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# UNHALLOWED HALLS

by Christina Stiles

Something is amiss on the campus of Grimm Thorpe University. Only your small band of adventurers is brave enough to find out what's really going on, but time is running out. Your swords will be useless without cunning, intuition and intelligence to back them up, because before you can fight your enemy ... you have to find out who your enemy is!

Remember: knowledge, too, begets evil.

For 80 pages of mysteries, suspects, villains, and unspeakable horrors backed up with new spells, monsters and an original PC class, seek out

*Unhallowed Halls!*

A d20 System adventure for characters around 6th level.



## Improved Animate Dead

Necromancy [Evil]

**Level:** Clr 4, Death 3, Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Targets:** One or more dead body parts touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** None

This spell turns the separated body parts of dead creatures into animated undead — they are effectively Small zombies. The spell is similar in all respects to animate dead, except that it does not require complete bodies to form undead. The new undead uses the stats for the standard D20 System Small zombie with the following modifications:

- It can fly at 30 ft. (poor) rather than having a walking speed.
- It keeps its Dexterity and Improved Initiative bonuses to Initiative.
- It still has its original Dexterity and any natural bonuses to its AC, and bonuses from any armor it can still wear, such as gauntlets. It adds to this the size and natural bonuses of a Small zombie.
- It retains the attacks that it had in life that are still possible for it to use (for example, unarmed attacks and one-handed weapons), and gains the Small zombie's slam attack.
- It keeps the attack and damage bonuses the original creature had that were not dependent on magic items or other factors it doesn't now have access to, and gets its original Base Attack Bonus and

Strength bonus to its new slam attack. If an arm was originally the creature's off-hand, this no longer matters.

- It still has its combat-oriented special abilities and feats, if still useable in its new form.
- It has its original Strength and Dexterity scores, as well as its Reflex save; it has no Constitution or Intelligence scores, and uses the Wisdom and Charisma scores of a Small zombie.
- It does not suffer from the Partial Actions Only extraordinary ability of typical zombies, since it retains its former Dexterity.
- Its CR goes up one per four levels or HD the original creature had.
- If this spell is cast on a spellcaster's arm, the arm retains the last spell cast in life at its original caster level, and it may cast this spell once per day without the need for components.

**Material Component:** You must place a black onyx gem worth at least 20 gp in the hand of each arm, or otherwise place it on the body part. The magic of the spell turns these gems into worthless, burned-out shells.



## Bag of Arms

This bag appears to be a three-foot-long leather bag, and it holds up to eight arms; it's currently full. An activation word is embroidered near the lip of the bag; when read aloud, it animates the arms within. Once it's activated, the user may untie and toss the bag at opponents, or he may pull out the arms and throw them at opponents one by one. Each animated arm has the attacks and the physical bonuses of the original creature, and each arm acts as a separate entity, even if its twin is present. The arms are capable of using any one-handed weapon previously used in life. Additionally, the spellcaster's arm(s) can recast the last spell cast in life once per day, without needing to use any components. Alton Lorock created the bag and the prerequisite spell improved animate dead after traveling with a barbarian who had a habit of disarming his opponents — literally dis-arming them!

The bag currently contains six monk arms and the murdered necromancer Alton Lorock's arms.

### MONK ARMS (6)

#### Small Undead

CR 1; SZ S (undead); HD 1d12+3; 9 hp; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 30 ft. (poor); AC 15\* (+3 Dex, +1 size, +1 natural); Atk melee +4 (1d8+1, unarmed strike), or melee +2 (1d8+1, Flurry of Blows, 2 unarmed strikes), or melee +3 (1d4+1, slam); Face 5 ft. X 5 ft.; Reach 5 ft.; SA Flurry of Blows; SQ Evasion, Stunning Attack, Unarmed Strike; AL N; SV Fort +0, Ref +8, Will +2; Str 12, Dex 17, Con —, Int —, Wis 10, Cha 1

\* AC 16 against one opponent due to the Dodge feat.

**Feats:** Deflect Arrows, Dodge, Improved Initiative, Weapon Focus (unarmed strike)

**Flurry of Blows:** The monk's arms can each make one extra attack per round at their highest base attack, but this attack and each other attack made that round suffer a –2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the arms might make before their next action. The arms must use the full attack action to strike with a Flurry of Blows. The arms may also use the Flurry of Blows if armed with a special monk weapon (kama, nunchaku, or siangham). If armed with such a weapon, the arms make the extra attack with that weapon.

Usually, a monk's unarmed strikes deal normal damage rather than subdual damage. However, the arms choose to deal damage as subdual damage when grappling.

**Stunning Attack:** The monk's arms can each use this ability once per round, but no more than once per

level per day. The GM must declare the arms are using a Stunning Attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the arms is forced to make a Fortitude saving throw (DC 10 + one-half its former monk level + Wisdom modifier). In addition to receiving normal damage, if the saving throw fails, the opponent is stunned for 1 round. The Stunning Attack is a supernatural ability.

**Evasion:** If the monk's arms make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the arms instead take no damage. Evasion can only be used if the arms are wearing light armor or no armor. It is an extraordinary ability.

### ALTON'S ARMS (2)

#### Small Undead

CR 2; SZ S (undead); HD 1d12+3; 9 hp\*; Init +1 (Dex); Spd fly 30 ft. (poor); AC 13 (+1 Dex, +1 size, +1 natural); Atk melee +5 (5d6, vampiric touch unarmed strike), or melee +5 (1d4, slam); Face 5 ft. X 5 ft.; Reach 5 ft.; SA spell (vampiric touch 1/day); AL N; SV Fort +0, Ref +4, Will +2; Str 11, Dex 13, Con —, Int —, Wis 10, Cha 1

\* These arms' hit point total may fluctuate due to the vampiric touch spell they have in place when attacking.

Alton's arms attack in the second round that they are released, as they each invoke their vampiric touch spell in the first round as an 11<sup>th</sup>-level caster; these have a duration of one hour. When the arms make a successful touch attack, they gain temporary hit points equal to the damage they inflict on their opponent.

Caster Level: 11<sup>th</sup>; Prerequisites: Craft Wondrous Item, improved animate dead (new spell, see page 28); Base Market Price: 6000 gp + 500 gp/arm. Monk arms increase the bag's value to 1,000 gp per arm.



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# UNHALLOWED HALLS

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To get your copy of *Unhallowed Halls*, visit your local retailer. These are the "vital statistics" your retailer may need to order the book. (Usually, bookstores need the ISBN and game stores need the Stock Number.)

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