

FUR3-08

Return to Bronzeblood

A One-Round D&D LIVING GREYHAWK[®]
Furyondy Regional Adventure

Version 1

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A mysterious merchant seeks a brave party to retrieve his great grandfather's remains. But to retrieve it, you will need to enter the ruins of Bronzeblood Keep, a forbidden area shrouded in darkness and danger. Do you have what it takes to complete the quest? This dangerous adventure is for characters levels 5 to 13 (APL 6 – 12).

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon*

Master's Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard One-round Regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Matiah Robinson is a wealthy merchant of Willip. Although not a lord or noble, Matiah comes from a long line of famous adventurers. One such relative was Matiah's great grandfather, Robere Robinson. Robere Robinson was a brave fighter, part of a famous adventuring group who called themselves "The Golden Shields". About 100 years ago, this group was hired by King Belvor II to enter the ruins of Bronzeblood Haunt.

Bronzeblood Haunt is a forbidden area in Furyondy. King Thrommel I himself ordered the original castle razed 300 years ago, after he learned that its evil lord was practicing unspeakable acts of horror and terror. History does not record much of the events that transpired in Bronzeblood, but rumors speak of vampire cults preying on the servants and citizens living at or near Bronzeblood. Legend also has it that the lord of Bronzeblood escaped Thrommel's forces, and returned later to live in the hidden dungeons below the demolished keep.

Thrommel I decreed that no person was to enter within a three mile radius of the Bronzeblood ruins. The decree still stands today, and a fort on the outskirts and patrols by the Green Jerkin rangers enforce this law. However, 100 years ago, after finding evidence that the lord of Bronzeblood and his minions may have resurfaced, Belvor II hired the Golden Shields to enter the mysterious ruined castle.

The Golden Shields were given a writ giving them permission to enter Bronzeblood. Robere Robinson knew that the area was very dangerous and that the king would not send anyone to retrieve party members who fell on their secret mission. So, once he was past the Green Jerkins, he sent a letter containing his writ back with a servant to his wife. Although the Golden Shields faced many dangers and some fell, including Robere, they eventually returned from Bronzeblood, and the mission was deemed a success as they had managed to clear the area around Bronzeblood of many foul creatures. No sign of the master of Bronzeblood was found.

Today, the great grandson of Robere Robinson, Matiah Robinson, seeks to hire an adventuring party to retrieve his great grandfather's remains. Lately, he has suffered from frequent nightmares. He has spent many coins trying to end the tormenting dreams. The diviners have convinced him that only by retrieving his grandfather's signet ring will his nightmares end. Matiah is willing to pay handsomely for a party to bring back his grandfather's remains, specifically his signet ring. The original writ allowing entry into

Bronzeblood will be given to those brave or greedy enough to attempt the task.

The body of Robere Robinson lies hidden under the rubble of castle Bronzeblood in its dungeons. A former minion of the master of the lord of Bronzeblood has discovered it, and is preparing to use it in some magic ritual.

Adventure Summary

Return to Bronzeblood is a mid to high-level module for the Living Greyhawk campaign setting. The module is very challenging and PCs below 4th level should be strongly discouraged from playing the module. *Return to Bronzeblood* begins in Willip City but takes place primarily in Bronzeblood Haunt, which is located in Barony of Willip some distance inland. Below is an encounter-by-encounter summary:

The party starts off in the city of Willip at the "Fiery Flame", a local inn. They have been summoned there by a mysterious merchant, Matiah Robinson, who seeks to hire them for some quest. The party will learn about their mission to retrieve Matiah's great grandfather from the ruins of Bronzeblood, and will have an opportunity to learn some information on why Matiah needs this.

If the party agrees to the task, then they will take the old writ allowing passage into Bronzeblood and travel through its outlying forest.

Once the party reaches the ruins they will need to search in order to find passages to the dungeons below. In the process they will find a strange fountain once devoted to Heironeous.

Searching the ruins they may discover left over treasure or destroyed relics from the manor.

The party will eventually find a tower with a secret door. The door leads into a wizard's tower, though the upper levels have been destroyed. Before they can enter, they will be forced to deal with a former servant of Bronzeblood, who is now a ghost.

Inside the tower they will find another secret entrance to the dungeons below. The dungeon contains various rooms including a prison and a torture chamber still inhabited by its former torturers.

Eventually, the party will find the wizard's quarters and learn that he may be nearby.

Finally, the party will come across a desecrated shrine, which is *unhallowed*. They will find the body of Robere Robinson at the center of some ritualistic magic circle, and will be forced to fight a vampire wizard, who seems very prepared for them.

Introduction

You have been summoned to the "Fiery Flame," a local inn in the city of Willip. Each of you has answered a letter written by a merchant named Matiah Robinson. He is interested in hiring you for some job. Your meeting is not until the next morning, and you are currently sharing a table with several other adventurers who are there for the same reason.

The inn is bustling with activity at this time of the evening, as it is around dinner time. Several waitresses hasten to deliver food and drinks to the current patrons. A dwarven male with red hair and a long beard resides behind the bar serving drinks. Once in a while he rings a bell and yells out "Fire in the Hole!"

Allow players this time to introduce themselves to each other.

The dwarf behind the bar is named Dugan, and he is the owner of the establishment. Those that peer behind the bar will note that the floor behind is higher than the other areas of the inn to allow Dugan to see eye to eye with his patrons and serve them. They will also notice a silver plaque on the wall beside a small keg, labled with a skull and cross-bones. The plaque has several names inscribed upon it under the heading "Dugan's Fire Fighters"

Dugan's ale is a fine but strong one. In fact, his favorite brand, "Dugan's Fire," is only sold upon request. In the inn's first week, Dugan was forced to take it off the main keg, as his patrons could not seem to handle it. It is now only sold to those brave enough to pour it down their throats. "Dugan's Fire" is very, very strong, and has been known to knock out more than one casual drinker. The recipe for "Dugan's Fire" is secretly guarded, but rumors tell that it has exotic ingredients, such as troll blood and a pinch of a wyvern's poison. Those that order "Dugan's Fire", are honored by Dugan ringing the bell with a rousing cry of "Fire in the hole!" Characters who order it are subject to the special rules below. "Dugan's Fire" has a cost of 5 gp (which is not included in adventurers' standard lifestyle cost) if the ale is drunk in Dugan's establishment. Dugan does not typically sell his ale for outside consumption, for two reasons: he does not want others stealing his recipe, and he does not want to be liable for the actions of those who succumb to its effects.

As dinner is concluded, the dwarven bartender calls out to the crowd "Alright laddies and lasses time for tonight's drinking contest. The entry fee is five

gold to participate, plus the cost of the ale you consume. Winner takes all – but more importantly, he or she will get their name inscribed on my plaque behind the bar."

Any character may participate in the drinking contest if he puts up the five wheatsheaf entry fee. (Remember to charge for the ale consumed as well). Tonight's contest will include several other patrons' to make the winner's total 150 gp plus any of the character's entry fees. See below for the list of favored contestants. If a member of the party wins the contest, then each party member will have a rare opportunity to purchase one small cask of "Dugan's Fire" at the end of the adventure.

Rules for Dugan's Fire: Characters who drink a glass of "Dugan's Fire" must make a Fortitude save (DC 15). Those that fail immediately pass out for 1d4+1 hours. For bonus purposes, "Dugan's Fire" is considered a poison. Each glass of "Dugan's Fire" increases the Fortitude save DC by +2 cumulatively.

🔪 **Dugan:** Male dwarf Ftr 8.

🔪 **Rulf:** Male half orc Bbn 7, Fort +8 (+10 rage).

🔪 **Bertha:** Female dwarf Ftr 8, Fort +14.

Dugan is a former adventurer, who loved ale more than the lure of danger and treasure. After a short, but successful career as an adventurer, Dugan opened this inn and started practicing his true passion: brewing.

The favored contestants tonight are a surly half orc called "Rulf", and a lively female dwarf named "Bertha."

Judges are encouraged to run this event how they see fit in order to provide the players with much entertainment.

Encounter One:

A Mysterious Mission

The night passes swiftly, especially for those of you who retired from the effects of "Dugan's Fire." Several of last night's contestants still lie in the same spots where they passed out. One advantage of such a fate is that Dugan does not charge them for a room, nor does he need to, since the cost of the ale itself covers such incidents! Dugan walks around the room waking any sleeping patrons in a non-gentle way with a broom stick. The waitresses begin to bring out the morning breakfast.

As you finish your morning meal, a thin, gray-haired man with an angular face, approaches you.

"Hello brave ones. I am Elberbarrow, servant of Matiah Robinson. My master waits for you in a more private room. Please follow me."

Elberbarrow leads you to another room where you see a well-dressed man with dark hair and a neatly trimmed mustache and beard. His eyes look tired and his face appears gaunt. He addresses you in a quiet, raspy voice. "Good morning brave adventurers. I am glad that so many of you have answered my request. I am Matiah Robinson. I am interested in hiring you to retrieve a personal item for me. I am prepared to pay you very handsomely. However, this task is very dangerous. Before you accept or deny my employment offer, I must have your word that what you hear tonight will be kept in strict secrecy. If you can not do this, then please take this small fee for your troubles and leave now."

The pouch contains 20 gp per character. Inform those characters who do not wish to continue with the adventure that they each receive 20 gp and the adventure is over. Matiah continues to address those characters who accept his terms and want to learn more.

"Good. I am glad you will allow me my privacy. Let me tell you a tale about my grandfather, Robere Robinson. One hundred years ago, my grandfather Robere took part in a dangerous mission in service of the king. I know little of the details, but I do know that Robere and his company were to enter the remains of Bronzeblood keep. Bronzeblood was a castle not too far from here. Many, many, years ago the king had it destroyed. It was said that the lord of Bronzeblood was an evil man who practiced black magic and foul rituals. As you may or may not know, no one is now permitted near Bronzeblood by decree of the king. However, each member of my grandfather's company was issued a writ allowing those in possession passage into the area. My grandfather knew that Bronzeblood would be very dangerous and was fearful that he may not return, so before entering into the forbidden area, he gave the writ to a guard to pass on to my grandmother."

"Unfortunately, my grandfather did not return, but I suspect that his remains are still somewhere in Bronzeblood. That's where you come in to the picture. I would like you to travel into Bronzeblood and retrieve my grandfather's remains. I would like to bury him next to my grandmother's grave. I am also seeking his signet ring, which is of great importance to me and my

family. It should be a golden ring, with two carved dragons intertwined around a red ruby."

"In order to aid you in your task, I am letting you borrow the writ, which will give you free access to Bronzeblood. My sources tell me that Bronzeblood was laid completely to ruins by the order of King Thrommel I. However, in my dreams I have had visions of my great grandfather entering a tower shrouded in darkness and a shadowy figure who disappears from the tower's window as the morning sun rises."

"If you find my grandfather or his remains, bring him and the signet ring back to me. For this I am willing to pay you each 500 wheatsheafs (500 gp). I am also told that Bronzeblood contains many hidden treasures, which will no doubt also entice you."

"If you are not up to this task, then please take this bag for your troubles, and remember that what I have told you should not be shared with others. Do we have a deal?"

If the characters do not accept the job, then Matiah expresses his disappointment, but does understand their reservations. He bids them good luck in their endeavors, reminds them that they should keep what transpired in this meeting to them selves, and gives each character 100 gp. The adventure is over for these characters.

If the party agrees to the task, a small smile cracks Matiah's face. He hands each PC a pouch containing 100 gp.

"Good, please take this money as a retainer's fee and partial payment. I would like this business completed quickly, so I suggest you leave as soon as you can. I will pay you the rest of the money when you return with the remains and ring. I will also provide horses for you. My man Elderbarrow will accompany you to the outskirts of Bronzeblood. Once you have passed by the king's checkpoint, you will return the writ to him. You may leave your mounts with him there. He will remain there for one week waiting for you."

☛ **Matiah Robinson**, male human Ari 8, see Appendix.

Matiah is a well-liked merchant, who is very good at his trade. His company mines ore and provides arms to the Furyondy army. He has many connections, and is adept at getting what he wants. He will not share many of the details of why he seeks his great grandfather's body and signet ring. He tells the party

that the ring is an heirloom and he wishes to bury his great grandfather in the family cemetery plot. See below for what kind of information he is willing to share. A character must both make his Gather Information check and ask about the specific topic. If a character fails to make the check related to a particular topic, then Matiah will reply either that “he does not know” or “the topic does not concern you.” A Spot check (DC 20) reveals that Matiah does not look like he has been sleeping well.

Matiah might yield the following information if asked a particular question:

- If asked about what type of goods he deals in, Matiah tells the party that the Robinson family owns several mines containing iron ore, and they use the ore to craft weapons. They have a lucrative contract to supply arms to the Furyondy army.
- If asked about Bronzeblood, he mentions that it was completely destroyed by order of the king. There are rumors that there are hidden underground dungeons.
- If asked about how he knows his grandfather's remains and items are still intact, he replies that he has paid well for this information – gathered through magical means.
- If asked about why this task must be kept secret, Robere says that although the writ is legitimate, he does not want to arouse suspicion from the nobles or king.
- If asked about what his grandfather was doing at Bronzeblood, he states that the mission was secret, but he believes that his grandfather and others were making sure that nothing had stirred from the ruins of Bronzeblood.
- If asked about why after all these years he has started this quest now, he confesses to having been bothered by dreams in which his grandfather has spoken to him.
- If asked about why he looks so tired, he mentions that he has had dreams concerning his great grandfather, which have caused him much unrest lately.
- If asked about why the signet ring is so important, Robere says that sages tell him that the ring is needed to remove his current ailment. He will not divulge the details of that ailment.

🔮 **Elderbarrow:** male human Exp 4; see Appendix.

Elderbarrow is a quiet man who is loyal to Matiah. He will assist the party in whatever capacity, as long as it helps them complete their quest for Matiah.

Elderbarrow does not know the true reason why Matiah seeks the ring, but would not share the information even if he did. Elderbarrow is aware of Matiah's recent nightmares and is concerned for his master's health. He too can provide some information on Matiah as shown below.

Elderbarrow may provide the following information with a successful Gather Information check:

DC 5: If asked about what type of goods Matiah deals in, Elderbarrow tells the party that the Matiah's company supplies arms to the Furyondy army.

DC 10: If asked about his employer's health, he knows that his master has not been feeling well for the past several weeks. Matiah Robinson was once a vibrant, strong spirited man, but now he has become thin and gaunt, and always seems tired.

DC 15: If asked about Robere Robinson, he states that he did not hear much about Matiah's grandfather until several weeks ago.

DC 20: If asked about Matiah's dreams, Elderbarrow answers that rumor has it that his master has been bothered by nightmares. He has hired priests, but they are unable to give him a restful night's sleep.

Encounter Two: The Trek to Bronzeblood

Matiah Robinson excuses himself and leaves Elderbarrow to help prepare the group for the trip. As promised, Matiah loans light riding horses or ponies to any characters who wishes them.

Several days pass uneventfully. Though the weather started out pleasant and sunny, it seems to have worsened each day as you draw nearer to the Bronzeblood forest. For the past two days it has been especially miserable. It has been cold and rainy, and your thoughts dwell on enjoying a hot meal by a fire back at the inn. Finally, on the third day, you arrive at the edge of what must be the Bronzeblood forest.

Before you stands a forest composed of unusually tall pines, spaced tightly together. Although the weather has made the sky dark, the clouds hanging over the forest seem unusually ominous. After traveling for some time in the forest, you notice that there seems to be an unnatural eerie quietness. The sounds of birds chirping, which are common sounds for most forests during this time of the day and year, are

absent. Along with this unnatural silence, the forest seems to be even darker than you imagined when you first entered.

Eventually the party reaches the patrol area of the Green Jerkin rangers. A patrol of five rangers has spotted the party and hides in wait for them. A successful Spot check (DC 25) alerts the party of their presence before the rangers take action. Each PC who makes a successful check will notice two or three of the rangers who have taken up hiding places along the trail.

🗡️ **Green Jerkin Patrol (6):** Male human Rng4, hp 27, see Appendix.

🗡️ **Garin:** Male human Rng8, hp 59, see Appendix.

The patrol is led by a man named Garin. He steps out of hiding and gives the party a stern look and questions the reason for their presence. The patrol will not allow them to go any further if they do not present the writ, which Elderbarrow holds.

Garin examines the writ for several minutes. Finally, he hands the writ back to Elderbarrow, and gruffly states, "This appears to be perfectly legitimate. I have heard of such writs, but have never before seen one. Although I am legally bound to allow you passage, I hope I can persuade you not to enter this cursed place. My men and I can offer you no help once you pass this checkpoint. You would be best advised to turn back, but if you insist on going further, then I offer these two bits of advice: do not stray from the main path and finish your business as fast as possible."

Assuming the PCs opt to continue on, proceed with the remainder of the encounter. The PCs can choose to leave at this point but this would mean the end of the adventure for them. Elderbarrow will set up his camp here.

The forest continues to get darker and darker as you progress, until your vision is limited to only about 30' beyond the path. The trees also seem fearsome. Whereas trees earlier in the forest had leaves and needles, the trees around you now are barren and tangled. You get the unusual feeling that you are being watched. You often hear rustling sounds off to the sides of the path, but if you stop to listen, you hear nothing.

This forest once used to be vibrant and alive. However, after Bronzeblood was razed, the forest and surrounding area was clouded with a shadow of evil. The forest has been cursed, and only by destroying the evil within Bronzeblood can the forest be restored to what it once was. The forest closest to Bronzeblood is now controlled by an insane treant who hates all humanoids – good or bad. The treant poses no threat to the party unless they seriously harm or destroy the trees.

Eventually the trees seem to close in on the path, such that you must travel single file. The trees' branches almost seem to reach out to choke you. As if that was not enough of a hindrance, ahead of you lies a virtual wall of thorns blocking your path.

The barrier is an entangled mass of weeds, bushes, and tree limbs. Attempting to pass through the barrier requires a successful Reflex save (DC 15) to navigate every 10'. Failure to make the save results in the character taking 1d4 points of nonlethal damage. Characters who cut down the thorn barrier with slashing weapons can move through the area at half speed. The barrier is 90' long. Druids or rangers with the "woodland stride" ability may lead the party through the entanglement without any movement reduction or harm.

Characters who leave the path to try and go around, or who cause serious damage to the forest face the wrath of an insane treant. The treant was driven mad after many years of watching his forest become a dark and evil place. "Serious damage" consists of any damage that could potentially spread from the entanglement to the forest i.e. fire or electricity.

🗡️ **Treant,** hp 66; see Monster Manual.

Encounter Three: The Ruins

Just outside the forest lies the ruins of a castle, which must be none other than Bronzeblood Keep. The clearing holds the remains of a large keep surrounded by an eerie cool fog. Although this might have once been a strong defensive fortress, it now lies in ruins and disrepair. Many of the outer walls have been destroyed and lie in rubble. There is also evidence that a great fire scorched much of the structure. Two of the four towers are no longer visible, while the other two towers have great portions missing.

The iron portcullis at the main gate has been torn off and lies on the ground rusting. The keep is surrounded by a twenty-foot wide trench, which must have once been a moat but now contains only black, scorched earth. The moat is twenty feet deep. Two successful climb checks (DC 20) are needed to navigate both down and back up the moat.

The entrance to Bronzeblood contains blocks of crumbled walls and will make it impossible for mounts, such as ponies or horses to enter by their own means. See the Appendix for a map to assist in navigating the ruins.

All areas of Bronzeblood radiate overwhelming evil (14th level caster) and no distinction can be made between different auras.

Area 1: Front Towers

The front two towers have been completely destroyed. Piles of rock are all that remains of these once formidable structures.

Area 2: The Fountain of Evil

Entering the keep from the main gate leads to an open courtyard. The first noticeable object besides debris and rubble is the large fountain that sits in the center of the courtyard.

A large fountain stands in the open courtyard. A statue of a knight sits in the center. He holds a sword at his side, while his other hand is raised and holds a cup. Clear water pours out of the man's cup and flows into the basin. Strange inscriptions and symbols adorn the base of the fountain.

Long ago this fountain served as a symbol of good. The lord of Bronzeblood was once a devout follower of Heironeous. However, eventually history tells that the lord's heart turned cold, and he became a liege for evil. Although he kept the appearance of the fountain the same, he tainted the water so that it would help corrupt others.

The fountain and the water inside radiate magic. The strength of the aura is moderate, and a successful Spellcraft check (DC 17) indicates that the magic is from the school of enchantment. A modified version of *Nystul's undetectable aura* prevents detection of the evil presence in the fountain.

PCs able to read Old Oeridian or with *Comprehend Languages* or successful Decipher Script check (DC 20) will also determine the meaning of the inscription. It reads:

"Drink and receive his goodness now, for justice will be given later."

A Knowledge (Religion) check (DC 20) reveals that the symbols on the fountain's base pertain to Heironeous. Another successful Knowledge Religion check (DC 25) indicates that some of the symbols have actually been defaced. Clergy or paladins of Heironeous receive a +5 circumstance bonus on this check. Other members of the Church of Heironeous receive a +3 circumstance bonus on this check.

Development: Drinking from the fountain bestows an *aid* spell, (1d8+10 temporary hp), but only if the water is drank near the fountain. Any water taken more than 10' from the fountain will behave like normal water. The effects last for 1 hour and PCs may drink and receive the benefits of healing from the fountain up to three times per day. However, note a PC can never have more than 1d8+10 temporary hit points. However, each time a character drinks from the fountain, he/she must make a successful Will Save (DC 17), with the DC increasing by two for each successive drink. Failing the saving throw results in a "Taint of Evil." This should be noted by the GM at this time and recorded on the PC's Adventure Record. Also note that the effects of the taint begin immediately and should be taken into account during the course of this module. PCs will not automatically know they have acquired this taint although as the module progresses they may notice some of its effects.

Area 3: The Barracks

To the east of the fountain lie the remains of a small building. The back half of the building is rubble, but the front appears somewhat intact. Piles of rock lay at a door less entrance, but do not prevent entry.

This badly damaged building was once the barracks for the lord's men. The building is 30 feet by 30 feet. Characters who enter the building will see the charred remains of bones lying about. They will also see the remnants of rusted weapons and armor. There is nothing of value in here.

Characters looking inside may make a craft (stonemasonry) (trained or untrained) or knowledge (architecture and engineering) (trained only) check (DC 20) to determine that the building is unstable and may collapse if the room is disturbed. A beam at the center of the building appears to be the only thing holding the building up now.

Area 4: The Stables

To the west of the fountain you see a destroyed structure. Two large boulders lie at the center. Wood and stone lie scattered around them.

This building once served as the stables. However, several large boulders have smashed the building into splinters. The boulders were thrown from catapults during the siege.

Treasure: Searching the rubble (DC 20) locates a set of *Horseshoes of Speed*.

Area 5: Bronzeblood Manor

North of the fountain is the ruins of a rather large building.

Ahead of you lies a dark, black, scorched building of about 100 feet by 50 feet. The roof is collapsed, and several support columns lie on the ground. Many of the walls are missing, and the main entrance is blocked by debris. The entrance appears to have once held a great door, although none can be found now.

This used to be the building that housed the master of Bronzeblood, his advisors, and his staff but is now in ruins. Characters successfully searching the debris and rubble (Search DC 20) can roll a d10 to see what they have found on the following table. Only one Search attempt per person is allowed and only one of each item on the list may be found; duplicates should roll again. Assisting in a Search counts as that character's Search attempt.

Table 1: Items found in Bronzeblood Manor

1. A broken vase
2. A *potion of cure light wounds*
3. 3 cp
4. A torn painting of a handsome man with dark features
5. A silver key (25 gp)
6. A rusty dagger
7. A platinum dinner plate (40 gp)
8. A torn robe stained with blood
9. A pair of broken spectacles
10. A *potion of neutralize poison*

Area 6: North West Tower

This tower seems to be partially intact. The top of the tower is completely missing, but the walls remain, though several large holes adorn them. A door at the

base of the tower reveals broken stairs leading up. Nothing can be found in the tower.

Area 7: North East Tower

This tower appears to be similar to the northwest tower, though in slightly better condition. The top half of this tower has been destroyed, but the lower walls appear undamaged. A large boulder lies at the base of the tower next to an iron door.

This tower is actually being slowly rebuilt by the remaining dwellers of Bronzeblood.

🗡️ **Iron Door:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 38.

No lock is on the door, but an *arcane lock* spell cast by the tower's former occupant, Balistar (see Appendix), prevents intruders from entering. Opening the door requires a *knock* spell (only disables spell for 10 minutes), or a *dispel magic* (APL 6: DC 18; APL 8: DC 20; APL 10: DC 22; APL 12: DC 24). The door can be broken down or physically destroyed as well.

Development: If the party breaks or chops down the door without the use of a silence spell, the noise attracts the attention from the ghost in Encounter 4. In that case, proceed to that encounter. Once they have defeated the ghost (through Diplomacy or combat), allow them to search the tower. If the party opens the door by magic or in another silent manner, allow them to search the tower immediately.

Area 7a: Tower Entry Chamber

The iron door opens into an empty room. Peering upward reveals the missing roof as well as a room directly above with its center circular portion missing. A 5' diameter disc made of some sort of metal rests at the center of this chamber's floor.

This tower belonged (and still belongs) to Bronzeblood's wizard, Balistar. Although the top levels of the tower were destroyed, the first and second floors are still intact. Some time after Bronzeblood was razed, the wizard cleared out the wreckage and debris.

The tower is about 30 feet in diameter, and the second level is 30 feet above the ground level.

The disc contains two raised arrow carvings, each in a one-foot square pointing outward, and adjacent to each other. Stepping on the disc and pressing on the outward arrow carving activates a *levitate* spell, lifting the disc and those on it upwards. Pressing on the other arrow carving lowers the disc downward to the entry chamber. Because the tower was damaged, the disc

will not move beyond the tower's second level, the wizard's lab.

A Search check (DC 20) of the tower's first level reveals a hidden door in the floor near the north wall. Opening the secret door reveals a stairwell leading down. The stairs lead down to area 8.

Development: If the party attempts to open the secret door before exploring the rest of the tower, then proceed to encounter 4.

Area 7b: Wizard's Laboratory

The second level of the tower appears to be a lab. Alchemical equipment sits about the room containing various vials and beakers full of strange colored liquids. Various skeletons are hanging on one side of the room. A bookshelf sits near the opposite wall. Against the north wall, a fine mahogany desk and chair sit on top of some exotic fur. A book, a vial, and a feather pen lie on the desk.

Though most of the lab contains unknown substances, a few contain magical potions. The book appears to be a diary of a wizard named Balistar. It is non-magical, but many of the pages contain information on the wizard's experiments, arcane lore, and mathematical formulas. Searching through the diary does reveal a few interesting passages (see Player Handout #1).

The bookshelf contains many tomes on magical and arcane subjects, especially necromancy. Many of the books are rare and valuable. Each book weighs 2 pounds and is worth 10 gp. There are 50 books at APLs 6 and 8 and 75 at APLs 10 and 12. Please keep in mind basic rules of encumbrance when determining how many books the PCs may take with them from this area.

Treasure: *unguent of timelessness*, APL 8 and above; *potion of protection from elements (fire)*, APL 6 and 8; rare tomes (500 gp total); APL 10 and 12: rare tomes (750 gp total).

Encounter Four: The Ghost Servant

As soon as the party breaks down the iron door, or attempts to enter the secret door in the bottom chamber of the wizard's tower, or leaves the tower without finding the secret door, then read the following:

A very pale, thin man approaches you. He seems to be transparent. He appears to be middle aged, with a neatly trimmed beard. He is wearing a fine vest

and jacket, and a rapier hangs from his belt. "Who are you? Do you have an appointment with my Master? You should not be here. All guests must remain in the sitting room, until my Master has time to see them. He is a very busy man, but I am sure he will be back soon. What are you doing here?"

Creatures: This is Leonelus, the master of Bronzeblood's head servant. In life, Leonelus was not an evil man but neither was he kind. He was in fact ignorant and oblivious to his master's evil deeds. He served his master well, but his master abandoned him when the king's men took the castle. Because of Leonelus' "blindness", he did not find rest in death, but became a ghost doomed to roam castle Bronzeblood. In fact, Leonelus still believes he is serving his master. He continues to look after his Master's keep and entertain "guests" who have now entered his Master's domain. Note that the PCs can parlay with him and this is, in fact, the only method to lay him at rest.

APL 6 (EL 4)

➤ **Leonelus:** Male human ghost Rog 2: hp 19; see Appendix

APL 8 (EL 6)

➤ **Leonelus:** Male human ghost Rog 4: hp 33; see Appendix

APL 10 (EL 8)

➤ **Leonelus:** Male human ghost Rog 6: hp 47; see Appendix

APL 12 (EL 10)

➤ **Leonelus:** Male human ghost Rog 8: hp 61; see Appendix

Tactics: Leonelus will first use his *Corrupting Gaze* ability on everyone within 30' of him. He will then attempt to use his *Malevolence* power to take possession of the character that he deems the physically strongest but least wise. If he succeeds, he will attack the party using his new host. If he fails, he will disappear into the ground, then attack the party with his ghost touch rapier using hit and run tactics or use his *Corrupting Gaze* ability again.

Development: The party must succeed at a Bluff check against Leonelus' Sense Motive to convince Leonelus that they are not intruders. If they fail, Leonelus will escort the party off the castle grounds. Even if the party convinces him that they are guests,

Leonelus will attempt to escort the party back to Bronzeblood manor where he will make them wait indefinitely. If the party resists or attempts to re-enter the tower (area 7), then Leonelus will immediately attack the party.

During the encounter, Leonelus will often refer to his master, and mention that his master will return soon and reward Leonelus for his hard work and dedication.

If the party tries to convince Leonelus that the Master is gone, he will initially respond with comments like, "That is preposterous. The master would not leave me, his most trusted servant." If the party persists, then they have a chance of making Leonelus realize that he meant nothing to his master. In order to do so, the party must convince Leonelus that his master was an evil man. This can be done by either making a Diplomacy check (DC = 18 + APL) or physically showing Leonelus the diary (Player Handout #1) from the wizard's laboratory (Area 7b). PCs who opt to succeed at this through Diplomacy must offer some sort of proof to Leonelus, such as one of the items described below, and should role play out this explanation.

Several circumstance modifiers may apply to the DC to the Diplomacy check. These modifiers do stack.

- Only one character may make the Diplomacy check, with one other character assisting. Leonelus will become confused by the party's argument if more than two people present it to him. The primary diplomat must be declared before the Diplomacy check is rolled. A successful assist on (DC 10) from another player will add a +2 to the Diplomacy score.
- If the characters failed their initial Bluff check above, then -5 to their Diplomacy score. Remember that if this occurs, the PCs would still be escorted off the premises, but could attempt to try and convince Leonelus that he served an evil man.
- If the characters have a convincing argument, then add up to +5 to their Diplomacy score. This is up to the judge's discretion, but it must have some story presenting the master of Bronzeblood as an evil and uncaring man. Conversely, if the party has an argument, which does not mention the master as an evil or uncaring man, then the judge could deduct up to -5 to their Diplomacy score.
- If the characters refer to the diary found in the wizard's laboratory, then add +5 to their Diplomacy score. Mentioning the contents of the diary will help in their argument, but showing it to him would truly convince him.

Making a successful check or presenting the diary will lift his unrest, and his spirit will leave the world, though saddened. Failing the check will cause Leonelus to attack the party immediately.

If combat takes place between Leonelus and the party, then award them "The Wrath of Leonelus" on their AR.

Encounter Five: The Dungeon

Area 8: Broken Portal

Descending the stairs, you come upon a portal made of smooth, dark marble. Runes outline the portal's borders.

A successful Knowledge (arcana) check (DC 15) reveals that once a magical seal outlined this portal. Now the seal is broken, and there is no indication as to what spells were once in place. Beyond the portal lies a hallway. At the end of the hallway there is another portal, which is quite different.

Another doorway stands before you. Above it sits a skull with glowing red eyes. Skeletal claws adorn the door's frame.

Trap: Skeletal hands reach out and attack each person who goes through the portal. The skeletal hands may be turned, however they must be turned before the trap is triggered. (treat them as 5 HD creatures).

↗ **Skeletal Doorway Trap:** CR 5; mechanical; location trigger; automatic reset; Atk +19 melee (1d6+3/x3 plus poison, claw); poison (shadow essence poison, DC 17 Fortitude save resists, 1 Str*/2d6 Str; *permanent drain, not temporary damage); multiple targets Search (DC 24); Disable Device (DC 24).

Area 9: Prison

A wooden door with a barred window sits on one side of the hallway.

🗡️ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

A successful Open Lock check (DC 30) opens the door.

The door opens up into a prison. Three barred cells sit in the back of the room. As you enter, several rats scurry about and disappear through various cracks in the wall.

A set of keys hangs on a peg next to the entry door above a small chest. The keys open the prison door and its three cells, as well as the next door to the torture chamber. The chest contains some of the prisoners' confiscated weapons and items.

The first two cells, starting from the left, are empty. The third cell contains what appear to be two humanoid skeletons.

Lying on the floor are two skeletal bodies. One is dressed in green robes, while the other is wearing a brown cloak.

A successful Heal check (DC 20) allows the party to determine that both skeletons were male, and the one wearing robes was elven. Scrawled in the back of the cell with the skeletons is the Old Oeridian word meaning "death."

Encounter Six: The Torture Chamber Area 10

This door opens into Bronzeblood's torture chamber.

☛ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

A successful Open lock check (DC 30) opens the door.

The stench of death permeates this room. A round stone table sits at the center. Around it there are several dark brown stains. At the back wall, several pairs of manacles hang, while a rack in the corner contains various curved knives, and blades.

The current torturer of Bronzeblood has no more use for any of the devices found in this room. It hides crouched behind the rack of torture instruments. A successful Spot check (DC 20) prevents the characters from being surprised.

APL 6 (EL 8)

☛ **Mohrg** (1): hp 103; see *Monster Manual*

APL 8 (EL 10)

☛ **Spellstitched mohrg** (1): hp 103; see Appendix

APL 10 (EL 12)

☛ **Spellstitched mohrgs** (2): hp 103; see Appendix

APL 12 (EL 14)

☛ **Spellstitched devourer, advanced** (1): hp 131; see Appendix

Tactics: At APL 6, the mohrg will attempt to rush the first character entering the room and prevent others from easily entering the combat. It will then attempt to use its slam attack, and attempt to grab its opponent and use its paralyzing tongue.

At APL 8, the spellstitched mohrg will rely on its damage reduction (10/magic silver) for protection. It will hold its ground and fire its *magic missiles* (as 15th level sorcerer) at the first character that enters. It will continue to cast *magic missile* or if it cannot, it uses tactics similar to APL 6.

At APL 10, both spellstitched mohrgs will fire *magic missiles* initially at the first character entering. Then, one mohrg will attack the same target in melee, attempting to paralyze him/her, while the other mohrg continues to fire *magic missiles* at the same target as long as possible.

At APL 12, the spellstitched devourer will first move into position and cast a *lightning bolt* (as 13th level sorcerer) to hit several opponents at once. Then it will cast a *confusion* spell (DC 17) on the party, particularly targeting fighter types. It will continue to cast *confusion* or use its *spectral hand* or normal attacks to deliver energy drains to its opponents. The devourer will cast spells defensively if needed.

Encounter Seven: Balistar the Vampire Area 11: Wizard's Quarters

A simple wooden door leads to this room. Unlike the other doors, this one does not have bars and is not locked. The room's ceiling is 20' high.

☛ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

This room is lit by a flickering light of a torch set into a sconce near the desk. Several bookshelves rest against the walls.

This serves as Balistar's study and quarters. Balistar is now a vampire serving his master as faithfully now as he did in life. Just beyond the doorway, within the room, Balistar has cast an *alarm* spell. Once triggered, the spell will send a silent warning to Balistar, that the party has entered his study. The password to enter into

the room without triggering the alarm spell is “Snargle”.

The torch inside the room is an *everburning torch*.

A Search (DC 20) of the bookshelves (or *detect magic* spell) locates several magical scrolls.

A successful Search check (DC 29) reveals several tiny holes located in the corner of the room. However, the party will not know what these holes are for without investigating further. Balistar uses these holes to enter his coffin in *gaseous form*. If the party cracks open the floor stones (hardness 8; hp 90; Break DC 35) containing the holes, then they will discover Balistar’s coffin.

🔪 **Wooden Coffin:** 1 in. thick; hardness 5; hp 20; Break DC 23

Treasure: APL 6 and 8: *Everburning torch*, scroll (*nightmare*), scroll (*negative energy ray*); APL 10: *Everburning torch*, scroll (*nightmare*), scroll (*negative energy ray*); scroll (*negative energy blast*); APL 12: *Everburning torch*, scroll (*nightmare*), scroll (*negative energy ray*); scroll (*spiritwall*)

Area 12: Unhallowed Altar

This room is accessed by a doorless entry. The room’s ceiling is 20 feet high.

The room through the archway contains an altar with a skull embedded in it. In the center of the room, a body lies on the ground surrounded by a ring of lit candles.

This room seems to be a shrine to some dark being or force, though there is no indication of who or what exactly. The altar contains a *darkskull* (see DMG) permanently embedded in it. The skull cannot be removed. The *darkskull* creates the effects of an *unhallow* spell.

Behind the altar, a secret door leading to Area 13 can be found with a successful Search check (DC 30).

The body is the remains of Robere Robinson. Characters examining the body will note that it has not undergone any decomposition. Several items remain on Robere’s body, including his signet ring on his right hand. Balistar used this former chapel to conduct some his spell rituals.

Balistar is currently in the room under the effects of an *invisibility, greater* spell. He is very prepared for the party. Balistar has a rat familiar, “Snargle” that alerted him of the party’s presence. His familiar spoke with the rats in the prison and learned about the

intruders. If the party triggered the silent *alarm* spell in his quarters, then Balistar was further pre-warned.

If Balistar becomes visible, he appears to be a very ancient, pale human male in black robes. Characters who take a standard action to examine him are entitled to a Spot check (DC 20) to identify that he has fangs. This will be apparent to any who engage him in melee as well.

Note: For this encounter, Balistar has an effective turn resistance of +8 (+4 turn resistance, +4 *unhallow*). Also, the *darkskull* in this area produces a *protection from good* spell. The bonuses associated from this are not represented in any of the stat blocks. Please apply them when applicable.

APL 6 (EL 9)

👉 **Balistar:** Vampire, Wiz (Nec) 7: hp 63; see Appendix

👉 **Familiar rat (1):** hp 31; see Appendix

APL 8 (EL 11)

👉 **Balistar:** Vampire, Wiz (Nec) 9: hp 81; see Appendix

👉 **Familiar rat (1):** hp 40; see Appendix

APL 10 (EL 13)

👉 **Balistar:** Vampire, Wiz (Nec) 11: hp 99; see Appendix

👉 **Familiar rat (1):** hp 49; see Appendix

APL 12 (EL 15)

👉 **Balistar:** Vampire, Wiz (Nec) 13: hp 117; see Appendix

👉 **Familiar rat (1):** hp 59; see Appendix

Tactics: Since Balistar is aware of the party; he had some time to prepare for them. Assume four rounds have passed since he cast *cat’s grace*, three rounds have passed since he cast *shield*, two rounds have passed since he cast *resist energy (fire)*, and one round expired since he cast *invisibility, greater*. Balistar begins near the altar. Each round he will move from his current location. He will also use his *spider climb* ability to climb the walls and ceiling to confuse the party further.

Balistar will use his *invisibility, greater* to hide himself while casting spells on the party. He prefers to cast necromantic and evocation spells, since he has feats geared towards these schools (Spell Focus, Greater Spell Focus). However, Balistar is very intelligent and will use all his spells to hinder and hurt the party in the best possible way. He is also prepared

for parties that try and cast *silence* on or near him, and he has prepared a silent *dispel magic* spell for such occasions.

Once Balistar's spells are exhausted, then he will rely on his slam attacks and vampire abilities to defeat his enemies. Though, if the situation makes sense, he will do this before all spells are gone.

Remember that if Balistar is seriously injured, he can heal himself by casting several of his necromantic spells. In fact, one of his favorite tactics is to cast *negative energy blast* (see Appendix), while engaged in melee with several opponents.

Balistar's rat will remain with him if possible, though if the situation calls for it, he could be used to deliver touch attack spells. If reduced to 0 hp or below, Balistar will turn to gaseous form and retreat to his hidden coffin.

Development: If the party destroys his coffin, then Balistar is killed. If characters attempt to flee, then Balistar will follow until they reach the stairs to the surface. Balistar will not prevent the party from taking the body or items of Robere Robinson. Characters will note a smile on Balistar's lip (if he is no longer invisible) if they grab the body and run.

Encounter Eight: The Barred Portal Area 13

The secret door leads to a small room. The room is empty other than a door leading into *darkness*. There is no way to enter the portal at this time. It is magically barred by some sort of *wall of force* and the party does not currently possess the means to advance beyond it. Overwhelming evil is picked up by any *detect evil* spell and the PC is knocked unconscious.

Conclusion

When the party returns to Elderbarrow, he seems genuinely happy to see them. If the party returned with Matiah's grandfather's remains and the signet ring, he appears even more pleased. His quiet demeanor changes to become more outgoing during the ride back to Willip. If the party did not return with the quested items, he looks distraught and says little during the ride back to Willip. Elderbarrow escorts the party back to the "Fiery Flame" where Matiah awaits.

Upon seeing the party, Matiah's eyes seem to light up. "Well, I see that I have hired the right group. I was skeptical that you would return, since

Bronzeblood is rumored to be a very dangerous place. Have you found my grandfather's remains and his signet ring?"

If the party was able to return with the signet ring...

Matiah cries out with joy, "Ah yes! I will finally be able to rest." He places the ring on his finger, and you notice that some color returns to his face. "Thank you for your services. Here is the remaining gold I have promised you."

The bag of gold Matiah hands to the party contains the remaining balance of 500 gp he promised to the party (400 gp per character). Also as a favor to the characters, Matiah will set up a meeting with his finest blacksmith, so that players may upgrade one piece of armor or shield they possess. Matiah treats the party to a generous supper and round of drinks and bids the group a fond farewell.

If the party was unable to return with the signet ring...

Matiah seems devastated by your response. His pale face seems to become even whiter. He hangs his head, and slumps in his chair. He replies with a distraught tone, "Will I ever find peace? The ring was my only hope. I don't know if there is enough time..." His words trail off, and he stares blankly at the ground.

Elderbarrow immediately interrupts. "My master is not well. He should retire now. Thank you for your efforts. If you share a detailed account of what you encountered at Bronzeblood, then my master will pay you half of the remaining amount of gold that was promised to you. Maybe this information can help another group retrieve the ring."

If the party agrees to divulge all that they learned at Bronzeblood, Elderbarrow arranges for the payment of 200 gp per character. The party finds out the following day that Matiah Robinson died in the night. The cause was not determined, but he had a look of terror on his face.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the

experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Four

Laying Leonelus to rest through Diplomacy or showing him Player Handout #1

APL6 120 xp; APL8 180 xp; APL10 240 xp; APL12 300 xp.

OR

Defeating Leonelus in Combat

APL6 60 xp; APL8 90 xp; APL10 120 xp; APL12 150 xp.

Encounter Five

Navigating Trapped Skeletal Door Trap

ALL APLs 150 xp.

Encounter Six

Defeating the torturers

APL6 240 xp; APL8 300 xp; APL10 360 xp;

APL12 420 xp.

Encounter Seven

Defeating Balistar

APL6 270 xp; APL8 330 xp; APL10 390 xp;

APL12 450 xp.

Story Award

Recovering and returning Robere Robinson's signet ring to Matiah Robinson

APL6 90 xp; APL8 115 xp; APL10 135 xp;

APL12 160 xp.

Discretionary roleplaying award

APL6 90 xp; APL8 110 xp; APL10 135 xp;

APL12 155 xp.

Total possible experience:

APL6 960 xp; APL8 1185 xp; APL10 1410 xp;

APL12 1635 xp.

DM Note: The total above is slightly over the total allowed for each APL. PCs cannot receive over the XP total outlined on their AR.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter One: Introduction

APL 6: L: 0 gp; C: 100 gp; M: 0 gp

APL 8: L: 0 gp; C: 100 gp; M: 0 gp

APL 10: L: 0 gp; C: 100 gp; M: 0 gp

APL 12: L: 0 gp; C: 100 gp; M: 0 gp

Encounter Three: (Area 4)

APL 6: L: 0 gp; C: 0 gp; M: 250 gp *Horseshoes of Speed* (250 per character).

APL 8: L: 0 gp; C: 0 gp; M: 250 gp *Horseshoes of Speed* (250 per character).

APL 10: L: 0 gp; C: 0 gp; M: 250 gp *Horseshoes of Speed* (250 per character).

APL 12: L: 0 gp; C: 0 gp; M: 250 gp *Horseshoes of Speed* (250 gp per character).

Encounter Three: (Area 5)

APL 6: L: 0 gp; C: 5; M: 67 gp: *potion of cure light wounds* (4 gp per character), *potion of neutralize poison* (63 gp per character)

APL 8: L: 0 gp; C: 5; M: 67 gp: *potion of cure light wounds* (4 gp per character), *potion of neutralize poison* (63 gp per character)

APL 10: L: 0 gp; C: 5; M: 67 gp: *potion of cure light wounds* (4 gp per character), *potion of neutralize poison* (63 gp per character)

APL 12: L: 0 gp; C: 5; M: 67 gp: *potion of cure light wounds* (4 gp per character), *potion of neutralize poison* (63 gp per character)

Encounter Three: (Area 7b)

APL 6: L: 42 gp (rare tomes); C: 0 gp; M: 13 gp: *unguent of timelessness* (13 gp per character).

APL 8: L: 42 gp (rare tomes); C: 0 gp; M: 159 gp: *unguent of timelessness* (13 gp per character), *potion of protection from elements (fire)* (63 gp per character)

APL 10: L: 63 gp (rare tomes); C: 0 gp; M: 159 gp: *unguent of timelessness* (13 gp per character), *potion of protection from elements (fire)* (63 gp per character)

APL 12: L: 63 gp (rare tomes); C: 0 gp; M: 159 gp: *unguent of timelessness* (13 gp per character), *potion of protection from elements (fire)* (63 gp per character)

Encounter Four

APL 10: L: 0 gp; C: 0 gp; M: 693 gp *+1 ghost touch rapier* (693 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: 1527 gp *+2 ghost touch rapier* (1527 gp per character)

Encounter Seven: (Area 11)

APL 6: L: 0 gp; C: 0 gp; M: 104 gp *everburning torch* (8 gp per character), *scroll (nightmare)* (94 gp per character), *scroll (negative energy ray)* (2 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: 104 gp *everburning torch* (8 gp per character), *scroll (nightmare)* (94 gp per character), *scroll (negative energy ray)* (2 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: 135 gp *everburning torch* (8 gp per character), *scroll (nightmare)* (94 gp per character), *scroll (negative energy ray)* (2 gp per character), *scroll (negative energy blast)* (31 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: 229 gp *everburning torch* (8 gp per character), *scroll (nightmare)* (94 gp per

character), *scroll (negative energy ray)* (2 gp per character), *scroll (negative energy blast)* (31 gp per character), *scroll (spiritwall)* (94 gp per character)

Encounter Seven: (Area 12)

APL 6: L: 0 gp; C: 0 gp; M: 83 gp *bracers of armor +1* (83 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: 333 gp *bracers of armor +2* (333 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: 333 gp *bracers of armor +2* (333 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: 333 gp *bracers of armor +2* (333 gp per character)

Conclusion

APL 6: L: 0 gp; C: 400 gp; M: 0 gp

APL 8: L: 0 gp; C: 400 gp; M: 0 gp

APL 10: L: 0 gp; C: 400 gp; M: 0 gp

APL 12: L: 0 gp; C: 400 gp; M: 0 gp

Total Possible Treasure

APL 6: L: 42 gp; C: 505 gp; M: 517 gp - Total: 1064 gp (maximum = 800)

APL 8: L: 42 gp; C: 505 gp; M: 913 gp - Total: 1460 gp (maximum = 1250)

APL 10: L: 63 gp; C: 505 gp; M: 1637 gp - Total: 2205 gp (maximum = 2100)

APL 12: L: 63 gp; C: 505 gp; M: 2565 gp - Total: 3133 gp (maximum = 3000)

Special

🔥 **Dugan's Fire:** Dugan, the innkeeper at the "Fiery Flame" in the city of Willip brews this potent reddish ale. It is not typically sold for outside consumption, but Dugan will make an exception and offer to sell 1 small cask to members of a party, who won the drinking contest. Those who drink a glass of "Dugan's Fire" must make a Fortitude save (DC 15). Those that fail immediately pass out for 1d4+1 hours. For bonus purposes, "Dugan's Fire" is considered a poison. Each glass of "Dugan's Fire" cumulatively increases the DC of the Fortitude save by +2. Each small cask contains enough ale for 4 glasses.

Market Value: 200 gp (Frequency: Adventure)

☠️ **Taint of Evil:** This PC drank from Bronzeblood's "Fountain of Evil" and is subject to the following effects: They radiate minor evil. They will not be affected by beneficial spells with the [good] descriptor such as *protection from evil*, *bolt of glory*, etc. but may will be affected as per their actual alignment by spells with the [evil] descriptor such as *protection from good*. Paladins and clerics or divine spellcasters of deities

who do not allow evil worshippers are stripped of all supernatural abilities granted to them (spells, lay on hands, turning dead, etc.) until an *atonement* spell is cast on them. No experience cost needs be paid for this spell.

scroll: spiritwall(Adventure, DMG)

☛ **Wrath of Leonelus:** Those characters that attacked the ghost Leonelus have earned his animosity. He may come back to seek revenge later.

☛ **Referral from Matiah Robinson:** For returning his great grandfather's body and signet ring, Matiah will refer the PC to his most skilled blacksmith. Following any Furyondy regional event, the PC may upgrade any single +1 armor or shield to a +2 bonus. The PC may choose instead to enhance any magical armor or shield with the *ghost touch* ability or *fire resistance*. For PCs who played at APL 10 or 12, this may alternatively be used to upgrade any single armor or shield from +2 to +3. Note that the PC must still pay the difference in cost for the two items in gold. This referral is only good for one such upgrade. This referral is consumed when used; please record the item upgraded and the bonus selected on this adventure record as well as on the MIL.

AR Used:

Item Enhanced to:

Cost Paid:

Items for the Adventure Record

Item Access

APL 6:

potion of neutralize poison(Adventure, DMG)

unguent of timelessness(Adventure, DMG)

horseshoes of speed(Adventure, DMG)

scroll of nightmare(Adventure, DMG)

scroll of negative energy ray(Adventure, Tome and Blood)

APL 8: (All of APL 6 plus the following)

potion of protection from elements (fire)(Adventure, DMG)

bracers of armor +2(Adventure, DMG)

APL 10: (All of APLs 6-8 plus the following)

+1 ghost touch rapier(Adventure, DMG)

scroll of negative energy blast(Adventure, Tome and Blood)

APL 12: (All of APLs 6-10 plus the following)

+2 ghost touch rapier(Adventure, DMG)

Appendix One: NPC/Monster Statistics

Encounter One

ALL APLs

☛ **Matiah Robinson:** Male human, Ari 8; CR 8; HD 8d8; hp 43 (27); Spd 30 ft; AC 14 (touch 10, flatfooted 14)[+4 armor]; BA/G: +7/+7; Atk +7/+2 melee (1d6 18-10/X2 masterwork rapier), Full Atk +7/+2 melee (1d6 18-10/X2 masterwork rapier), AL N; SV Fort +0, Ref +2, Will +7; Str 10, Dex 11, Con 10 (6), Int 14, Wis 12, Cha 14.

Skills and Feats: Appraise +9, Bluff +10, Diplomacy +7, Gather Info +10, Knowledge (Furyondy) +6, Knowledge (mining) +6, Listen +5, Profession (merchant) +9, Sense Motive +9, Speak Languages (dwarven, elven, gnome), Spot +3, Alertness, Iron Will, Skill Focus (Profession-merchant),

Possessions: +1 *Glamered Studded Leather*, Masterwork rapier.

☛ **Elderbarrow:** Male human Exp 4; CR 4; HD 4d4+4; hp 17; Spd 30 ft; AC 11 (touch 11, flatfooted 10)[+1 dex]; AL LN; SV Fort +4, Ref +2, Will +4; Str 8, Dex 12, Con 12, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +8, Bluff +8, Diplomacy +8, Gather Info +8, Listen +7, Search +8, Sense Motive +10, Spot +7, Great Fortitude, Skill Focus (Sense Motive)

Encounter Two

ALL APLs

☛ **Green Jerkin Patrol** (4), Male human Rgr4; CR4 each; HD 4d8+4; hp 27; Init +7; Spd 30ft; AC 17 (touch 13, flatfooted 14)[+4 armor, +3 dex]; BA/G: +4/+6; Atk +7 melee (1d8+3 longsword 19-20X2) or +7 ranged (1d8+2, composite longbow); Full Atk +5 melee (1d8+2 19-20/X2, longsword) and +5 melee (short sword 1d6+2 19-20X2) or +7 melee (1d8+3 longsword 19-20X2) or +7 ranged (1d8+2, composite longbow); AL LG; SV Fort +5, Ref +7, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +10, Knowledge (nature) +7, Listen +8, Move silently +10, Search +7, Spot +8, Survival +8; Endurance, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: *Studded Leather* +1, Masterwork longsword, Masterwork short sword, Masterwork Composite longbow, 3 *Potions of Cure Light Wounds*, *Potion of Hide*, *Eyes of the Eagle*

Spells Prepared (1; base DC = 11 + spell level): 1st—[*cure light wounds*]; 2nd—[*web*]

☛ **Garin,** Male human Rgr8; CR8; HD 8d8+8; hp 59; Init +7; Spd 30ft; AC 18 (touch 13, flatfooted 15)[+5 armor, +3 dex]; BA/G: +8/+10; Atk +10 melee (1d8+3 19-20/X2, +1 longsword) or +11 ranged (1d8+3, composite longbow x3); Full Atk +10/+5 melee (1d8+3 19-20/X2, +1 longsword) or +11/+6 ranged (1d8+3, composite longbow x3); AL LG; SV Fort +8, Ref +9, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 13.

Skills and Feats: Hide +14, Knowledge (nature) +11, Listen +13, Move silently +14, Sense motive +5, Search +3, Spot +13, Survival +13; Endurance, Far Shot, Improved Initiative, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track

Possessions: *Studded Leather* +2, +1 longsword, Masterwork short sword, +1 Composite longbow, 3 *Potions of Cure Light Wounds*, *Potion of Hide*, *Eyes of the Eagle*

Spells Prepared (1/1; base DC = 11 + spell level): 1st—[*cure light wounds*]; 2nd—[*web*]

Encounter 4

APL 6 (EL 4)

☛ **Leonelus:** male human ghost Rog 2; CR 4; Medium-Size Undead (Incorporeal); HD 2d12; hp 19; Init +2; Fly 30 ft (perfect); AC 17 (touch 17, flat-footed 15) [+2 Dex, +5 deflection] or AC 14 (touch 12, flat-footed 12)[+2 Dex, +2 leather] on Ethereal Plane; BA/G: +1/+1, Atk +3 melee (1d4, Incorporeal touch) or +2 melee (1d6 18-20/x2 masterwork rapier) on Ethereal Plane; Full Atk +3 melee (1d4, Incorporeal touch) or +2 melee (1d6 18-20/x2 masterwork rapier) on Ethereal Plane; SA Corrupting touch, manifestation, horrific appearance, malevolence, +1d6 sneak attack; SQ Evasion, incorporeal subtype, +4 turn resistance, trapfinding, undead traits, rejuvenation; AL CE; SV Fort +0, Ref +5, Will +0; Str 10, Dex 14, Con -, Int 12, Wis 10, Cha 20.

Skills and Feats: Bluff +10, Diplomacy +12, Gather Info +10, Hide +15, Listen +13, Move Silently +7, Read Lips +6, Search +19, Sense Motive +5, Spot +13; Dodge, Skill Focus (Diplomacy)

Corrupting Gaze (Su): The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save (DC 10 + 1/2 ghost's HD + ghost's Cha modifier) or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against

material opponents, it adds its Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Undead traits: See MM for more information

Incorporeal subtype: See MM for more information.

Turn Resistance (Ex): A ghost has a +4 turn resistance (see MM).

Rejuvenation: In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

APL 8 (EL 6)

☛ **Leonelus:** Male human ghost Rog 4; CR 6; Medium-Size Undead (Incorporeal); HD 4d12; hp 33; Init +2; Fly 30 ft (perfect); AC 17 (touch 17, flat-footed 17)[+2 Dex, +5 deflection] or AC 14 (touch 12, flat-footed 14)[+2 Dex, +2 leather] on Ethereal Plane; BA/G: +3/+3; Atk +5 melee (1d4, Incorporeal touch) or +4 melee (1d6 18-20/x2 masterwork rapier) on Ethereal Plane; Full Atk +5 melee (1d4, Incorporeal touch) or +4 melee (1d6 18-20/x2 masterwork rapier) on Ethereal Plane; SA Corrupting touch, manifestation, horrific appearance, malevolence, sneak attack +2d6; SQ Evasion, incorporeal subtype, +4 turn resistance, trapfinding, trapsense +1, uncanny dodge, undead traits, rejuvenation; AL CE; SV Fort +1, Ref +6, Will +1; Str 10, Dex 14, Con -, Int 12, Wis 10, Cha 21

Skills and Feats: Bluff +12, Diplomacy +14, Gather Info +12, Hide +9, Listen +15, Move Silently +9, Read Lips +8, Search +21, Sense Motive +7, Spot +15; Dodge, Mobility, Skill Focus (Diplomacy)

See APL 6 stats above for other powers and abilities.

APL 10 (EL 8)

☛ **Leonelus:** Male human ghost Rog 6; CR 8; Medium-Size Undead (Incorporeal); HD 6d12; hp 47; Init +2; Fly 30 ft (perfect); AC 17 (touch 17, flat-footed 17) [+2 Dex, +5 deflection] or AC 14 (touch 12, flat-footed 14) [+2 Dex, +2 leather] on Ethereal Plane; BA/G: +4/+4; Atk +5 melee (1d4, Incorporeal touch) or +5 melee (1d6+1 18-20/x2 +1 ghost touch rapier); Full Atk +5 melee (1d4, Incorporeal touch) or +5 melee (1d6+1 18-20/x2 +1 ghost touch rapier); SA Corrupting touch, manifestation, horrific appearance, malevolence; sneak attack +3d6; SQ Evasion, incorporeal subtype, +4 turn resistance, trapfinding, trapsense +2, uncanny dodge, undead traits, rejuvenation; AL CE; SV Fort +2, Ref +7, Will +2; Str 10, Dex 14, Con -, Int 12, Wis 10, Cha 21

Skills and Feats: Bluff +14, Diplomacy +16, Gather Info +14, Hide +11, Listen +17, Move Silently +11, Read Lips +10, Search +23, Sense Motive +9, Spot +17;

Dodge, Mobility, Skill Focus (Diplomacy), Spring Attack

Possessions: +1 *ghost touch rapier*.

See APL 6 stats above for other powers and abilities.

APL 12 (EL 10)

☛ **Leonelus:** male human ghost Rog 8; CR 10; Medium-Size Undead (Incorporeal); HD 8d12; hp 61; Init +2; Fly 30 ft (perfect); AC 18 (touch 18, flat-footed 18) [+2 Dex, +6 deflection] or AC 14 (touch 12, flat-footed 14) [+2 Dex, +2 leather] on Ethereal Plane; BA/G: +6/+6; Atk +8/+3 melee (1d4, Incorporeal touch) or +8/+3 melee (1d6+2 18-20/x2 +2 *ghost touch rapier*); Full Atk +8/+3 melee (1d4, Incorporeal touch) or +8/+3 melee (1d6+2 18-20/x2 +2 *ghost touch rapier*); SA Corrupting touch, manifestation, horrific appearance, malevolence; sneak attack +4d6; SQ Evasion, improved uncanny dodge, incorporeal subtype, +4 turn resistance, trapfinding, trapsense +2, undead traits, rejuvenation; AL CE; SV Fort +2, Ref +7, Will +2; Str 10, Dex 14, Con -, Int 12, Wis 10, Cha 22

Skills and Feats: Bluff +17, Diplomacy +19, Gather Info +17, Hide +13, Listen +19, Move Silently +13, Read Lips +12, Search +25, Sense Motive +11, Spot +19; Dodge, Mobility, Skill Focus (Diplomacy), Spring Attack

Possessions: +2 *ghost touch rapier*.

See APL 6 stats above for other powers and abilities.

Encounter Five

APL 6 (EL 8)

☛ **Mohrg:** CR 8; Medium sized undead; HD 14d12; hp 103; Init +9; Spd 30 ft.; AC 23 (touch attack 14, flat-footed 14) [+4 Dex, +9 natural]; Atk +12 melee (1d6+7, 2 slams), +12 melee touch (paralysis, tongue), +12 grapple; SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +4, Ref +10, Will +9; Str 21, Dex 19, Con -, Int 11, Wis 10, Cha 10

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become

paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Undead traits: See MM for more information.

APL 8 (EL 10)

☛ **Spellstitched Mohrg, advanced:** CR 10; Medium sized undead; HD 14d12; hp 103; Init +9; Spd 30 ft.; AC 23 (touch attack 14, flat-footed 14) [+4 Dex, +9 natural]; Atk +12 melee (1d6+7, 2 slams), +12 melee touch (paralysis tongue), +12 grapple; SA Improved grab, paralyzing touch, create spawn, spell-like abilities; SQ Darkvision 60 ft., undead traits, DR 10/magic silver, SR 15, turn resistance +2; AL CE; SV Fort +6, Ref +12, Will +11; Str 21, Dex 13, Con -, Int 11, Wis 10, Cha 10

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Spell-Like Abilities: 3/day – magic missile; 1/day ray of enfeeblement. Caster level 15th; save DC 10 + spell level.

Turn Resistance: A spellstitched creature is treated as an undead with its +2 Hit Dice for the purpose, of turn, rebuke, command, and bolster attempts.

APL 10 (EL 12)

☛ **Spellstitched Mohrgs, advanced (2):** CR 10; Medium sized undead; HD 14d12; hp 103; Init +9; Spd 30 ft.; AC 23 (touch attack 14, flat-footed 14) [+4 Dex, +9 natural]; Atk +12 melee (1d6+7, 2 slams), +12 melee touch (paralysis tongue), +12 grapple; SA Improved grab, paralyzing touch, create spawn, spell-like abilities; SQ Darkvision 60 ft., Undead traits, DR 10/magic silver, SR 15, turn resistance +2; AL CE; SV Fort +6, Ref +12, Will +11; Str 21, Dex 13, Con -, Int 11, Wis 10, Cha 10

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Spell-Like Abilities: 3/day – magic missile; 1/day ray of enfeeblement. Caster level 15th; save DC 10 + spell level.

Turn Resistance: A spellstitched creature is treated as an undead with its +2 Hit Dice for the purpose, of turn, rebuke, command, and bolster attempts.

Undead traits: See MM for more information.

APL 12 (EL 14)

☛ **Spellstitched Devourer, advanced:** CR 14; Large sized undead; HD 16d12; hp 131; Init +4; Spd 30 ft.; AC 24 (touch attack 9, flat-footed 24) [-1 size, +15 natural]; Atk +17 melee (1d6+9, 2 claws); Face/Reach 10ft./10ft.; SA Energy drain, trap essence, spell-like abilities; SQ Darkvision 60 ft., spell deflection, DR 10/magic silver, SR 21, turn resistance +2, undead traits; AL NE; SV Fort +5, Ref +5, Will +13; Str 28, Dex 10, Con -, Int 16, Wis 16, Cha 17; Height 12ft.; Weight 1000 lb.

Skills and Feats: Climb +27, Concentration +22, Diplomacy +8, Jump +27, Listen +22, Move Silently +19, Search +14, Sense Motive +15, Spot +21, Survival +6; Blind-Fight, Combat Casting, Expertise, Improved Initiative, Power Attack, Weapon Focus (claw)

Energy Drain (Su): Living creatures hit by a devourer's claw attack or *spectral hand* ability receive one negative energy level. The Fortitude save to remove the negative level has a DC of 19.

Trap Essence (Su): The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a normal attack roll to hit but deals no damage. The affected creature must succeed at a Fortitude save (DC 19) or die instantly.

The slain creature's essence is trapped within the devourer's ribs, and the diminutive figure takes on that victim's features. The trapped essence cannot be raised

or resurrected, but a *limited wish*, *miracle*, or *wish* spell frees it, as does destroying the devourer. A devourer can hold only one essence at a time.

The trapped essence provides the devourer with enough power to use five spell-like abilities per HD or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence receives one negative energy level for every five spell-like uses. When the number of negative levels equals the creature's total HD or level, the essence is destroyed. If an essence is freed, the restored creature must succeed at a Fortitude save (DC 19) for each negative energy level or lose that level permanently.

Spell-Like Abilities: The following spells can be cast even if there is no trapped essence, because they are spellstitched abilities. 3/day – magic missile, flaming sphere; 1/day ray of enfeeblement, darkness, lightning bolt, vampiric touch. Caster level 13th; save DC 13 + spell level.

At the start of the encounter, the trapped essence has 11 levels (enough fuel for 55 uses). Once per round, the devourer can use one of following as the spell cast by an 18th-level sorcerer (save DC 13 + spell level): *confusion*, *control undead*, *ghoul touch*, *lesser planar ally*, *ray of enfeeblement*, *spectral hand*, *suggestion*, *true seeing*.

Turn Resistance: A spellstitched creature has +2 turn resistance.

Spell Deflection (Su): The trapped essence provides a measure of magical protection. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: *banishment*, *chaos hammer*, *confusion*, *detect thoughts*, *dispel evil*, *dominate person*, *emotion*, *fear*, *geas/quest*, *holy word*, *hypnosis*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. In many cases, this effectively neutralizes the spell (charming a trapped essence, for example, is useless). Some of them (*banishment*, for example), might eliminate the trapped essence, robbing the devourer of its magical powers until it can consume another.

Undead traits: See MM for more information.

Encounter Six

APL 6 (EL 9)

☛ **Balistar:** male human vampire Wiz (Nec) 7; CR 9; Medium-Size Undead; HD 7d12; hp 63; Init +7 (+9); 30 ft.; AC 20 (26) (touch 13 (15), flat-footed 17 (21)) [+3 (+5) Dex, +1 *bracers of armor*, +6 natural, (+4 *shield*)]; BA/G: +3/+6; Atk +6 melee (1d6+3, slam); Full Atk +6 melee (1d6+3, slam); SA Domination, energy drain,

blood drain, children of the night, create spawn; SQ Undead traits, damage reduction 10/magic silver, +4 turn resistance, cold and electricity resistance 10, gaseous form, spider climb, alternate form, fast healing 5, vampire weaknesses; AL Chaotic evil; SV Fort +4, Ref +7 (+9), Will +7; Str 16, Dex 16 (20), Con -, Int 19, Wis 14, Cha 14

Skills and Feats: Bluff +10, Concentration +15 (+19 while casting defensively), Hide +14, Knowledge (arcana) +14, Knowledge (planes) +14, Knowledge (religion) +10, Listen +12, Move Silently +14, Scry +10, Search +12, Sense Motive +10, Spellcraft +14, Spot +12; Alertness, Combat Casting, Combat Reflexes, Dodge, Greater Spell Focus (Necromancy), Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell, Skill Focus (Concentration), Spell Focus (Necromancy)

Possessions: *Bracers of armor +1*

Special Attacks: A vampire retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 vampire's HD + vampire's Cha modifier unless noted otherwise.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it

and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Undead traits: See MM for more information.

Vampire Weaknesses

For all their power, vampires have a number of weaknesses.

Repelling a Vampire: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes a standard action.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire: Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Spells Prepared (4/6/5/4/3; base DC = 14 + spell level + 2 necromatic): 0—[*mage hand*, *detect magic*, *read magic*, *ghost sound*]; 1st—[~~alarm~~, *shield*, *negative energy ray* (x2), *magic missile* (x2)]; 2nd—[*spectral hand*, ~~*resists energy (fire)*~~*, *darkness*, ~~*cat's grace*~~*, *ghoul touch*]; 3rd—[*dispel magic (silent)*, *negative energy blast*, *lightning bolt*, *slow*, *vampiric touch*]; 4th—[~~*invisibility*, *greater*~~*, *fear*]

*Precast spell. †Tome and Blood spell (see Appendix).

🐭 **Familiar, Rat:** CR 1/8; Tiny animal; HD 7; hp 31; Init +2 (+4); 15 ft., climb 15 ft.; AC 18 (24) (touch 14 (16), flat-footed 16 (20)) [+2 size, +2 (+4) Dex, +4

natural, (+4 *shield*); Atk +5 melee (1d3-4, bite); SQ scent, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL N; SV Fort +2, Ref +4 (+6), Will +6; Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 2

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse

APL 8 (EL 11)

🗡️ **Balistar:** male human vampire Wiz (Nec) 9; CR 11; Medium-Size Undead; HD 9d12; hp 81; Init +7 (+9); 30 ft.; AC 21 (27) (touch 13 (15), flat-footed 19 (23)) [+3 (+5) Dex, +2 *bracers of armor*, +6 natural, (+4 *shield*); BA/G: +4/+7; Atk +7 melee (1d6+3, slam); Full Atk +7 melee (1d6+3, slam); SA Domination, energy drain, blood drain, children of the night, create spawn; SQ Undead traits, damage reduction 10/magic silver, +4 turn resistance, cold and electricity resistance 10, gaseous form, spider climb, alternate form, fast healing 5, vampire weaknesses; AL CE; SV Fort +3, Ref +8 (+10), Will +8; Str 16, Dex 16 (20), Con -, Int 20, Wis 14, Cha 14

Skills and Feats: Bluff +10, Concentration +17 (+21 while casting defensively), Hide +15, Knowledge (arcana) +17, Knowledge (planes) +17, Knowledge (religion) +13, Listen +12, Move Silently +15, Scry +13, Search +13, Sense Motive +10, Spellcraft +17, Spot +12; Alertness, Combat Casting, Combat Reflexes, Dodge, Greater Spell Focus (Necromancy) Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell, Skill Focus (Concentration), Spell Focus (Necromancy), Spell Focus (Evocation)

Possessions: *Bracers of armor* +2

See APL 6 stats above for other powers and abilities.

Spells Prepared (4/6/5/4/3; base DC = 14 + spell level + 2 necromatic): 0—[*mage hand*, *detect magic*, *read magic*, *ghost sound*]; 1st—[~~alarm~~, *shield*, *negative energy ray* (x2), *magic missile* (x2)]; 2nd—[*spectral hand*, ~~*resists energy (fire)*~~*, *darkness*, ~~*cat's grace*~~*, *ghoul touch*]; 3rd—[*dispel magic (silent)*, *negative energy blast*, *lightning bolt*, *slow*, *vampiric touch*]; 4th—[~~*invisibility*, *greater*~~*, *fear*]

*Precast spell. †Tome and Blood spell (see Appendix).

Spells Prepared (4/6/6/5/4/2; base DC = 15 + spell level): 0—[*mage hand*, *detect magic*, *read magic*, *ghost sound*]; 1st—[~~alarm~~, *shield*, *negative energy ray* (x2), *magic missile* (x2)]; 2nd—[*spectral hand*, ~~*resists energy (fire)*~~*, *darkness*, ~~*cat's grace*~~*, *ghoul touch*, *flaming sphere*]; 3rd—[*dispel magic (silent)*, *negative energy blast* (x2), *lightning bolt*, *vampiric touch*, *slow*]; 4th—[~~*invisibility*, *greater*~~*, *fear*, *otiluke's resilient sphere*]; 5th—[*spiritwall*, *cone of cold*]

*Precast spell. †Tome and Blood spell (see Appendix).

➤ **Familiar, Rat:** CR 1/8; Tiny animal; HD 9; hp 40; Init +2 (+4); 15 ft., climb 15 ft.; AC 19 (25) (touch 14 (16), flat-footed 16 (20)) [+2 size, +2 (+4) Dex, +4 natural, (+4 *shield*); Atk +6 melee (1d3-4, bite); SQ scent, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL N; SV Fort +3, Ref +5 (+7), Will +7; Str 2, Dex 15, Con 10, Int 10, Wis 12, Cha 2

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse

APL 10 (EL 13)

➤ **Balistar:** male human vampire Wiz (Nec) 11; CR 13; Medium-Size Undead; HD 11d12; hp 99; Init +7 (+9); 30 ft.; AC 21 (27) (touch 13 (15), flat-footed 18 (22)) [+3 (+5) Dex, +2 *bracers of armor*, +6 natural, (+4 *shield*); BA/G: +5/+8; Atk +8 melee (1d6+3, slam); Full Atk +8 melee (1d6+3, slam); SA Domination, energy drain, blood drain, children of the night, create spawn; SQ Undead traits, damage reduction 10/magic silver, +4 turn resistance, cold and electricity resistance 10, gaseous form, spider climb, alternate form, fast healing 5, vampire weaknesses; AL CE; SV Fort +3, Ref +8 (+10), Will +9; Str 16, Dex 16 (20), Con -, Int 20, Wis 14, Cha 14

Skills and Feats: Bluff +10, Concentration +19 (+23 while casting defensively), Hide +16, Knowledge (arcana) +19, Knowledge (planes) +19, Knowledge (religion) +13, Listen +12, Move Silently +17, Scry +15, Search +13, Sense Motive +10, Spellcraft +19, Spot +12; Alertness, Combat Casting, Combat Reflexes, Craft (wand), Dodge, Greater Spell Focus (Necromancy) Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell, Skill Focus (Concentration), Spell Focus (Evocation), Spell Focus (Necromancy)

Possessions: *Bracers of armor* +2

See APL 6 stats above for other powers and abilities.

Spells Prepared (4/6/5/4/3; base DC = 14 + spell level + 2 necromatic): 0—[*mage hand*, *detect magic*, *read magic*, *ghost sound*]; 1st—[~~*alarm*~~, *shield*, *negative energy ray* (x2), *magic missile* (x2)]; 2nd—[*spectral hand*, ~~*resists energy (fire)*~~*, *darkness*, ~~*cat's grace*~~*, *ghoul touch*]; 3rd—[*dispel magic (silent)*, *negative energy blast*, *lightning bolt*, *slow*, *vampiric touch*]; 4th—[~~*invisibility*~~, ~~*greater*~~*, *fear*]

*Precast spell. †Tome and Blood spell (see Appendix).

Spells Prepared (4/6/6/6/5/3/2; base DC = 15 + spell level): 0—[*mage hand*, *detect magic*, *read magic*, *ghost sound*]; 1st—[~~*alarm*~~, *shield*, *negative energy ray* (x2), *magic missile* (x2)]; 2nd—[*spectral hand*, ~~*resist*~~

(x2), *magic missile* (x2)]; 2nd—[*spectral hand*, ~~*resist energy (fire)*~~*, *darkness*, ~~*cat's grace*~~*, *ghoul touch*, *flaming sphere*]; 3rd—[*dispel magic (silent)*, *negative energy blast* (x2), *lightning bolt*, *vampiric touch*, *slow*, *fireball*]; 4th—[~~*invisibility*~~, ~~*greater*~~*, *fear*, *otiluke's resilient sphere*, *ice storm*]; 5th—[*spiritwall*, *cone of cold*, *wall of force*]; 6th—[*circle of death*, *chain lightning*]

*Precast spell. †Tome and Blood spell (see Appendix).

➤ **Familiar, Rat:** CR 1/8; Tiny animal; HD 11; hp 49; Init +2 (+4); 15 ft., climb 15 ft.; AC 20 (26) (touch 14 (16), flat-footed 18 (22)) [+2 size, +2 (+4) Dex, +6 natural, (+4 *shield*); Atk +7 melee (1d3-4, bite); SQ scent, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type, SR 16; AL N; SV Fort +3, Ref +5 (+7), Will +8; Str 2, Dex 15, Con 10, Int 11, Wis 12, Cha 2

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse

APL 12 (EL 15)

➤ **Balistar:** male human vampire Wiz (Nec) 13; CR 15; Medium-Size Undead; HD 13d12; hp 117; Init +7 (+9); 30 ft.; AC 21 (27) (touch 13 (15), flat-footed 18 (22)) [+3 (+5) Dex, +2 *bracers of armor*, +6 natural, (+4 *shield*); BA/G: +5/+8; Atk +9/+4 melee (1d6+3, slam); Full Atk +9/+4 melee (1d6+3, slam); SA Domination, energy drain, blood drain, children of the night, create spawn; SQ Undead traits, damage reduction 10/magic silver, +4 turn resistance, cold and electricity resistance 10, gaseous form, spider climb, alternate form, fast healing 5, vampire weaknesses; AL CE; SV Fort +4, Ref +9 (+11), Will +10; Str 16, Dex 16 (20), Con -, Int 21, Wis 14, Cha 14

Skills and Feats: Bluff +10, Concentration +21 (+25 while casting defensively), Hide +17, Knowledge (arcana) +21, Knowledge (planes) +21, Knowledge (religion) +15, Listen +12, Move Silently +18, Scry +17, Search +13, Sense Motive +10, Spellcraft +21, Spot +12; Alertness, Combat Casting, Combat Reflexes, Craft (wand), Dodge, Greater Spell Focus (Evocation), Greater Spell Focus (Necromancy), Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell, Skill Focus (Concentration), Spell Focus (Necromancy), Spell Focus (Evocation)

Possessions: *Bracers of Armor* +2

See APL 6 stats above for other powers and abilities.

Spells Prepared (4/6/6/6/6/5/3/2; base DC = 15 + spell level): 0—[*mage hand*, *detect magic*, *read magic*, *ghost sound*]; 1st—[~~*alarm*~~, *shield*, *negative energy ray* (x2), *magic missile* (x2)]; 2nd—[*spectral hand*, ~~*resist*~~

energy (fire), darkness, cat's grace*, ghoul touch, flaming sphere*]; 3rd — [*dispel magic (silent), negative energy blast (x2), lightning bolt, vampiric touch, slow, fireball*]; 4th — [~~*invisibility, greater**~~; *fear, otiluke's resilient sphere, ice storm, rainbow pattern*]; 5th — [*spiritwall, cone of cold (x2), wall of force, baleful polymorph*]; 6th — [*eyebite, chain lightning, distinegrate*]; 7th — [*finger of death, prismatic spray*]

*Precast spell. †Tome and Blood spell.

🐭 **Familiar, Rat:** CR 1/8; Tiny animal; HD 13; hp 58; Init +2 (+4); 15 ft., climb 15 ft.; AC 21 (27) (touch 14 (16), flat-footed 19 (23)) [+2 size, +2 (+4) Dex, +7 natural, (+4 *shield*)]; Atk +8/+3 melee (1d3-4, bite); SQ scent, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type, SR 18, scry with familiar; AL N; SV Fort +4, Ref +6, Will +9; Str 2, Dex 15, Con 10, Int 12, Wis 12, Cha 2

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse

New Rules Items

Negative Energy Ray (Necromancy)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

A ray of negative energy projects from your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of damage to a living creature.

For every two levels of experience past 1st, you deal an extra 1d6 points of damage. You deal 2d6 at 3rd level, 3d6 at 5th, 4d6 at 7th level, and a maximum of 5d6 points of damage at 9th level or higher.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Material Component: A mirror, which you break.

Reference: *Tome and Blood*, p. 93-94.

Negative Energy Blast (Necromancy)

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

You release a silent burst of negative energy from a point you indicate.

The burst deals 1d8 points of damage to living creatures in the area + 1 point per caster level (maximum 1d8+10). A successful Will save reduces damage by half.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Reference: *Tome and Blood*, p. 93.

Spiritwall (Necromancy)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

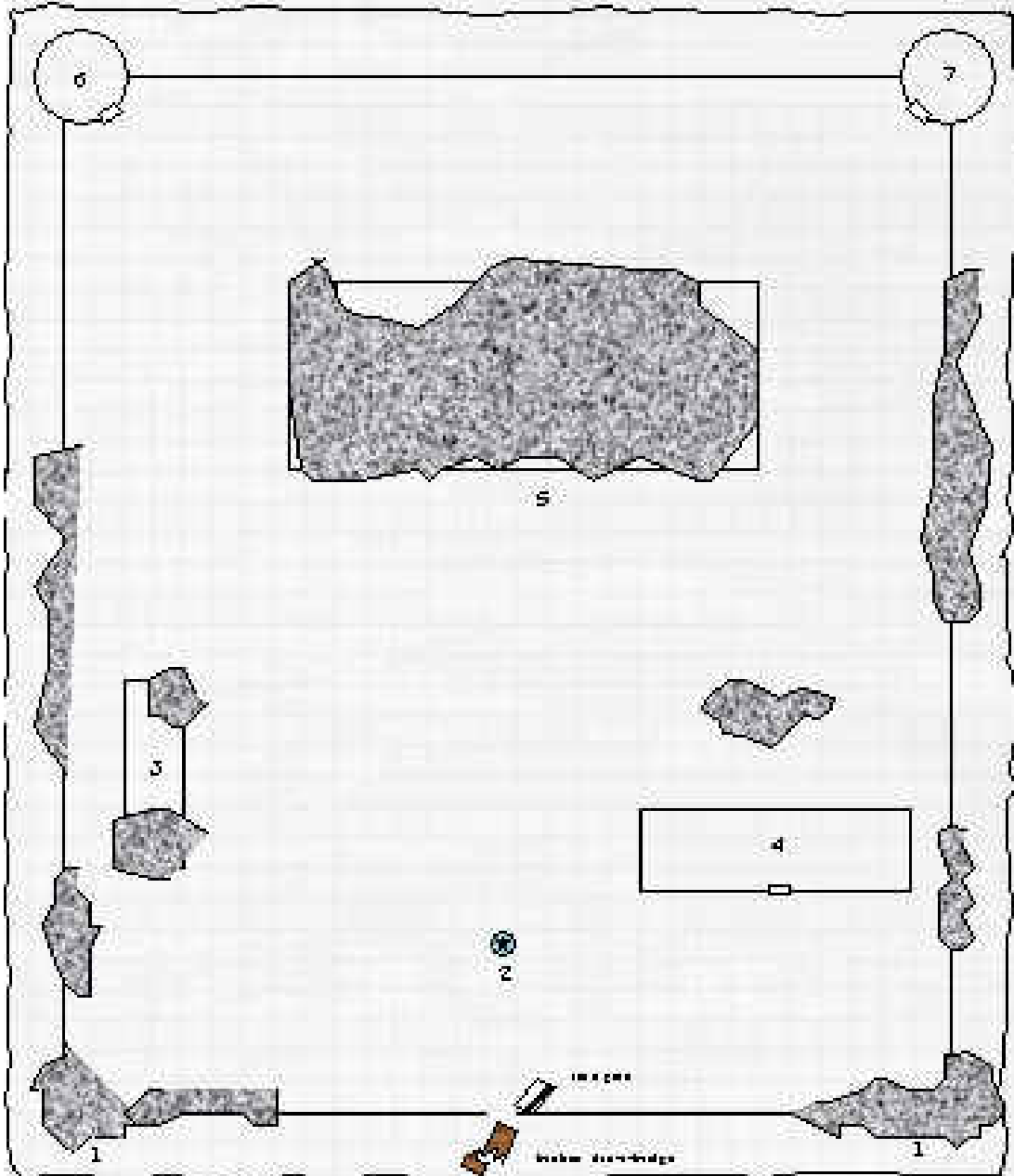
This spell creates an immobile, swirling mass of greenish-white forms that look like tortured spirits. One side of the wall, selected by you, emits a low groaning that causes creatures within a 60-foot spread to make a Will save or flee in panic for 1d4 rounds (this is a sonic fear effect).

The barrier is semimaterial and opaque, providing total concealment. It blocks magical effects and provides nine-tenths cover against physical attacks. Creatures can easily move through a spiritwall, but at a cost. A living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. A living creature that actually passes through the wall takes 1d10 points of damage, as above, and must make a successful Fortitude save or receive one negative level.

Material Component: A clear, faceted gemstone.

Reference: *Tome and Blood*, p. 96.

Map 1: Ruins of Bronzewood Keep

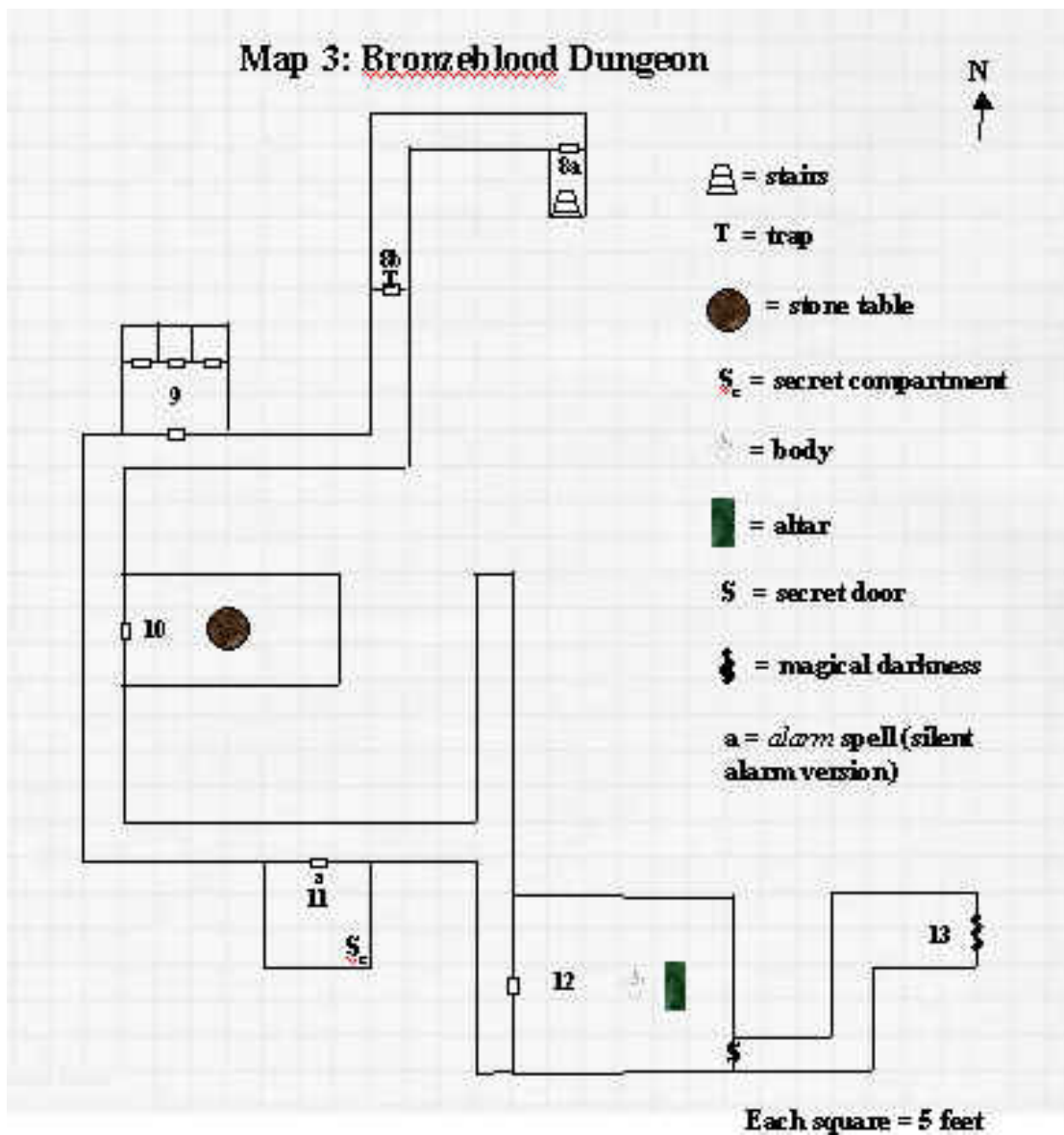
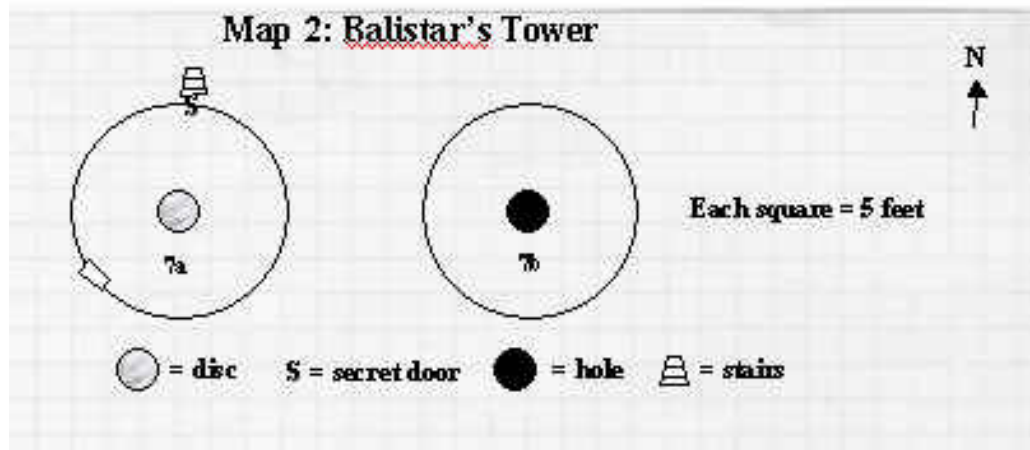


■ = rubble

⊙ = fountain

★ = statue

Each square = 10 feet



Appendix C: Furyondy Spell Casting Rules

This adventure occurs in the Barony of Willip. Clerics of the following faiths and levels are available for purchasing spells: Heironeous (7th), Pelor (7th), Rao (7th), Mayaheine (7th), Celestian (6th), Fharlanghan (11th), Osprem (6th) and Procan (10th).

Having an NPC cast a spell requires a commitment of time and effort from the caster. The cost of having a spell cast requires a donation to the church (represented by the GP cost). Influence can be used to reduce the cost of spell by 10% per Influence Point used. The influence used must all be with the NPC organization the spell is being purchased from. Some arcane spells are arranged from the Mage Council through the Church Clergy.

Some spells require influence expenditure in order to have the spell cast; this is because of the relative low amount of powerful clerics within the lands of Furyondy. Characters that don't have the required influence with the NPC organization to purchase a spell requiring influence may increase their donation to buy the spell (1 IP = 1000 gp). However more powerful spells (7th level and higher) cannot be purchased in this way. Characters without the appropriate influence points who desire to have powerful spells (7th level and higher) may request a special scenario by writing the Furyondy Triad.

The gold piece cost listed may be purchased either in gold or Influence points or any combination thereof. Note that spells not listed on the chart may not typically be purchased in Furyondy.

Player Handout #1

Leonulus has been meddling in my affairs again. My master does not trust me, so he sends that fool to spy on me. He thinks he is a great asset to the master. He is so blind. He does not realize that he is one of many pawns in my master's game of chess. If he opened his eyes to what was around them, then he would not be so zealous in his duties. If he opens his eyes, then he would no longer be of use to the master...then I could deal with him.

I told my master to be more careful with his indulgences. He has attracted the eye of the king. I fear it is only a matter of time before our plans are discovered...

The day has come...the king's army is at our gates. Although it was a grand sight to see our opponent's front line turned to a pile of smoldering ashes from my magic, the siege will take its toll. The troops and my magic can only hold out for so long. Many of my master's men were destroyed in the barracks this morning. The upside was that pompous wind bag Leonulus was crushed by a boulder.

I must retreat, the end is near...but so is the power I crave!

The master has a most important task for me. It will take many years to complete, but what is time? The rewards he will give me when he returns are great indeed! Though this diary served me greatly in the past, I no longer feel the need for such mortal outlets. Maybe someday my ink will grace these pages again, but for now I have more important tasks at hand. The rebuilding of my beloved tower will have to wait...

Critical Event Summary
LG FUR3-08 – Return to Bronzeblood
(Return to HQ or to Michelle Sharp at FuryondyPlots@yahoo.com)

This is to be completed at the premiere ONLY. Please be sure to answer all questions.

1. Did any of the party members receive a “taint of evil” from drinking from the fountain?

YES NO

If yes, please list PC name, class, level, player name and RPGA number.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

2. Did the party succeed at putting Leonelus the ghost to rest by making their Diplomacy Check?

YES NO

3. If not, did any PC receive the Wrath of Leonelus?

YES NO

4. Did the party destroy Balistar the vampire?

YES NO

5. Did the party return Robere Robinson’s ring to Matiah Robinson?

YES NO

Please note any unusual circumstances (use back if needed for comments). Thanks