied rapidly when the town died. Under the malign influence of the orb at 14. they have formed a sort of collective intelligence over the generations and when together act as a swarm. This collective mind is suppressed by sunlight, and so the rats can only swarm underground or at night.

The swarm will investigate noises or light in the corridor (especially the blockage at 4.) or coming from 8., 9. or 10., although they will not cross the sticky substance at 5. or 8., either individually or as a swarm.

If the PCs have been spotted by individual rats when exploring above ground during the day (very likely) the swarm will know they are around, and will go looking for them outside after the sun sets if they haven't already encountered them in the underground ruins.

If the PCs have removed Rilev's alchemical rat deterrent at location 5., the swarm will notice this on their way out of the ruins. Even if they are chasing the PCs at the time, they will change their plan to focus on Rilev, who has eluded them for so long — they will swarm past the skeletons and head for room 7., where Rilev will ultimately destroy them with bursts of negative energy, but will probably be surprised and take some damage in the process. The skeletons at 5. will also react to the rats, pursuing them to attack or reporting to the beset Rilev, giving the PCs an easy opportunity to enter the area undetected. Note however that after dealing with the Rats, Rilev will certainly come to investigate how they got past his defenses.

The swarm will not notice the removal of the deterrent at 8. unless lured in this direction by light or noise. While they won't pass up an opportunity to attack a creature in their path, they will still prefer going after Rilev over pursuing the PCs.

12. This is the territory of the two Gaunt Hounds who (due to favours owed to Nyrrisa) guard the orb at 14. At least one hound will be in this room at all times, generally in a position where they can see the orb in 14. They take it in turns to sleep or go out hunting, but they don't need much sleep or food, so 90% of the time both hounds will be present here.

RAT SWARM

CR 2

N Tiny animal (swarm)

Initiative +6; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 size, +2 Dex)

hp 16 (3d8+3)

Fort +4; **Ref** +5; **Will** +2

Defensive Abilities swarm traits — half damage from slashing or piercing weapons

Weaknesses vulnerable to area attacks

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee swarm (1d6 plus disease)

Special Attacks disease, distraction (DC 12)

SPECIAL ABILITIES

Disease (Ex)

Filth Fever (Rat Swarm). The save DC is Constitution-based.

Type: disease, injury; **Save:** Fortitude DC 12

Onset: 1d3 days; **Frequency:** 1/day

Effect: 1d3 Dexterity damage and 1d3 Constitution damage

Cure: 2 consecutive saves

Distraction (Ex)

Any living creature that takes damage from a creature with this ability is nauseated for 1 round (Fortitude save negates).

These First World magical beasts are to remain in the ruins and prevent anyone from approaching the orb until all the Blood Bushes are safely dead. They will try their utmost to slay any intelligent creature that they notice in rooms 12., 13. or 14., fighting to the death to fulfill their promise, attempting to cut off retreat (leaping over enemies to flank them and block their escape) and pursuing them if they flee. Intelligent creatures they encounter elsewhere in the ruins (either above or below ground) are also fair game, but only if they deem the effort worth their while.

The two hounds have been waiting patiently for the last remaining Blood Bush to die for many years. If they are convinced that the bush is finally dead, they will depart the ruins, returning by twisting ways known only to them to the First World. If informed in Sylvan, even in the middle of combat, the hounds will step back and stop fighting, and assuming their opponents don't press the attack one will run off to discover if the bush is truly dead, taking 4 rounds to complete the round trip (move down the corridor, squeeze under the roots at 4., go up the stairs and into line of sight of the bush, and then return). Assuming the bush is dead and they are not prevented, they will both leave without further ado. Under no circumstance will they both abandon their post before they know for certain that the bush is dead.

If the bush is killed and the hounds are left to their own devices, one of them will discover the bush's demise for itself when it passes the remains on one of its approximately fortnightly outings to forage for food. The hound will return to 12., fetch the other, and they will depart.

This emaciated, hairless dog has a strange air of menace and cruelty about it.

GAUNT HOUND

CR 2

XP 600

NE Medium Magical Beast (Fey)

Initiative +6; **Senses** low-light vision, Scent; **Perception** +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 natural, +2 Dex)

hp 20 (3d10+4)

Fort +5; **Ref** +5; **Will** +1

DR 5/cold iron

OFFENSE

Speed 40 ft.

Melee bite +5 (1d6+3 plus curse)

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 10 **Wis** 12, **Cha** 16

Base Attack +3; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Improved Initiative, Step Up

Skills Acrobatics +6 (+10 jumping), **Perception** +7, **Stealth** +6, **Survival** +5; **Racial Modifiers** +4 Acrobatics when jumping.

Languages Sylvan (cannot speak)

SPECIAL ABILITIES

Gaunt Curse (Ex)

Anyone bitten by a Gaunt Hound must make a DC 14 Fortitude check or suffer from its curse. Victims ignore the first 5 points of magical healing per day, and must make a DC 14 Fortitude save daily to heal naturally. The gaunt curse is lifted once the victim is fully healed. These DCs are Charisma based.

13. This room contains two piles of furs, one at each end. The furs are rather smelly and imperfectly removed from wolves, boars and whatever other wild animals the hounds have caught when hunting. The Gaunt Hounds use these as bedding when one occasionally sleeps. They replace the furs every now and then when they deteriorate too badly.
14. The source of the fear aura sits in the middle of the floor in this room — a grey crystal orb a few inches across, radiating medium evil. It is easily shattered, breaking the enchantment. It also shatters if exposed to sunlight.

Credits

- The Blood Bush is a modified version of the monster from the Tome of Horrors Complete, by Necromancer Games.
- Jason Shaffer invented the Gaunt Hounds and their gaunt curse as part of his one-page dungeon "The First Casualty"
- The map of the underground ruins was shamelessly stolen from guides.gamepressure.com's guide for Dragon Age: Origins, but considerably edited.
- Peregrin Ryan suggested that a necromancer might do well if he found a dead town full of well-preserved skeletons.
- Rob Rendell created the scenario and did the write-up and layout.