

Now we get to the numbers that make up Uchards "army": (Any creature dying in the Marshwoods will rise as a special ghoul under Uchard Tonsha's control. ALL undead Turn as 3 categories higher will w/in the confines of the Marshwoods.)

Uchard Tonsha- Leader (Hit Dice 4, Wight): AC 5; hp 20; MV 90' (30'); #AT 1; THACO 17; Dmg energy drain; ML 12; AL Chaotic; XP 75 (Thunder Rift campaign setting)

Formerly a 5th level Fighter whose knowledge of combat tactics makes him a dangerous foe, and his touch drains a level of experience or a Hit Dice from his victim.

1 Swamp Velya- 2nd in command (DMR2 Creature Catalog page 108-109)

9 Lesser Nightmares (Escape from Thunder Rift adventure page 7)

10 Wights (each commanding 2 Elder Ghouls & 20 Ghouls= 20 Elder Ghouls & 200 Ghouls total); (Ghoul, Elder: DMR2 Creature Catalog page 48)(Wights/Ghouls: RC pg. 212/78) (All ghouls are unusual in that they retain the abilities and most of the intelligence they held in life. This makes them unnaturally fierce opponents. The ghouls should be of various races w/ perhaps 20 retaining spellcasting abilities of up to 3rd level spells; both cleric & magic-user.)

20 Shadows (RC pg. 203)

12 Bone Golems (RC pg. 180)

10 Gargoyles (RC page 178)

& then we have the miscellaneous annoyances:

5 Vampire Bats (RC pg. 159)

20 Giant Bats (RC pg. 159)

100 Normal Bats (RC pg. 159)

32 Giant Rats (RC pg. 201)

5 Normal Rat packs of 10 rats each (100 total) (RC pg. 201)

20 Giant Centipedes

15 Robber Flies (RC pg. 202)

3 Rock Python snakes (RC pg. 204)

8 Crab Spiders (RC pg. 206)

20 Stirges (RC pg. 208)

Total XP based JUST off initial kills: 22,080

& that doesn't include any bodies rising after being slain.

The secret to the animation of the dead in the Marshwoods is a corrupted Nyxian altar/artifact from ancient Taymora. Undead followers of Thanatos raided & stole the altar after the fall of Taymora & brought it to present day Thunder Rift, where they proceeded to corrupt it.

Originally designed to raise followers of Nyx as intelligent undead, Thanatos's followers corrupted it to raise ANY dead humanoid body as a ghoul follower of Thanatos. Uchard's ancestors were among those who brought the altar to Thunder Rift.

To cleanse the altar, a Nyxian Cleric (of atleast 21st level) must cast the following spells in order: Remove Curse, Dispel Evil, Ceremony: Consecrate, Continual Dark & Bless.

Unbeknowst to the lizardmen, the abandoned fort they use as a base is actually Uchard's ancestral home & houses the altar in a well-hidden & highly trapped secret area beneath the fort. The fort houses the leaders of the various lizardman tribes, their mates & 15 clansman per tribe that act as bodyguards to their leaders.

Hakra, the black dragon from The Dragon's Den boxset adventure: Wild Dragon's Den, has been actively trying to bring all lizardmen w/ the Marshwoods under her control. If approached by a party willing to talk, she'll offer an alliance to deal w/ Uchard & his undead; after which she'll, of course, turn on the party w/ the aid of ALL surviving lizardmen in the Marshwoods. Should such an event come to pass, all surviving lizardman tribes will ally themselves w/ her. It should be noted that the tribe she currently rules will be elevated above the others & their leader will become King of all Lizardman Tribes in Thunder Rift.

Oddly enough, at this point Hakra will lay ABSOLUTE claim to the Marshwoods & Black Swamp as her territory & will limit the lizardmen to raiding w/in 1 mile outside HER territory. (Her reasoning is that it'll cut down on the number of adventurers that'll be sent in to kill her & disperse the tribes.)