

FUR6-02i

Revivification

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

Version 1.1

by Morgan Meachum and Cliff Meggison

Evil and darkness abound. The Kingdom of Furyondy is beset by many enemies and not all of those lie beyond her borders. A powerful force must certainly be at work, as the lands surrounding Bronzeblood Haunt have become more dangerous than ever. This is quite a feat considering how deadly those grounds have been in recent years. A one-round interactive adventure best suited for members of the Furyondy Military, Green Jerkins, Church of Heironeous and Twilight Hunters meta-orgs. This adventure is combat-intensive and appropriate for characters level 2 through 15 (APLs 2 through 16).

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, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

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	

Time Units and Upkeep

This is a standard Regional interactive 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

This adventure takes place just prior to the introduction of FUR 6-01, Master of Bronzeblood. This interactive will serve as a prelude to the PCs entering Bronzeblood haunt for the last time.

Specific to this adventure, the PCs will be traveling from Chendl (where each group of PCs is assembled before being released) to the lands surrounding Bronzeblood Haunt. The lands surrounding the cursed place are still very much influenced by the evil that resides there. Random earthquakes still shake the land and there is an unnatural glow emitting from the keep proper. King Belvor of Furyondy has decided that this ancient wound has been allowed to fester for far too long and it is time it is dealt with decisively. That is where the PCs come in. Previous explorers of the region have reported unusual undead activity as well as powerful necromantic magical effects. In order to launch his full scale attack against the keep, the King and council have chosen to first send a series of small groups to scout ahead and ascertain the current lay of the land and enemy forces.

To ensure the success of this effort, the King has decided to employ various Furyondy Military personnel, members of the Church of Heironeous (for divine support) and tactical support provided Scouts and Rangers from the Green Jerkins. Unofficially, the King has also requested that the Acquisitions and Investigations arm of the Twilight Hunters also assist. Each of these groups is

represented by the PCs as they assemble into parties and head off to Bronzeblood Haunt.

At the start, the PCs will be given the opportunity to meet and interact with members of several Furyondy meta-organizations. Specifically, the PCs can interact with General Galentren of the Furyondy Military, Garaeth Heldenstar of the Church of Heironeous and Sir Quill Kith'Barden of the Green Jerkins. Lastly, and much less publicly, PCs representing the Twilight Hunters are instructed to ally themselves with various adventuring groups to learn more about what is going on. During discussions with the leaders of these organizations, the PCs will be given details about the history of Bronzeblood Haunt as well as the details behind the critical mission that they are charged with completing.

Prior to Encounter Two, each PC can make a choice about which organization they are going to represent as their choice will affect which rewards they qualify for at the end of the adventure.

Adventure Summary

This adventure begins in Chendl during the month of Coldeven.

Encounter One is the role-playing portion of the interactive. It consists of the PCs meeting each other and doing a little shopping the markets of Chendl. Also, PCs are given handouts depending upon their meta-org membership. During this time that PCs that are **not** members of any of these groups are approached by current members to aid in their respective missions.

Further, each meta-org offers membership to anyone willing to take up their cause. The PC still has to meet all membership requirements in effect as of the running of the interactive (refer to current Furyondy Meta-campaign Handbook).

PCs may choose not to take up any one group's cause (i.e. choose not to choose or choose more than one), resulting in the access for the Furyondy Military represented on the adventure record (presuming successful completion, of course).

Encounter Two takes place en route to the lands surrounding Bronzeblood Haunt. The PCs encounter various enemies that must be dealt with before they can proceed.

Encounters Three, Four and Five occur just as the PCs approach the forest surrounding Bronzeblood Haunt. At this stage, the lands have become virtually overrun with monsters staging their own

forces. The PCs face a series of ‘waves’, each increasing in intensity and difficulty. It is expected and hoped that the PCs realize the nature of their predicament and choose to flee before becoming part of the undead host themselves.

The conclusion varies depending on whether or not the PCs fall back from the lands surrounding Bronzeblood Haunt. The closest ‘safe haven’ is Overlook Fortress. Once there, the PCs are given a chance to heal and rest briefly before proceeding to explore the haunt proper (Bronzeblood).

In the event the PCs could not see the futility of their efforts, their broken bodies are returned to Overlook Fortress by other adventuring groups (that did retreat) and given the option to continue plumbing the depths of Bronzeblood Haunt one last time.

Preparation for Play

Prior to beginning this adventure, the judge should determine if any PC belongs to any of the meta-orgs represented. If so, the expectation is that they represent the group to which they belong. If they are a member of more than one such MO, they may select the MO they wish to represent.

All creature statistics found in the appendices reflect the Monster Manual III errata dated 2/25/2005.

Introduction

This adventure begins as the PCs arrive in Chendl. Once all players have entered the playing area, please read or paraphrase the following:

Chendl is no longer the city it once was. While it is still the heart of the kingdom, some say the fairest city in the entire Flanaess, it is a city under siege and representative of the state of all Furyondy.

The streets are more crowded than usual; even the wide thoroughfares of the main streets are heavily congested. Merchants, tradesman and military men alike all move shoulder to shoulder as they make their way around the city. “Business is best done during the daylight hours, or what passes for daylight during these dark times” is muttered more than once by both customers and merchants. This a reference to the perpetual gloom hanging over the city, limiting the sun’s ability to bring light and warmth to this city in a shell.

Floating some three hundred feet above the royal palace, the King’s gardens are as lively and colorful as ever. How they manage to thrive in these dark times is anyone’s guess, but many citizens of the city are glad they do. For some, they are the only splash of color and sweet aroma they encounter unless their business takes them outside of the city.

In the midst of the King’s gardens, atop the tallest flagpole, the royal crest flies defiantly. It is an age-old indication that the King is, in fact, at home in the royal palace.

Even in its current state, Chendl is still a great city with many opportunities. The marketplace is legendary and there’s always an open tavern stool somewhere.

At this point, allow the PCs to mill about and make any character introductions they would like and to form up groups for later in the interactive (mustering). They may also use this time to conduct any other business they choose given the guidelines below.

Given the size and nature of Chendl as the capital of Furyondy, the markets provide the PCs with the ability to purchase standard items (those available to any PC as per the LGCS) at typical cost up to 40,000 gp in value. Items valued at more than that limit are not available in Chendl. PCs may also purchase non-standard items under this amount for which they have an access of “Furyondy – Regional” (but not non-standard items listed as “Adventure” access). As players wander about the gaming hall conducting business or making introductions, distribute several copies of Player Handout # 1 to players at random.

Any PCs that are currently members of the Twilight Hunters, Military, Church of Heironeous or Green Jerkins must be given their respective handout (see Player Handouts 2 through 5). If any player indicates that they have come to Chendl in response to a call for aid, ask them to enlist the aid of others equally brave before reporting for duty (i.e. muster).

If after being given the handout and/or exploring Chendl, the PCs choose not to meet with any of the named personalities, this adventure is over. Otherwise proceed to Encounter One below.

Encounter One: So this is the Best Furyondy has to offer?

Once the PCs have decided to report to one of the three personalities listed on the handout and all general PC interaction is complete, announce that the time has come to receive their assignment.

Important note: When the PCs meet with either Bishop Athaway (for the Church of Heironeous) or Ranger Tossalarulian (Green Jerkins), they are directed to the Military offices on Broadstreet for further details.

Use the following material while addressing those PCs that have chosen to seek out the Furyondy Military on Broadstreet in Chendl or whom have come here at the direction of their meta-org leadership. This encounter begins as the PCs arrive at the military offices on Broadstreet, in Chendl. Once all players have gathered around, please read or paraphrase the following:

Locating the military commissioning office on Broadstreet proved quite simple. The building is a two-story stone structure with the Furyondy Flag proudly flown on both sides of the entranceway. Standing on either side of the open doorway are two human males in chainmail, with their arms crossed, paying close attention to all the passing foot-traffic.

Presuming the PCs enter

Inside the doorway is a bustle of activity. The main room isn't all that large, but with the throng of men and women occupying it, there is little room to move or even breathe. There is a distinct smell of sweat and leather, and this room is definitely several degrees hotter than the temperature outside.

After only a few moments, a door in the back corner to your right opens and a large man steps into view and shouts, "Okay now. For those of you who don't know me, I'm Sergeant Dathar. I'm sure most of you are responding to orders to report here and find out what the general has to say. That or you've been pressed into service by the church or Green Jerkins. In any case, they'll be meeting with all of you very soon. In fact, the meeting will take place in the room just beyond - but first things first. As you come in, I need your name, rank and length of service. If you're not with the military, your name, affiliation and private seal will do. Also, remember this is an official military function so everyone WILL act

accordingly. Everyone will show the general and his guests their proper respect or you will have to answer to ME!" With that, the large man stabs his own chest with a stubby finger. "Okay now, one at time please and remember, I'm not the fastest scribe in all of Oerth, so you'll have to be patient." With that, the group in front of you begins to file toward the door.

Presuming the PCs provide Dathar with their information and enter the room beyond, read or paraphrase the following:

After making it into the larger room beyond, a sea of chairs, mostly filled, lies before you. All face toward a simple podium set upon a small stage. As a backdrop, a tapestry with the Furyondy coat of arms leaves no doubt that this is indeed a state function.

Soon Sergeant Dathar completes his duties and enters the room himself. He closes the door and takes position in front of it, with arms crossed.

A few moments later, three men enter from a closed door near the stage. The first is a tall, well-built man, wearing bright chainmail, black leather pants and sturdy boots. His cloak is adorned with many badges of honor and tokens of rank. He has long, dark hair and deep-set eyes.

The second man to enter appears to be in his mid-thirties. He has blonde hair, swept back from his face and piercing blue eyes. While strong of limb, he seems to exude peace and stability. He wears a silver symbol around his neck, cast in the shape of a fist grasping a lightning bolt.

The third man stands over six feet tall, with blond hair, green eyes, and a well-trimmed beard. He is dressed simply in sturdy but well made clothing of greens and browns over mithril. A finely made clasp of carved platinum leaves holds his heavy green cloak.

The mail-wearing figure steps up to the podium.

"I am General Galentren and I am joined here by my colleagues High Cleric Garaeth Heldenster of the Church of Heironeous and Sir Quill Kith'Barden, Knight of Furyondy. We are here to brief you on your mission.

"Those who know me know I am a man of few words. Life is too short and our task too important to spend time making grand statements and powerful speeches. Our

country has many enemies and not all lie beyond our borders. Too long we have let the wound that is Bronzeblood Haunt fester, and now is the time to lance it! Everyone in attendance is hereby charged with departing immediately for the lands surrounding Bronzeblood Haunt in the Barony of Willip. Learn what you can along the way, but it is imperative that you ultimately complete your journey and arrive at Overlook Fortress, the military outpost nearest Bronzeblood Haunt. Now, are there any questions?"

With that, the general waits impatiently for questions from the crowd.

◆ Upon questioning General Gallantren further, the PCs may learn the following:

Q: So what is our mission, exactly?

A: To travel to the lands around Bronzeblood Haunt and make contact with Lord Nikar, the commander in charge of Overlook Fortress. If you encounter any hostiles along the way, deal with them in accordance with Furyondy Law. Remember, the dead have no rights.

Q: Do we need a writ to travel the lands surrounding Bronzeblood Haunt?

A: No, a writ is only required to enter the restricted zone nearest the haunt. Should a writ become necessary, Lord Nikar has the authority to issue one, at his discretion of course. Without a writ, it remains illegal to enter the forest surrounding Bronzeblood Haunt.

Q: What is the recent history of Bronzeblood Haunt?

A: A little over a year ago, all those stationed at Overlook Fortress were plagued by strange nightmares which were only resolved when adventurers slew some undead in the ruins. An earthquake shook the area around that time so it's possible some of the previously explored areas were affected.

Things were quiet for a short time until about six months ago we began to get reports of increasing numbers of undead in the countryside.

Q: What can you tell us about these undead?

A: Their numbers seem to be increasing as time goes on and they also seem to be getting tougher.

Q: What is the military presence in the area?

A: That is not for you to know. Our tactics and deployments are known only to the King and Council.

Q: How far is it to Bronzeblood Haunt?

A: It is approximately five days travel by horseback (approx. 350 miles).

◆ If any questions are directed to Garaeth Heldenster, he reveals the following:

Q: What can you tell us about the missing Silver Blade?

A: The missing Silver Blade's name is Shina Cor. She was originally stationed at Crockport but came to Chendl about a year ago.

Q: Can you describe her?

A: Shina is a vivacious paladin. She is an attractive human female with black hair and green eyes, standing about five foot four inches tall. She wields a battleaxe.

Q: What can you tell us about the undead?

A: Not much more than what the General could tell. We have seen instances of spell-casting undead, but those rumors have not been confirmed. If true, that would prove (pause)...challenging.

Q: What message was Shina to deliver? Can we help?

A: That has already been taken care of. What concerns us now is her absence. You can help best by ascertaining her present condition and whereabouts.

Q: What have your divinations shown regarding Shina?

A: Alas, all divination magic at our disposal has not provided any information whatsoever regarding Shina. That alone is of concern.

◆ Upon questioning Quill Kith'Barden, the PCs may learn the following:

Note: In general, Quill defers to General Gallantren as the military leader and requests that all Jerkin members support the military in this important endeavor.

Q: What are these reports of new undead?

A: They are as yet unconfirmed, and it is my belief that we are simply dealing with undead variants of some kind.

Q: Why can't you send more Scouts or Rangers?

A: Our numbers are few and the war against Old Wicked (spit) stretches our resources. Any more than that, I cannot offer.

Q: Will you be meeting us at Overlook Fortress?

A: That is my intent. Once matters are taken care of here, I will head to Overlook Fortress myself.

Development: After the PCs have finished questioning the speakers, the three mean leave through the same door they entered. At this point, direct all participants in the interactive to complete the mustering process and take their seats at a table. The interactive coordinator will then assign judges as needed.

Important Note: At no point is coin offered to PCs as reward/pay, but if they ask, they are reminded of the importance of this mission to the citizens of Furyondy and the need for heroes such as themselves. If the PC still presses for coin, the military agrees to pay a sum of 75 gp for learning what they can about the lands surrounding Bronzeblood Haunt and returning that information to Overlook Fortress. The PC who insisted on payment in coin is given the coin but not any of the favors listed in the treasure section. All other PCs in the party are given a choice and may instead opt to receive favors instead of coin. This choice must be made now and should be noted for later reference. If no PCs in the party ask about coin, all are given their respective favor upon successful completion.

If the PCs choose to continue to the lands surrounding Bronzeblood Haunt, continue to Encounter Two below. If they choose to set aside this mission, the scenario is over before it even begun.

Encounter Two: On the Road Again

Once the PCs have prepared themselves and left Chendl, they begin the five day ride to the lands surrounding Bronzeblood Haunt. *Note: If the PCs have access to any type of expedited means of travel that would allow them to go directly to Overlook Fortress (i.e. teleport, wind walk, etc.), allow them to do so. Upon arrival, they are given instructions to investigate the lands around Bronzeblood Haunt then proceed with this encounter (with minor modifications as needed).*

Regardless of what direction the PCs take, this encounter occurs at the end of the third day out of Chendl, two days before they reach Bronzeblood Haunt.

Your journey from Chendl has been most uneventful thus far. The weather has been pleasant during the day, if a little cold at night. Thankfully, there has been no rain and you've been able to focus on the task ahead. Can the rumors be true? What if you arrive and there is nothing to them, what then?

As you move through a particularly heavily wooded stretch of road, nearing the end of your third day of travel, you progress around a sharp bend. Instead of the occasional lone rider or merchant wagon, a sight of sheer carnage affrights you. Standing over a bloody corpse are creatures that surely personify evil. One turns its gaze to you and smiles.

"This world is ripe indeed. Come, let me see what you taste like!"

Creatures: The creatures encountered vary by APL (see below). It should be noted that at the start of this encounter, the PCs are no less than 80 feet from the nearest creature. Also, make sure to allow the PCs one full round before going into initiative order. They're going to need it....

APL 2 (EL 5)

Bonedrinker, Lesser: hp 63, see Appendix One.

Tomb Mote: hp 21, See Appendix One.

APL 4 (EL 7)

Bonedrinker: hp 99, see Appendix Two.

Bonedrinker, Lesser: hp 63, see Appendix Two.

APL 6 (EL 9)

Bonedrinkers (3): hp 99 each, see Appendix Three.

APL 8 (EL 11)

Bonedrinkers (5): hp 99 each, see Appendix Four.

APL 10 (EL 13)

Plague Spewers (3): hp 112 each, see Appendix Five.

APL 12 (EL 15)

Necronaut: hp 320, see Appendix Six.

Cadaver Collector: hp 132, see Appendix Six.

APL 14 (EL 17)

Death Giant: hp 230, see Appendix Seven.

Necronaut: hp 320, see Appendix Seven.

APL 16 (EL 19)

Death Giant: hp 230, see Appendix Eight.

Cadaver Collector, Greater: hp 250, see Appendix Eight.

Treasure: After defeating the creatures, the PCs can investigate the bloody corpse the creatures were feasting upon. It is impossible to determine anything beyond that it was once humanoid, but amidst the wreckage the PCs find the item(s) listed below. The command word (“revive”) for the wand is noted inside the wand case.

APL 2: Loot – 0 gp, Coin – 0 gp, Magic – *wand of cure light wounds* (63 gp each), *salve of slipperiness* (83 gp each).

APL 4: Loot – 0 gp, Coin – 0 gp, Magic – *wand of cure light wounds* (63 gp each), *salve of slipperiness* (83 gp each), *pearl of power* (1st level) (83 gp each).

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – *wand of cure light wounds* (63 gp each), *salve of slipperiness* (83 gp each), *pearl of power* (1st level) (83 gp each), *brooch of shielding* (125 gp each).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – *wand of cure light wounds* (63 gp each), *salve of slipperiness* (83 gp each), *pearl of power* (1st level) (83 gp each), *brooch of shielding* (125 gp each), *eyes of the eagle* (208 gp each).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic – *salve of slipperiness* (83 gp each), *pearl of power* (1st level) (83 gp each), *brooch of shielding* (125 gp each), *heward’s handy haversack* (167 gp each), *eyes of the eagle* (208 gp each), *wand of cure moderate wounds* (375 gp each).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic – *salve of slipperiness* (83 gp each), *pearl of power* (1st level) (83 gp each), *brooch of shielding* (125 gp each), *heward’s handy haversack* (167 gp each), *eyes of the eagle* (208 gp each), *wand of cure moderate wounds* (375 gp each), *helm of comprehend languages and read magic* (433 gp each).

APL 14: Loot – 0 gp, Coin – 0 gp, Magic – *salve of slipperiness* (83 gp each), *pearl of power* (1st level) (83 gp each), *brooch of shielding* (125 gp each); *heward’s handy haversack* (167 gp each), *eyes of the eagle* (208 gp each), *wand of cure moderate*

wounds (375 gp each), *helm of comprehend languages and read magic* (433 gp each), *staff of fire* (1479 gp each).

APL 16: Loot – 0 gp, Coin – 0 gp, Magic – *salve of slipperiness* (83 gp each), *pearl of power* (2nd level) (333 gp each), *brooch of shielding* (125 gp each), *heward’s handy haversack* (167 gp each), *eyes of the eagle* (208 gp each), *wand of cure critical wounds* (1750 gp each), *helm of comprehend languages and read magic* (433 gp each), *staff of fire* (1479 gp each).

Development: After the PCs have dealt with this encounter, the rest of the night passes uneventfully.

If the PCs choose to continue to the lands surrounding Bronzeblood Haunt, continue to Encounter Three. If they choose any other option, the adventure is over and proceed to Conclusion One.

Encounter Three: Almost There....

Once the PCs have completed the last two days of travel to the lands surrounding Bronzeblood Haunt, this encounter begins just as dusk is turning to night. Read or paraphrase the following:

It is past dusk and fast approaching nighttime as you wrap up the last two day’s travel to the lands surrounding Bronzeblood Haunt. Over the past few days, you have seen quite a change in the land. Where it was once a beautiful place, full of life and sound and light, now only death resides here. There are no small animals flying overhead or skittering about and only insects that feed upon the flesh of the dead are seen on the ground. The cool air itself seems to take offense to your living presence.

There is a distinct lack of the usual sounds of woodland creatures and one might expect the silence to be unsettling. Unfortunately, silence would be preferable to the eerie creaking of dead tree limbs blowing on the foul breeze and the harsh cry of a carrion bird as it passes overhead. If there was ever a better example of a festering wound, this kingdom has surely never known it.

As you prepare for what must be the final leg of your journey through this decaying land, you note movement in the forest off to your right. From what layer of Hell it came from you

can only guess, but one thing is for sure. It can't stay here...

Creatures: The creatures encountered vary by APL (see below). It should be noted that at the start of this encounter, the PCs are no less than 90 feet from the nearest creature. Make sure to allow the PCs one **full** round before going into initiative order. They're **really** going to need it....

APL 2 (EL 5)

Boneclaw: hp 110, see Appendix One.

APL 4 (EL 7)

Boneclaws (2): hp 110 each, see Appendix Two.

APL 6 (EL 9)

Boneclaws (4): hp 110 each, see Appendix Three.

APL 8 (EL 11)

Cadaver Collector: hp 132, see Appendix Four.

APL 10 (EL 13)

Charnal Hound: hp 231, see Appendix Five.

APL 12 (EL 15)

Death Shrieker: hp 144, see Appendix Six.

APL 14 (EL 17)

Death Shrieker (2): hp 144 each, see Appendix Seven.

APL 16 (EL 19)

Death Shrieker, Advanced: hp 200, see Appendix Eight.

Development: As the PCs deal the final blow against whatever creature they faced, ask for Listen checks (DC 15) to hear more sounds coming from deeper in the forest. Allow PCs that make the Listen check two rounds before proceeding with Encounter Four below. Those that didn't make the check should only be allowed one round unless they are informed by any PC that made the check.

If the PCs indicate a desire to leave the area and head toward Overlook Fortress, proceed to Conclusion Two below. If they leave for any other location, proceed to Conclusion One below. If they stay in the area, continue with Encounter Four.

Encounter Four: And the Hits Just Keep on Coming

Once the PCs have survived the creatures encountered directly above, allow one or two rounds to elapse (as determined in Encounter Three above) before reading or paraphrasing the following:

As you land the final blow, and stop to catch your breath, you hear more sounds coming from deeper in the surrounding woods. At this point, one thought comes to mind – the King must be told that such powerful creatures are roaming the land. This information cannot die with you.

Creatures: The creatures encountered vary by APL (see below). It should be noted that at the start of this encounter, the PCs are no less than 90 feet from the nearest creature. Make sure to allow the PCs the appropriate number of rounds as determined in Encounter Three (above) before proceeding to combat. Should the PCs decide at any point to flee, the creatures howl with glee and flee in the opposite direction of the PCs (i.e. they do not chase the PCs).

APL 2 (EL 7)

Boneclaws (2): hp 110 each, see Appendix One.

APL 4 (EL 9)

Boneclaws (4): hp 110 each, see Appendix Two.

APL 6 (EL 11)

Cadaver Collector: hp 132, see Appendix Three.

APL 8 (EL 13)

Charnal Hound: hp 231, see Appendix Four.

APL 10 (EL 15)

Death Shrieker: hp 144, see Appendix Five.

APL 12 (EL 17)

Death Shrieker (2): hp 144 each, see Appendix Six.

APL 14 (EL 19)

Death Shrieker, Advanced: hp 200, see Appendix Seven.

APL 16 (EL 21)

Death Shrieker, Advanced (2): hp 200 each, see Appendix Eight.

Development: As the PCs deal the final blow against whatever creature they faced, ask for Listen checks (DC 15) to hear yet more sounds coming from deeper in the forest. Allow PCs that make the Listen check two rounds before proceeding with Encounter Five below. Those that didn't make the check should only be allowed one round unless they are informed by any PC that made the check.

If the PCs indicate a desire to leave the area and head toward Overlook Fortress, proceed to Conclusion Two below. If they leave for any other location, proceed to Conclusion One below. If they remain in the area, continue to Encounter Five.

Encounter Five: You've got to be Kidding Me!!!

Once the PCs have survived the creatures encountered directly above, allow one or two rounds to elapse (as determined in Encounter Four above) before reading or paraphrasing the following:

Can there be no end to this madness?!? As you take stock of your situation, your ear catches yet more sounds coming from the surrounding woods.

One thought instantly springs to your mind, this may be your last chance to escape alive. Surely it will be only a moment or two before whatever fell beast approaching makes its presence felt, so you must decide now: take the high road and live to fight another day or add your lifeblood to these evil environs?

Think of all the innocents that will surely be slain if the news of these vile creatures is not given to those who can make best use of it. For King and Country, what will you do?

Creatures: The creatures encountered vary by APL (see below). It should be noted that at the start of this encounter, the PCs are no less than 90 feet from the nearest creature. Make sure to allow the PCs the appropriate number of rounds as determined in Encounter Four (above) before proceeding to combat. Should the PCs decide at any point to flee, the creatures howl with glee and flee in the opposite direction of the PCs (i.e. they do not chase the PCs).

APL 2 (EL 9)

Boneclaws (4): hp 110 each, see Appendix One.

APL 4 (EL 11)

Cadaver Collector: hp 132, see Appendix Two.

APL 6 (EL 13)

Charnal Hound: hp 231, see Appendix Three.

APL 8 (EL 15)

Death Shrieker: hp 144, see Appendix Four.

APL 10 (EL 17)

Death Shrieker (2): hp 144 each, see Appendix Five.

APL 12 (EL 19)

Death Shrieker, Advanced: hp 200, see Appendix Six.

APL 14 (EL 21)

Death Shrieker (2), Advanced: hp 200 each, see Appendix Seven.

APL 16 (EL 23)

Death Shrieker, Advanced (4): hp 200 each, see Appendix Eight.

Development: If the PCs manage to successfully defeat all three waves of undead, proceed to Conclusion Two below. If after completing this encounter, they choose to proceed to any location other than Overlook Fortress, proceed to Conclusion One below.

Conclusion One

Use this conclusion if the PCs have decided to set aside their responsibilities and do not proceed to Overlook Fortress at any point in the scenario.

Looking over the sheer destruction around you, you decide it is more than you can take. Whatever fate befalls the kingdom of Furyondy, you will have no part of it.

You head off in any direction other than towards the evil that breeds within the lands surrounding Bronzewood, setting aside the mission you accepted mere days ago. Surely there must be other locales where someone with your skills and experience can provide value.

As you head off, you can't escape from the knowledge that today, you failed a kingdom.

For failing to fulfill their true mission of delivering vital knowledge to those stationed at Overlook Fortress, the PCs do not gain favors from any of the groups that may have hired them (the

Furyondy Military, Church of Heironeous, Green Jerkins or Twilight Hunters).

Conclusion Two

Use this conclusion if the PCs engaged at least some of the forces of evil surrounding Bronzeblood in Encounter Three, perhaps even defeating all the creatures in Encounters Three, Four and Five.

Looking over the sheer destruction around you, you decide it is time that you report the evil that is pouring out of Bronzeblood. As you head off in the direction of Overlook Fortress, you hear many strange and disturbing sounds coming from the surrounding forest.

Pause for effect.... The PCs may be thinking there's more yet to come. After a few moments, then continue:

Upon reaching Overlook Fortress, you are immediately met by a charismatic young man in his early twenties. He greets you grimly, "Hail and well met. I am Colonel Nikar Aldestead and I command the forces assigned to Overlook Fortress. I received word from Chendl that forces had been sent to gather vital information regarding the nearby lands. My scouts informed me of your approach and I am eager to hear your report. What have you to say?"

Creatures: Lord Nikar Aldestead is a colonel in the Furyondy Army (Infantry). Over six-feet tall and in his mid-twenties, Lord Nikar is a handsome, charismatic (Cha 17) young man with a muscular, athletic build. He has brown hair and a clean-shaven but hawkish face with piercing blue eyes.

Lord Nikar Aldestead: Male, human, LG, Mnk2/Pal2/Ftr4/WarMaster2, 79 hp.

At this point allow the PCs to report any details of their travels from Chendl to this point. As the PCs provide their report, Lord Nikar pays close attention, with brows furrowed. As the PCs complete their narrative, he has a look of deep concern on his face and continues:

"That is grim news indeed. As you can see, I do not have the forces at my disposal to mount an effective offensive strike against such creatures. Alas, it is with a heavy heart that I must make this request of you. I have been granted authority by the King himself, to allow you full access to the Haunt, for a limited time, if you would be willing to explore the place and

let us know what lies within. With such key knowledge, we can establish a battle plan that will guarantee success and limit the loss of life. What say you?"

Allow the PCs to discuss their options amongst themselves, but upon further questioning, Lord Nikar provides the following information from past experiences in Bronzeblood.

- A little over a year ago, his post was plagued by strange nightmares which were only resolved when adventurers slew a vampire and mummy in the ruins. An earthquake shook the area around that time so it's possible some of the previously explored areas were affected.
- Things were quiet for awhile after the earthquake but about six months ago we again began to get reports of undead in the countryside.
- The numbers of undead seem to be increasing as time goes on and they also seem to be getting tougher.
- The military orders the PCs are issued allow entrance to the ruins for a period of three days, but they are warned the ruins are dangerous and not to tarry.

PCs are permitted lodging at the fortress overnight but are expected to begin their mission in the morning. Lord Nikar has no problem drafting PCs temporarily into the military if they start to balk at the assignment. Any members of the military who question or seem to be refusing orders are court martialled for insolence and fined 100 gp. If the offense seems more severe, this may also include time in the brig (TUs).

PCs who completed Encounter Two and at least started Encounter Three (even if they fled before defeating the creatures), have successfully completed their mission of delivering vital knowledge to those stationed at Overlook Fortress. PCs gain the favor of the group that they each selected to represent, as determined in Encounter One above (the Furyondy Military, Church of Heironeous, Green Jerkins or Twilight Hunters).

Those PCs that agree to Lord Nikar's request immediately move into FUR 6-01 Master of Bronzeblood. For all others, the adventure is over.

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 Two

APL2 150 xp
APL4 210 xp
APL6 270 xp
APL8 330 xp
APL10 390 xp
APL12 450 xp
APL14 510 xp
APL16 570 xp

Encounter Three

APL2 150 xp
APL4 210 xp
APL6 270 xp
APL8 330 xp
APL10 390 xp
APL12 450 xp
APL14 510 xp
APL16 570 xp

Encounter Four

APL2 210 xp
APL4 270 xp
APL6 330 xp
APL8 390 xp
APL10 450 xp
APL12 510 xp
APL14 570 xp
APL16 630 xp

Encounter Five

APL2 270 xp
APL4 330 xp

APL6 390 xp
APL8 450 xp
APL10 510 xp
APL12 570 xp
APL14 630 xp
APL16 690 xp

Story Award

Objective(s) met: Deliver vital information to Lord Nikar at Overlook Fortress

APL2 45 xp
APL4 70 xp
APL6 90 xp
APL8 115 xp
APL10 135 xp
APL12 160 xp
APL14 180 xp
APL16 200 xp

Discretionary roleplaying award

APL2 45 xp
APL4 70 xp
APL6 90 xp
APL8 115 xp
APL10 135 xp
APL12 160 xp
APL14 180 xp
APL16 200 xp

Total possible experience:

(May only total one-half of usual xp; Maximum amount is based upon character level rounded down to the nearest even level)

APL2 225 xp
APL4 338 xp
APL6 450 xp
APL8 563 xp
APL10 675 xp
APL12 788 xp
APL14 900 xp
APL16 1013 xp

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

All APLs: L: 0 gp; C: 200 gp; M: 0 gp

Encounter Two:

APL 2: L: 0 gp, C: 0 gp, M: 146 – *wand of cure light wounds* (63 gp each), *salve of slipperiness* (83 gp each).

APL 4: L: 0 gp, C: 0 gp, M: 229 – *wand of cure light wounds* (63 gp each), *salve of slipperiness* (83 gp each), *pearl of power* (1st level) (83 gp each).

APL 6: L: 0 gp, C: 0 gp, M: 354 – *wand of cure light wounds* (63 gp each), *salve of slipperiness* (83 gp each), *pearl of power* (1st level) (83 gp each), *brooch of shielding* (125 gp each).

APL 8: L: 0 gp, C: 0 gp, M: 562 – *wand of cure light wounds* (63 gp each), *salve of slipperiness* (83 gp each), *pearl of power* (1st level) (83 gp each), *brooch of shielding* (125 gp each), *eyes of the eagle* (208 gp each).

APL 10: L: 0 gp, C: 0 gp, M: 1041 – *salve of slipperiness* (83 gp each), *pearl of power* (1st level) (83 gp each), *brooch of shielding* (125 gp each), *heward’s handy haversack* (167 gp each), *eyes of the eagle* (208 gp each), *wand of cure moderate wounds* (375 gp each).

APL 12: L: 0 gp, C: 0 gp, M: 1474 – *salve of slipperiness* (83 gp each), *pearl of power* (1st level) (83 gp each), *brooch of shielding* (125 gp each), *heward’s handy haversack* (167 gp each), *eyes of the eagle* (208 gp each), *wand of cure moderate wounds* (375 gp each), *helm of comprehend languages and read magic* (433 gp each).

APL 14: L: 0 gp, C: 0 gp, M: 2953 – *salve of slipperiness* (83 gp each), *pearl of power* (1st level) (83 gp each), *brooch of shielding* (125 gp each); *heward’s handy haversack* (167 gp each), *eyes of the eagle* (208 gp each), *wand of cure moderate wounds* (375 gp each), *helm of comprehend languages and read magic* (433 gp each), *staff of fire* (1479 gp each).

APL 16: L: 0 gp, C: 0 gp, M: 4578 – *salve of slipperiness* (83 gp each), *pearl of power* (2nd level) (333 gp each), *brooch of shielding* (125 gp each), *heward’s handy haversack* (167 gp each), *eyes of the eagle* (208 gp each), *wand of cure critical wounds* (1750 gp each), *helm of comprehend languages and read magic* (433 gp each), *staff of fire* (1479 gp each).

Total Possible Treasure

APL 2: L: 0 gp; C: 200 gp; M: 146 gp - Total: 346 gp.

APL 4: L: 0 gp; C: 200 gp; M: 229 gp - Total: 429 gp.

APL 6: L: 0 gp; C: 200 gp; M: 354 gp - Total: 554 gp.

APL 8: L: 0 gp; C: 200 gp; M: 562 gp - Total: 762 gp.

APL 10: L: 0 gp; C: 200 gp; M: 1041 gp - Total: 1241 gp.

APL 12: L: 0 gp; C: 200 gp; M: 1474 gp - Total: 1674 gp.

APL 14: L: 0 gp; C: 200 gp; M: 2953 gp - Total: 3153 gp.

APL 16: L: 0 gp; C: 200 gp; M: 4578 gp - Total: 4778 gp.

Special

Medal of Bravery: Issued by the Furyondy, this medal serves as an influence point with them. The PC may, as a move action, activate the medal to gain the benefits of both an *aid* and *align weapon* spell. This ability functions only once, at which point the magic in the medal is consumed, although the medal itself is not (mark off this portion of the favor only). This medal may be used by military members to enter the War College once they have attained the rank of sergeant. Members of the military may also purchase *bladefire** (AEG, p. 32) from military stores.

Blessing of the Church of Heironeous: Gaereth himself has agreed to cast the PC's choice of one of the following spells (17th level): *greater restoration*, *break enchantment* or *remove curse* at no cost. In addition, members of the church may upgrade one weapon with the *sacred** enhancement (LM p. 77). Once used, cross this section off. Clergy gain access to the *delay death* spell (SC p. 63); and Silver Blades gain access to the *angelskin* spell (SC p. 11).

Members of **both** the **Church of Heironeous** and the **Furyondy military** may purchase the *sacred burst** enhancement for one weapon (LM p. 77). Once used, cross this section off.

Favor of the Green Jerkin Rangers: The Green Jerkins agree to sell the PC one (1) *arrow of slaying (undead)**. In addition, members of the Green Jerkins may enhance one weapon with the *fortunate** enchantment (AEG, p. 97). Cross this favor off once purchased.

Recognition of the Twilight Hunters: The Twilight Hunters allow you to purchase two (2)

doses of *liquid mortality** (LM p. 75) and two (2) flasks of *ghostoil** (LM p. 73). Members of the organization also gain access enhance one weapon with the *heartfinder** enchantment (AEG, p. 97). Once used, cross this section off.

Prestige Class Access: Members of the Green Jerkins, Church of Heironeous or Twilight Hunters who were successful have obtained access to the Skull Clan Hunter prestige class.

***All favors are for purchase only and do not count as access for the purposes of crafting items. Items must still be paid for as normal and, unless otherwise noted, may be purchased following any Furyondy regional adventure.**

APL 2:

- Wand of Cure Light Wounds (Adventure; DMG; 750 gp)
- Salve of Slipperiness (Adventure; DMG; 1000 gp)

APL 4 (all of APL 2 plus the following):

- Pearl of Power – First Level (Adventure; DMG; 1000 gp)

APL 6 (all of APLs 2-4 plus the following):

- Brooch of Shielding (Adventure; DMG; 1500 gp)

APL 8 (all of APLs 2-6 plus the following):

- Eyes of the Eagle (Adventure; DMG; 2500 gp)

APL 10 (all of APLs 2-8 plus the following):

- Heward's Handy Haversack (Adventure; DMG; 2000 gp)
- Wand of Cure Moderate Wounds (Adventure, DMG, 4,500 gp)

APL 12 (all of APLs 2-10 plus the following):

- Helm of Comprehend Languages and Read Magic (Adventure; DMG; 5,200 gp)

APL 14 (all of APLs 2-12 plus the following):

- Staff of Fire (Adventure; DMG; 17,750 gp)

APL 16 (all of APLs 2-14 plus the following):

- Pearl of Power – Second Level (Adventure; DMG; 4,000 gp)
- Wand of Cure Critical Wounds (Adventure, DMG, 21,000 gp)

Appendix One – APL 2

Encounter Two

Bonedrinker, Lesser: CR 4; Small Undead; HD 7d12+14; hp 63; Init +4; Spd 30 ft.; AC 16, touch 15, flat-footed 12; Base Atk/Grp: +3/+1; Atk +6 melee (1d8+2, tentacle); Full Atk +6/+6 melee (1d8+2, 2 tentacles) and +1/+1 melee (1d6+1, claws); Space/Reach: 5ft./5 ft. (tentacles up to 10 feet); SA Bonedrink, improved grab, pounce SQ Darkvision 60 ft., resistance to cold 5, fire 5, and sonic 5, scent, undead traits, unholy toughness; AL CE; SV Fort +2, Ref +6, Will +6; Str 15, Dex 18, Con -, Int 8, Wis 12, Cha 15.

Skills and Feats: Hide +15, Listen +9, Move Silently +15, Spot +9; Combat Reflexes, Improved Natural Attack (claws), Power Attack.

Bonedrink (Su): Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple check. If it pins its foe, it fastens onto the creature with its horrendous fangs. It then secretes a painful toxin into the victim that deals 1d4 points of Con damage. Each round the pin is maintained, the bonedrinker deals an additional 1d4 points of Con damage. Creatures reduced to 0 Con die, as the majority of their bones become brittle to support their bodies.

Improved Grab (Ex): To use this ability, the bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it established a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage each subsequent round that it maintains the grapple, and the bonedrinker that has successfully pinned an opponent can begin to drinking its bones. Bonedrinkers have a +4 racial bonus on grapple checks.

Pounce (Ex): If a bonedrinker charges, it can make a full attack in the same round.

Physical Description: This gaunt creature is humanoid in shape, except for two long, writhing, pale tentacles that sprout from beneath its arms. Although its features are somewhat goblinoid in appearance, wicked talons cap its long, spindly fingers, and its wide maw opens to reveal many sharp teeth, including six 6-inch long fangs. Its hairless, gray-skinned body is

covered in oozing sores that weep a pale white fluid.

Tomb Mote: CR 2; Tiny Undead; HD 3d12; hp 21; Init +7; Spd 20 ft.; AC 18, touch 15, flat-footed 15; Base Atk/Grp: +1/-8; Atk +6 melee (1d4-4 plus disease); Full Atk +6 melee (1d4-4 plus disease); Space/Reach: 2.5 ft./0 ft.; SA Disease, quickness; SQ Damage reduction 2/cold iron or magic, Darkvision 60 ft., undead traits; AL CE; SV Fort +1, Ref +5, Will +4; Str 8, Dex 17, Con -, Int 10, Wis 12, Cha 14.

Skills and Feats: Hide +12, Move Silently +4; Improved Initiative, weapon finesse.

Disease (Ex): A creature struck by a tomb mote's bite attack must make a DC 13 Fort save or be infected with a disease known as corpse bloat (incubation period 1d3 days, damage 1d6 Str). The skin of a diseased victim turns a hue of green, bloats, and is warm to the touch. The save DC is Charisma-based.

Quickness (Su): A tomb mote is supernaturally quick. It can take an extra standard action during its turn each round.

Physical Description: These tiny, vaguely humanoid creatures are animated accumulation of tomb litter – shards of bone, lone teeth, matted hair, bits of shattered tombstone, and grave dirt.

Encounter Three

Boneclaw: CR 5; Large Undead; HD 10d12+40; hp 110; Init +8; Spd 40 ft.; AC 16, touch 13, flat-footed 12; Base Atk/Grp: +5/+14; Atk +7 piercing claw (2d6+7, claw)*; Full Atk +7/+7 piercing claws 12d6+7, 2 claws)*; Space/Reach: 10ft./20 ft.; SA Reaching claws; SQ +2 turn resistance, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits, unholy toughness; AL CE; SV Fort +3, Ref +7, Will +9; Str 21, Dex 18, Con -, Int 14, Wis 14, Cha 19.

**Includes adjustments for Power Attack feat.*

Skills and Feats: Hide +13, Intimidate +17, Listen +15, Move Silently +17, Search +15, Spot +15; Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack.

Reaching Claws (Ex): A boneclaw can make melee attacks with its bone claws,

instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

Unholy Toughness (Ex): A boneclaw gains a bonus to hits hit points equal to its Charisma modifier X its Hit Dice.

Physical Description: This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reading a length of 10 or more feet, before slowly contracting.

Encounter Four

Boneclaw: CR 5; Large Undead; HD 10d12+40; hp 110; Init +8; Spd 40 ft.; AC 16, touch 13, flat-footed 12; Base Atk/Grp: +5/+14; Atk +7 piercing claw (2d6+7, claw)*; Full Atk +7/+7 piercing claws 12d6+7, 2 claws)*; Space/Reach: 10ft./20 ft.; SA Reaching claws; SQ +2 turn resistance, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits, unholy toughness; AL CE; SV Fort +3, Ref +7, Will +9; Str 21, Dex 18, Con -, Int 14, Wis 14, Cha 19.

**Includes adjustments for Power Attack feat.*

Skills and Feats: Hide +13, Intimidate +17, Listen +15, Move Silently +17, Search +15, Spot +15; Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack.

Reaching Claws (Ex): A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

Unholy Toughness (Ex): A boneclaw gains a bonus to hits hit points equal to its Charisma modifier X its Hit Dice.

Physical Description: This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reading a length of 10 or more feet, before slowly contracting.

Encounter Five

Boneclaw: CR 5; Large Undead; HD 10d12+40; hp 110; Init +8; Spd 40 ft.; AC 16, touch 13, flat-footed 12; Base Atk/Grp: +5/+14; Atk +7 piercing

claw (2d6+7, claw)*; Full Atk +7/+7 piercing claws 12d6+7, 2 claws)*; Space/Reach: 10ft./20 ft.; SA Reaching claws; SQ +2 turn resistance, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits, unholy toughness; AL CE; SV Fort +3, Ref +7, Will +9; Str 21, Dex 18, Con -, Int 14, Wis 14, Cha 19.

**Includes adjustments for Power Attack feat.*

Skills and Feats: Hide +13, Intimidate +17, Listen +15, Move Silently +17, Search +15, Spot +15; Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack.

Reaching Claws (Ex): A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

Unholy Toughness (Ex): A boneclaw gains a bonus to hits hit points equal to its Charisma modifier X its Hit Dice.

Physical Description: This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reading a length of 10 or more feet, before slowly contracting.

Appendix Two – APL 4

Encounter Two

Bonedrinker: CR 6; Medium Undead; HD 11d12+22; hp 99; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp: +5/+14; Atk +10 melee (1d10+5, tentacle); Full Atk +10/+10 melee (1d10+5, 2 tentacles) and +5/+5 melee (1d8+2, claws); Space/Reach: 5ft./5 ft. (tentacles up to 10 feet); SA Bonedrink, improved grab, pounce SQ Damage reduction 5/silver or good, Darkvision 60 ft., resistance to cold 10, fire 10, and sonic 10, scent, undead traits, unholy toughness; AL CE; SV Fort +3, Ref +6, Will +9; Str 21, Dex 16, Con -, Int 8, Wis 14, Cha 15.

Skills and Feats: Hide +13, Listen +13, Move Silently +17, Spot +13; Cleave, Combat Reflexes, Improved Natural Attack (claws), Power Attack.

Bonedrink (Su): Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple check. If it pins its foe, it fastens onto the creature with its horrendous fangs. It then secretes a painful toxin into the victim that deals 1d6 points of Con damage. Each round the pin is maintained, the bonedrinker deals an additional 1d6 points of Con damage. Creatures reduced to 0 Con die, as the majority of their bones become brittle to support their bodies.

Improved Grab (Ex): To use this ability, the bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it established a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage each subsequent round that it maintains the grapple, and the bonedrinker that has successfully pinned an opponent can begin to drinking it's bones. Bonedrinkers have a +4 racial bonus on grapple checks.

Pounce (Ex): If a bonedrinker charges, it can make a full attack in the same round.

Physical Description: This gaunt creature is humanoid in shape, except for two long, writhing, pale tentacles that sprout from beneath its arms. Although its features are somewhat goblinoid in appearance, wicked talons cap its

long, spindly fingers, and its wide maw opens to reveal many sharp teeth, including six 6-inch long fangs. Its hairless, gray-skinned body is covered in oozing sores that weep a pale white fluid.

Bonedrinker, Lesser: CR 4; Small Undead; HD 7d12+14; hp 63; Init +4; Spd 30 ft.; AC 16, touch 15, flat-footed 12; Base Atk/Grp: +3/+1; Atk +6 melee (1d8+2, tentacle); Full Atk +6/+6 melee (1d8+2, 2 tentacles) and +1/+1 melee (1d6+1, claws); Space/Reach: 5ft./5 ft. (tentacles up to 10 feet); SA Bonedrink, improved grab, pounce SQ Darkvision 60 ft., resistance to cold 5, fire 5, and sonic 5, scent, undead traits, unholy toughness; AL CE; SV Fort +2, Ref +6, Will +6; Str 15, Dex 18, Con -, Int 8, Wis 12, Cha 15.

Skills and Feats: Hide +15, Listen +9, Move Silently +15, Spot +9; Combat Reflexes, Improved Natural Attack (claws), Power Attack.

Bonedrink (Su): Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple check. If it pins its foe, it fastens onto the creature with its horrendous fangs. It then secretes a painful toxin into the victim that deals 1d4 points of Con damage. Each round the pin is maintained, the bonedrinker deals an additional 1d4 points of Con damage. Creatures reduced to 0 Con die, as the majority of their bones become brittle to support their bodies.

Improved Grab (Ex): To use this ability, the bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it established a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage each subsequent round that it maintains the grapple, and the bonedrinker that has successfully pinned an opponent can begin to drinking it's bones. Bonedrinkers have a +4 racial bonus on grapple checks.

Pounce (Ex): If a bonedrinker charges, it can make a full attack in the same round.

Physical Description: This gaunt creature is humanoid in shape, except for two long, writhing, pale tentacles that sprout from beneath its arms. Although its features are somewhat goblinoid in appearance, wicked talons cap its

long, spindly fingers, and its wide maw opens to reveal many sharp teeth, including six 6-inch long fangs. Its hairless, gray-skinned body is covered in oozing sores that weep a pale white fluid.

Encounter Three

Boneclaw: CR 5; Large Undead; HD 10d12+40; hp 110; Init +8; Spd 40 ft.; AC 16, touch 13, flat-footed 12; Base Atk/Grp: +5/+14; Atk +7 piercing claw (2d6+7, claw)*; Full Atk +7/+7 piercing claws 12d6+7, 2 claws)*; Space/Reach: 10ft./20 ft.; SA Reaching claws; SQ +2 turn resistance, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits, unholy toughness; AL CE; SV Fort +3, Ref +7, Will +9; Str 21, Dex 18, Con -, Int 14, Wis 14, Cha 19.

**Includes adjustments for Power Attack feat.*

Skills and Feats: Hide +13, Intimidate +17, Listen +15, Move Silently +17, Search +15, Spot +15; Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack.

Reaching Claws (Ex): A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

Unholy Toughness (Ex): A boneclaw gains a bonus to hits hit points equal to its Charisma modifier X its Hit Dice.

Physical Description: This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reading a length of 10 or more feet, before slowly contracting.

Encounter Four

Boneclaw: CR 5; Large Undead; HD 10d12+40; hp 110; Init +8; Spd 40 ft.; AC 16, touch 13, flat-footed 12; Base Atk/Grp: +5/+14; Atk +7 piercing claw (2d6+7, claw)*; Full Atk +7/+7 piercing claws 12d6+7, 2 claws)*; Space/Reach: 10ft./20 ft.; SA Reaching claws; SQ +2 turn resistance, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits, unholy toughness; AL CE; SV Fort +3, Ref +7, Will +9; Str 21, Dex 18, Con -, Int 14, Wis 14, Cha 19.

**Includes adjustments for Power Attack feat.*

Skills and Feats: Hide +13, Intimidate +17, Listen +15, Move Silently +17, Search +15, Spot +15; Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack.

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Physical Description: This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reading a length of 10 or more feet, before slowly contracting.

Encounter Five

Cadaver Collector: CR 12; Large Construct; HD 17d10+30; hp 132; Init +4; Spd 40 ft.; AC 29, touch 9, flat-footed 29; Base Atk/Grp: +12/+26; Atk +22 slam (4d8+10); Full Atk +22/+22 slams (4d8+10); Space/Reach: 10ft./10 ft.; SA Breath weapon, impale, improved grab, trample 4d8+15; SQ Construct traits, damage reduction 10/adamantine, Darkvision 60 ft., immunity to magic, low-light vision; AL LN; SV Fort +5, Ref +5, Will +8; Str 31, Dex 10, Con -, Int 5, Wis 16, Cha 14.

Skills and Feats: Listen +15 and Spot +15; Alertness, Cleave, Improved Initiative, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam).

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex DC 18 negates. The save is Constitution-based. Paralyzation lasts for 1 minute or until the paralyzed creature takes lethal damage.

Impale (Ex): If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity. If the collector successfully impales a creature, the creature takes 4d8+15 points of damage and is considered pinned. Each round the creature takes another 2d8 points of damage as the

movement of the cadaver collector causes additional pain to the impaled creature.

The creature cannot break free unless it makes a DC 28 Strength check. Success indicates the creature is free of the spike but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of damage and remains pinned in place. An ally can try to free an impaled creature with a DC 20 Strength check.

Once a cadaver collector has a creature or creatures impaled on its back spikes, it is no longer considered to be in a grapple and can attack other opponents without penalty. It cannot use its slam attacks against impaled opponents. Creatures that get free of a cadaver collector become its immediate and most urgent targets. It typically pursues such creatures exclusively if it has any chance of catching and impaling them again.

A cadaver collector's back spikes can hold up to 4 Medium creatures, 16 Small creatures, or 64 Tiny creatures. Creatures smaller than Tiny are too miniscule to be impaled on the collector's back spikes, although the collector can still deal 4d8+15 points of damage to such opponents by grinding them into its back spikes with a successful grapple check once it has them grappled.

Improved Grab (Ex): To use this ability, a cadaver collector must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it established a hold and can attempt to impale the following round.

Trample (Ex): Reflex DC 28 half. The save DC is Strength-based.

Immunity to Magic (Ex): Like golems, cadaver collectors are especially resilient to magic. However, this resilience takes a slightly different form in the cadaver collector.

A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target the cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable *spell turning* effect. This effect cannot be dispelled or suppressed, except attains spells that deal electricity damage (see below). Spells that deal rust damage or alter stone penetrate the immunity to magic.

Other spells and effects function differently against the creature as noted below.

A magical attack that deals sonic damage slows a cadaver collected (as the *slow* spell) for 3 rounds, with no saving throw. Sonic spells of 3rd level or lower are absorbed by the collector and not reflected.

A magical attack that deals electricity damage is absorbed rather than reflected. Such an attack breaks any *slow* effect on the collector and heals 1d6 points of damage for every 6 points of damage the attack would otherwise deal. If the amount of healing would cause the collector to exceed its full normal hit points, it gains any excess as temporary hit points.

A cadaver collector is affected normally by rust attacks. In addition, magical attacks that alter the nature of stone, such as *transmute rock to mud*, deal 1d6 points of damage per spell level to the cadaver collector.

Physical Description: This massive, hunched creature build of stone and metal looms over you. Its long, heavily plated arms nearly drag on the ground from shoulders flanking a flat-featured, oblong head, but its back draws your eye. Spikes of various sizes – all barbed and covered in gore dried and fresh – sprout from the plates of metal on its back. A few bodies remain impaled on the spikes, their mouths open in silent screams.

Appendix Three – APL 6

Encounter Two

Bonedrinker: CR 6; Medium Undead; HD 11d12+22; hp 99; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp: +5/+14; Atk +10 melee (1d10+5, tentacle); Full Atk +10/+10 melee (1d10+5, 2 tentacles) and +5/+5 melee (1d8+2, claws); Space/Reach: 5ft./5 ft. (tentacles up to 10 feet); SA Bonedrink, improved grab, pounce SQ Damage reduction 5/silver or good, Darkvision 60 ft., resistance to cold 10, fire 10, and sonic 10, scent, undead traits, unholy toughness; AL CE; SV Fort +3, Ref +6, Will +9; Str 21, Dex 16, Con -, Int 8, Wis 14, Cha 15.

Skills and Feats: Hide +13, Listen +13, Move Silently +17, Spot +13; Cleave, Combat Reflexes, Improved Natural Attack (claws), Power Attack.

Bonedrink (Su): Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple check. If it pins its foe, it fastens onto the creature with its horrendous fangs. It then secretes a painful toxin into the victim that deals 1d6 points of Con damage. Each round the pin is maintained, the bonedrinker deals an additional 1d6 points of Con damage. Creatures reduced to 0 Con die, as the majority of their bones become brittle to support their bodies.

Improved Grab (Ex): To use this ability, the bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it established a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage each subsequent round that it maintains the grapple, and the bonedrinker that has successfully pinned an opponent can begin to drinking it's bones. Bonedrinkers have a +4 racial bonus on grapple checks.

Pounce (Ex): If a bonedrinker charges, it can make a full attack in the same round.

Physical Description: This gaunt creature is humanoid in shape, except for two long, writhing, pale tentacles that sprout from beneath its arms. Although its features are somewhat goblinoid in appearance, wicked talons cap its

long, spindly fingers, and its wide maw opens to reveal many sharp teeth, including six 6-inch long fangs. Its hairless, gray-skinned body is covered in oozing sores that weep a pale white fluid.

Encounter Three

Boneclaw: CR 5; Large Undead; HD 10d12+40; hp 110; Init +8; Spd 40 ft.; AC 16, touch 13, flat-footed 12; Base Atk/Grp: +5/+14; Atk +7 piercing claw (2d6+7, claw)*; Full Atk +7/+7 piercing claws 12d6+7, 2 claws)*; Space/Reach: 10ft./20 ft.; SA Reaching claws; SQ +2 turn resistance, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits, unholy toughness; AL CE; SV Fort +3, Ref +7, Will +9; Str 21, Dex 18, Con -, Int 14, Wis 14, Cha 19.

**Includes adjustments for Power Attack feat.*

Skills and Feats: Hide +13, Intimidate +17, Listen +15, Move Silently +17, Search +15, Spot +15; Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack.

Reaching Claws (Ex): A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

Unholy Toughness (Ex): A boneclaw gains a bonus to hits hit points equal to its Charisma modifier X its Hit Dice.

Physical Description: This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reading a length of 10 or more feet, before slowly contracting.

Encounter Four

Cadaver Collector: CR 12; Large Construct; HD 17d10+30; hp 132; Init +4; Spd 40 ft.; AC 29, touch 9, flat-footed 29; Base Atk/Grp: +12/+26; Atk +22 slam (4d8+10); Full Atk +22/+22 slams (4d8+10); Space/Reach: 10ft./10 ft.; SA Breath weapon, impale, improved grab, trample 4d8+15; SQ Construct traits, damage reduction 10/adamantine, Darkvision 60 ft., immunity to magic, low-light vision; AL LN; SV Fort +5, Ref

+5, Will +8; Str 31, Dex 10, Con -, Int 5, Wis 16, Cha 14.

Skills and Feats: Listen +15 and Spot +15; Alertness, Cleave, Improved Initiative, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam).

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex DC 18 negates. The save is Constitution-based. Paralyzation lasts for 1 minute or until the paralyzed creature takes lethal damage.

Impale (Ex): If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity. If the collector successfully impales a creature, the creature takes 4d8+15 points of damage and is considered pinned. Each round the creature takes another 2d8 points of damage as the movement of the cadaver collector causes additional pain to the impaled creature.

The creature cannot break free unless it makes a DC 28 Strength check. Success indicates the creature is free of the spike but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of damage and remains pinned in place. An ally can try to free an impaled creature with a DC 20 Strength check.

Once a cadaver collector has a creature or creatures impaled on its back spikes, it is no longer considered to be in a grapple and can attack other opponents without penalty. It cannot use its slam attacks against impaled opponents. Creatures that get free of a cadaver collector become its immediate and most urgent targets. It typically pursues such creatures exclusively if it has any chance of catching and impaling them again.

A cadaver collector's back spikes can hold up to 4 Medium creatures, 16 Small creatures, or 64 Tiny creatures. Creatures smaller than Tiny are too miniscule to be impaled on the collector's back spikes, although the collector can still deal 4d8+15 points of damage to such opponents by grinding them into its back spikes with a successful grapple check once it has them grappled.

Improved Grab (Ex): To use this ability, a cadaver collector must hit with a slam attack. It

can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it established a hold and can attempt to impale the following round.

Trample (Ex): Reflex DC 28 half. The save DC is Strength-based.

Immunity to Magic (Ex): Like golems, cadaver collectors are especially resilient to magic. However, this resilience takes a slightly different form in the cadaver collector.

A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target the cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable *spell turning* effect. This effect cannot be dispelled or suppressed, except attains spells that deal electricity damage (see below). Spells that deal rust damage or alter stone penetrate the immunity to magic. Other spells and effects function differently against the creature as noted below.

A magical attack that deals sonic damage slows a cadaver collected (as the *slow* spell) for 3 rounds, with no saving throw. Sonic spells of 3rd level or lower are absorbed by the collector and not reflected.

A magical attack that deals electricity damage is absorbed rather than reflected. Such an attack breaks any *slow* effect on the collector and heals 1d6 points of damage for every 6 points of damage the attack would otherwise deal. If the amount of healing would cause the collector to exceed its full normal hit points, it gains any excess as temporary hit points.

A cadaver collector is affected normally by rust attacks. In addition, magical attacks that alter the nature of stone, such as *transmute rock to mud*, deal 1d6 points of damage per spell level to the cadaver collector.

Physical Description: This massive, hunched creature build of stone and metal looms over you. Its long, heavily plated arms nearly drag on the ground from shoulders flanking a flat-featured, oblong head, but its back draws your eye. Spikes of various sizes – all barbed and covered in gore dried and fresh – sprout from the plates of metal on its back. A few bodies remain impaled on the spikes, their mouths open in silent screams.

Encounter Five

Charnal Hound: CR 13; Huge Undead; HD 21d12+84; hp 231; Init +2; Spd 40 ft.; AC 26, touch 10, flat-footed 24; Base Atk/Grp: +10/+32; Atk bite +17 melee (2d8+19)*; Full Atk bite +17 melee (2d8+19)* and 2 claws +12 melee (2d6+12)*; Space/Reach: 15ft./10 ft.; SA Body integration; rend 4d6 +21; SQ Aversion to daylight, damage reduction 10/silver and magic, darkvision 60 ft., frightful presence, spell resistance 23, undead traits, unholy toughness; AL CE; SV Fort +7, Ref +9, Will +12; Str 38, Dex 14, Con -, Int -, Wis 11, Cha 18.

**Includes adjustment for Power Attack feat.*

Skills and Feats: Power attack.

Body Integration (Su): Whenever a charnal hound reduces a living humanoid foe of Large size or smaller to negative hit points, the foe must immediately make a DC 24 Fortitude saving throw. On a failed save, the victim's body is instantly absorbed into the form of the charnal hound, healing the charnal hound the points of damage equal to 3 X Hit Dice of the victim. This effect kills the victim, and makes it difficult for his companions to recover his body or equipment unless the charnel hound is defeated and the proper body pulled from the pile of resultant corpses. The save DC is Charisma-based.

Rend (Ex): A charnel hound that hits with both claw attacks latches onto the opponent's body and tears its flesh. This automatically deals an extra 4d6+21 points of damage.

Aversion to Daylight (Ex): Charnal hounds loath daylight. If exposed to natural daylight (not merely a *daylight* spell), a charnel hound takes a -4 penalty on all attack rolls, saving throws, and skill checks.

Frightful Presence (Su): A charnel hound can inspire terror by charging or attacking. Affected creatures must succeed on a DC 24 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the charnel hound. The save DC is Charisma-based.

Unholy Toughness (Ex): A Charnal Hound gains a bonus to hits hit points equal to its Charisma modifier X its Hit Dice.

Physical Description: The hound-shaped creature stands at least 20 feet at the shoulder. Closer scrutiny reveals that while the creature

has the outward shape of a hound, its form is composed of the bodies of hundreds of rotting humanoid corpses.

Appendix Four – APL 8

Encounter Two

Bonedrinker: CR 6; Medium Undead; HD 11d12+22; hp 99; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp: +5/+14; Atk +10 melee (1d10+5, tentacle); Full Atk +10/+10 melee (1d10+5, 2 tentacles) and +5/+5 melee (1d8+2, claws); Space/Reach: 5ft./5 ft. (tentacles up to 10 feet); SA Bonedrink, improved grab, pounce SQ Damage reduction 5/silver or good, Darkvision 60 ft., resistance to cold 10, fire 10, and sonic 10, scent, undead traits, unholy toughness; AL CE; SV Fort +3, Ref +6, Will +9; Str 21, Dex 16, Con -, Int 8, Wis 14, Cha 15.

Skills and Feats: Hide +13, Listen +13, Move Silently +17, Spot +13; Cleave, Combat Reflexes, Improved Natural Attack (claws), Power Attack.

Bonedrink (Su): Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple check. If it pins its foe, it fastens onto the creature with its horrendous fangs. It then secretes a painful toxin into the victim that deals 1d6 points of Con damage. Each round the pin is maintained, the bonedrinker deals an additional 1d6 points of Con damage. Creatures reduced to 0 Con die, as the majority of their bones become brittle to support their bodies.

Improved Grab (Ex): To use this ability, the bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it established a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage each subsequent round that it maintains the grapple, and the bonedrinker that has successfully pinned an opponent can begin to drink its bones. Bonedrinkers have a +4 racial bonus on grapple checks.

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Encounter Three

Cadaver Collector: CR 12; Large Construct; HD 17d10+30; hp 132; Init +4; Spd 40 ft.; AC 29, touch 9, flat-footed 29; Base Atk/Grp: +12/+26; Atk +22 slam (4d8+10); Full Atk +22/+22 slams (4d8+10); Space/Reach: 10ft./10 ft.; SA Breath weapon, impale, improved grab, trample 4d8+15; SQ Construct traits, damage reduction 10/adamantine, Darkvision 60 ft., immunity to magic, low-light vision; AL LN; SV Fort +5, Ref +5, Will +8; Str 31, Dex 10, Con -, Int 5, Wis 16, Cha 14.

Skills and Feats: Listen +15 and Spot +15; Alertness, Cleave, Improved Initiative, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam).

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex DC 18 negates. The save is Constitution-based. Paralyzation lasts for 1 minute or until the paralyzed creature takes lethal damage.

Impale (Ex): If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity. If the collector successfully impales a creature, the creature takes 4d8+15 points of damage and is considered pinned. Each round the creature takes another 2d8 points of damage as the movement of the cadaver collector causes additional pain to the impaled creature.

The creature cannot break free unless it makes a DC 28 Strength check. Success indicates the creature is free of the spike but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of damage and remains pinned in place. An ally

can try to free an impaled creature with a DC 20 Strength check.

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Trample (Ex): Reflex DC 28 half. The save DC is Strength-based.

Immunity to Magic (Ex): Like golems, cadaver collectors are especially resilient to magic. However, this resilience takes a slightly different form in the cadaver collector.

A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target the cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable *spell turning* effect. This effect cannot be dispelled or suppressed, except attains spells that deal electricity damage (see below). Spells that deal rust damage or alter stone penetrate the immunity to magic. Other spells and effects function differently against the creature as noted below.

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**Includes adjustment for Power Attack feat.*

Skills and Feats: Power attack.

Body Integration (Su): Whenever a charnal hound reduces a living humanoid foe of Large size or smaller to negative hit points, the foe must immediately make a DC 24 Fortitude saving throw. On a failed save, the victim's body is instantly absorbed into the form of the charnal hound, healing the charnal hound the points of damage equal to 3 X Hit Dice of the victim. This effect kills the victim, and makes it difficult for his companions to recover his body or equipment unless the charnel hound is defeated and the proper body pulled from the pile of resultant corpses. The save DC is Charisma-based.

Rend (Ex): A charnel hound that hits with both claw attacks latches onto the opponent's body and tears its flesh. This automatically deals and extra 4d6+21 points of damage.

Aversion to Daylight (Ex): Charnal hounds loath daylight. If exposed to natural daylight (not merely a *daylight* spell), a charnel hound takes a -4 penalty on all attack rolls, saving throws, and skill checks.

Frightful Presence (Su): A charnel hound can inspire terror by charging or attacking. Affected creatures must succeed on a DC 24 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the charnel hound. The save DC is Charisma-based.

Unholy Toughness (Ex): A Charnal Hound gains a bonus to hits hit points equal to its Charisma modifier X its Hit Dice.

Physical Description: The hound-shaped creature stands at least 20 feet at the shoulder. Closer scrutiny reveals that while the creature has the outward shape of a hound, its form is composed of the bodies of hundreds of rotting humanoid corpses.

Encounter Five

Deathshrieker: CR 15; Medium undead; HD 18d12+18; hp 144; Init +11; Spd 40 ft fly (good); AC 28, touch 28, flat-footed 21; BAB/Grp: +9/-; Atk: +16 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +16/+11 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft, deaths grace, incorporeal traits, undead traits, +4 turn resistance, silence vulnerability; AL CE; SV Fort +8, Ref +13, Will +15; Str -, Dex 25, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +17, Intimidate +19, Listen +17, Search +12, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 24) or permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a Will save (DC 24) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 24) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will save (DC 26) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a *silence* spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that a deathshrieker remains within the area of a *silence* spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Appendix Five – APL 10

Encounter Two

Plague Spewer: CR 10; Huge Undead; HD 16d12; hp 112; Init -1; Spd 40 ft.; AC 23, touch 7, flat-footed 23; Base Atk/Grp: +8/+26; Atk +16 melee (1d8+10, slam plus plague); Full Atk +16/+16 melee (1d8+10, slams plus plague); Space/Reach: 15ft./15 ft.; SA Plague, vomit rat swarm SQ Damage reduction 10/slashing, Darkvision 60 ft., undead traits; AL CE; SV Fort +5, Ref +4, Will +11; Str 31, Dex 9, Con -, Int -, Wis 12, Cha 16.

Skills and Feats: None.

Plague (Su): Supernatural disease – slam, Fortitude DC 21, incubation period 1 minute; damage 2d4 Dex and 2d4 Con. The save DC is Charisma-based. The disease is spread by contact and does not require injury.

Unlike normal diseases, plague continues until the victim reaches Constitution 0 (and dies) or until a *remove disease* spell or similar magic is applied. An afflicted creature of Huge size or larger who dies of the plague rises as a plague spewer in 1d4 days.

Vomit Rat Swarm (Su): As a full-round action, a plague spewer can spew forth a rat swarm (see Monster Manual page 239). It can do this up to four times per day.

Physical Description: Myriad lumps move just under the skin of this huge, gruesome, humanoid-shaped creature. Its bloodless complexion resembles a corpse.

Encounter Three

Charnal Hound: CR 13; Huge Undead; HD 21d12+84; hp 231; Init +2; Spd 40 ft.; AC 26, touch 10, flat-footed 24; Base Atk/Grp: +10/+32; Atk bite +17 melee (2d8+19)*; Full Atk bite +17 melee (2d8+19)* and 2 claws +12 melee (2d6+12)*; Space/Reach: 15ft./10 ft.; SA Body integration; rend 4d6 +21; SQ Aversion to daylight, damage reduction 10/silver and magic, darkvision 60 ft., frightful presence, spell resistance 23, undead traits, unholy toughness; AL CE; SV Fort +7, Ref +9, Will +12; Str 38, Dex 14, Con -, Int -, Wis 11, Cha 18.

**Includes adjustment for Power Attack feat.*

Skills and Feats: Power attack.

Body Integration (Su): Whenever a charnal hound reduces a living humanoid foe of Large size or smaller to negative hit points, the foe must immediately make a DC 24 Fortitude saving throw. On a failed save, the victim's body is instantly absorbed into the form of the charnal hound, healing the charnal hound the points of damage equal to 3 X Hit Dice of the victim. This effect kills the victim, and makes it difficult for his companions to recover his body or equipment unless the charnel hound is defeated and the proper body pulled from the pile of resultant corpses. The save DC is Charisma-based.

Rend (Ex): A charnel hound that hits with both claw attacks latches onto the opponent's body and tears its flesh. This automatically deals and extra 4d6+21 points of damage.

Aversion to Daylight (Ex): Charnal hounds loath daylight. If exposed to natural daylight (not merely a *daylight* spell), a charnel hound takes a -4 penalty on all attack rolls, saving throws, and skill checks.

Frightful Presence (Su): A charnel hound can inspire terror by charging or attacking. Affected creatures must succeed on a DC 24 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the charnel hound. The save DC is Charisma-based.

Unholy Toughness (Ex): A Charnal Hound gains a bonus to hits hit points equal to its Charisma modifier X its Hit Dice.

Physical Description: The hound-shaped creature stands at least 20 feet at the shoulder. Closer scrutiny reveals that while the creature has the outward shape of a hound, its form is composed of the bodies of hundreds of rotting humanoid corpses.

Encounter Four

Deathshrieker: CR 15; Medium undead; HD 18d12+18; hp 144; Init +11; Spd 40 ft fly (good).; AC 28, touch 28, flat-footed 21; BAB/Grp: +9/-; Atk: +16 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +16/+11 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft, deaths grace, incorporeal traits, undead traits, +4 turn resistance, silence vulnerability; AL CE;

SV Fort +8, Ref +13, Will +15; Str -, Dex 25, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +17, Intimidate +19, Listen +17, Search +12, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 24) or permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a Will save (DC 24) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 24) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will save (DC 26) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component

must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a *silence* spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that a deathshrieker remains within the area of a *silence* spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Encounter Five

Deathshrieker: CR 15; Medium undead; HD 18d12+18; hp 144; Init +11; Spd 40 ft fly (good); AC 28, touch 28, flat-footed 21; BAB/Grp: +9/-; Atk: +16 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +16/+11 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft, deaths grace, incorporeal traits, undead traits, +4 turn resistance, *silence* vulnerability; AL CE; SV Fort +8, Ref +13, Will +15; Str -, Dex 25, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +17, Intimidate +19, Listen +17, Search +12, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 24) or permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a Will save (DC 24) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 24) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will save (DC 26) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a silence spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a silence spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that a deathshrieker remains within the area of a silence spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Appendix Six – APL 12

Encounter Two

Cadaver Collector: CR 12; Large Construct; HD 17d10+30; hp 132; Init +4; Spd 40 ft.; AC 29, touch 9, flat-footed 29; Base Atk/Grp: +12/+26; Atk +22 slam (4d8+10); Full Atk +22/+22 slams (4d8+10); Space/Reach: 10ft./10 ft.; SA Breath weapon, impale, improved grab, trample 4d8+15; SQ Construct traits, damage reduction 10/adamantine, Darkvision 60 ft., immunity to magic, low-light vision; AL LN; SV Fort +5, Ref +5, Will +8; Str 31, Dex 10, Con -, Int 5, Wis 16, Cha 14.

Skills and Feats: Listen +15 and Spot +15; Alertness, Cleave, Improved Initiative, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam).

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex DC 18 negates. The save is Constitution-based. Paralyzation lasts for 1 minute or until the paralyzed creature takes lethal damage.

Impale (Ex): If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity. If the collector successfully impales a creature, the creature takes 4d8+15 points of damage and is considered pinned. Each round the creature takes another 2d8 points of damage as the movement of the cadaver collector causes additional pain to the impaled creature.

The creature cannot break free unless it makes a DC 28 Strength check. Success indicates the creature is free of the spike but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of damage and remains pinned in place. An ally can try to free an impaled creature with a DC 20 Strength check.

Once a cadaver collector has a creature or creatures impaled on its back spikes, it is no longer considered to be in a grapple and can attack other opponents without penalty. It cannot use its slam attacks against impaled opponents. Creatures that get free of a cadaver collector become its immediate and most urgent targets. It typically pursues such creatures

exclusively if it has any chance of catching and impaling them again.

A cadaver collector's back spikes can hold up to 4 Medium creatures, 16 Small creatures, or 64 Tiny creatures. Creatures smaller than Tiny are too miniscule to be impaled on the collector's back spikes, although the collector can still deal 4d8+15 points of damage to such opponents by grinding them into its back spikes with a successful grapple check once it has them grappled.

Improved Grab (Ex): To use this ability, a cadaver collector must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it established a hold and can attempt to impale the following round.

Trample (Ex): Reflex DC 28 half. The save DC is Strength-based.

Immunity to Magic (Ex): Like golems, cadaver collectors are especially resilient to magic. However, this resilience takes a slightly different form in the cadaver collector.

A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target the cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable *spell turning* effect. This effect cannot be dispelled or suppressed, except attains spells that deal electricity damage (see below). Spells that deal rust damage or alter stone penetrate the immunity to magic. Other spells and effects function differently against the creature as noted below.

A magical attack that deals sonic damage slows a cadaver collected (as the *slow* spell) for 3 rounds, with no saving throw. Sonic spells of 3rd level or lower are absorbed by the collector and not reflected.

A magical attack that deals electricity damage is absorbed rather than reflected. Such an attack breaks any *slow* effect on the collector and heals 1d6 points of damage for every 6 points of damage the attack would otherwise deal. If the amount of healing would cause the collector to exceed its full normal hit points, it gains any excess as temporary hit points.

A cadaver collector is affected normally by rust attacks. In addition, magical attacks that alter the nature of stone, such as *transmute rock to mud*, deal 1d6 points of damage per spell level to the cadaver collector.

Physical Description: This massive, hunched creature build of stone and metal looms over you. Its long, heavily plated arms nearly drag on the ground from shoulders flanking a flat-featured, oblong head, but its back draws your eye. Spikes of various sizes – all barbed and covered in gore dried and fresh – sprout from the plates of metal on its back. A few bodies remain impaled on the spikes, their mouths open in silent screams.

Necronaut: CR 14; Gargantuan Undead (Chaotic, Evil, Extraplanar); HD 32d12+96; hp 320; Init +3; Spd 50 ft.; AC 25, touch 5, flat-footed 25; Base Atk/Grp: +16/+43; Atk +22 slam (4d6+20); Full Atk 4 slams +22 (4d6+20); Space/Reach: 20ft./20 ft.; SA Assimilate corpse, trample 4d6+22; SQ Damage reduction 15/lawful or magic, Darkvision 60 ft., necromantic effects, spell resistance 25, undead traits and unholy toughness; AL CE; SV Fort +10, Ref +9, Will +20; Str 41, Dex 8, Con -, Int 7, Wis 14, Cha 16.

Skills and Feats: Knowledge (planes) +10, Listen +33, Spot +33, Survival +2 (+4 other planes); Alertness, Awesome Blow, Blind Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Improved Overrun, Improved Sunder, Power Attack.

Assimilate Corpse (Su): A necronaut can, as a move action, add the corpse of an opponent to its body. Once the corpse is added, the necronaut begins assimilating it. This process takes 1 round to run its course and heals some damage to the necronaut, based on the size of the assimilated creature: Small or smaller, 10 pints healed; Medium, 30 points; Large, 60 points; Huge, 100 points; Gargantuan, 150 points; or Colossal, 210 points. Once a creature is fully assimilated, it cannot be raised from the dead. Before the creature is fully assimilated, an ally can put it free with a DC 24 Strength check.

Necromantic Effects (Su): Necronauts are affected differently by some spells. Because each one is composed of bones and corpses, spells that create undead deal 1d4 points of

damage per caster level to a necronaut, up to a maximum given here for each spell: animate dead, 10d4; create undead, 15d4; create greater undead, 20d4.

Trample (Ex): Reflex half DC 41. The save DC is Strength-based.

Unholy Toughness (Ex): A necronaut gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

Physical Description: A towering shape seemingly built from bones and corpses, this creature rolls and lurches across the ground, searching around itself with four massive, angular arms.

Encounter Three

Deathshrieker: CR 15; Medium undead; HD 18d12+18; hp 144; Init +11; Spd 40 ft fly (good).; AC 28, touch 28, flat-footed 21; BAB/Grp: +9/-; Atk: +16 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +16/+11 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft, deaths grace, incorporeal traits, undead traits, +4 turn resistance, silence vulnerability; AL CE; SV Fort +8, Ref +13, Will +15; Str -, Dex 25, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +17, Intimidate +19, Listen +17, Search +12, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 24) or permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a Will save (DC 24) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 24) or be paralyzed with fear for 1d4

rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will save (DC 26) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a silence spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a silence spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that a deathshrieker remains within the area of a silence spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Encounter Four

Deathshrieker: CR 15; Medium undead; HD 18d12+18; hp 144; Init +11; Spd 40 ft fly (good); AC 28, touch 28, flat-footed 21; BAB/Grp: +9/-; Atk: +16 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +16/+11 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft,

deaths grace, incorporeal traits, undead traits, +4 turn resistance, silence vulnerability; AL CE; SV Fort +8, Ref +13, Will +15; Str -, Dex 25, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +17, Intimidate +19, Listen +17, Search +12, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 24) or permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a Will save (DC 24) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 24) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will save (DC 26) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a silence spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal

conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a silence spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that a deathshrieker remains within the area of a silence spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Encounter Five

Deathshrieker, Advanced: CR 19; Medium undead; HD 25d12+25; hp 200; Init +12; Spd 40 ft fly (good); AC 31, touch 31, flat-footed 23; BAB/Grp: +12/-; Atk: +20 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +20/+15/+10 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft, deaths grace, incorporeal traits, undead traits, +4 turn resistance, silence vulnerability; AL CE; SV Fort +10, Ref +18, Will +18; Str -, Dex 27, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +23, Intimidate +22, Listen +22, Search +20, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 27) or permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a Will save (DC 27) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to

resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 27) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will save (DC 29) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a silence spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a silence spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that a deathshrieker remains within the area of a silence spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Appendix Seven – APL 14

Encounter Two

Giant, Death: CR 16; Huge Giant; HD 23d8+115; hp 230; Init +1; Spd 35 ft. in banded mail, base speed is 50 ft.; AC 29, touch 9, flat-footed 28; Base Atk/Grp: +17/+37; Atk Greataxe +27 (4d6+18/x3) or slam +27 melee (1d8+12) or rock +17 ranged (2d8+12); Full Atk Greataxe +27/+22/+17/12 melee (4d6+18/x3) and bite +22 melee (2d6+6) or 2 slams +27 melee (1d8+12) and bite +22 melee (2d6+6) or rock +17 ranged (2d8+12); Space/Reach: 15ft./15 ft.; SA Frightful keening, rock throwing, spell-like abilities, steal soul; SQ Darkvision 60 ft., guardian souls, immunity to fear and energy drain, low-light vision, rock catching, sold soul, soul healing; AL NE; SV Fort +25, Ref +17, Will +21; Str 34, Dex 13, Con 21, Int 12, Wis 20, Cha 25.

Skills and Feats: Concentration +19, Intimidate +15, Knowledge (arcane) +14, Knowledge (history) +12, Knowledge (religion) +19, Listen +12, Spellcraft +16, Spot +12, Survival +6; Ability Focus (frightful keening), Ability Focus (steal soul), Cleave, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot.

Frightful keening (Su): As a standard action, a death giant can trigger the guardian souls that waft around its body to wail in frightful anguish. Living creatures within 100 ft. that hear this keening must make a DC 30 Will save. Success indicates that the creature is shaken until it can no longer hear the keening or moves out of range. Failure causes the creature to be panicked for as long as it can hear the keening and remains in range, and shaken for 24 hours afterward. Ending the frightful keening is a standard action. This is a sonic, mind-affecting fear ability. The save DC is Charisma based.

Spell-like abilities: 3/day – *greater dispel magic*, *inflict critical wounds* (+27 melee touch, DC 21), *unholy blight* (DC 21); 1/day – *flame strike* (DC 22). Caster level 16th.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each up to five range

increments. A Huge giant can hurl rocks of 60 to 80 pounds (medium objects). The range increment is 120 feet for a death giant's thrown rocks.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a small rock, 20 for a medium rock and 25 for a large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Steal soul (Su): Any living creature with 10 or fewer hit points within 15 feet of a death giant must succeed on a DC 30 Fort save each round or die instantly. This is a death effect. The save DC is Charisma based.

Any creature that dies within 15 feet of a death giant has its spirit sucked up into the swirling guardian souls that protect the death giant. Such creatures cannot be raised, resurrected or reincarnated so long as the death giant lives. Killing the death giant releases the souls.

If a living death giant is within 15 feet of a death giant that dies, the souls are not released and are instead transferred to the nearby death giant due to its steal soul ability. Under extraordinary circumstances, a living death giant may release a soul it has captured.

Guardian souls (Su): A death giant's victims become its guardians in death. Each death giant is surrounded by a constantly swirling cloud of intangible spirits.

These spirits provide the death giant with warnings and protection, granting the creature a bonus on initiative rolls, saves, Listen checks, and Spot checks equal to its Charisma modifier.

A death giant's will binds its guardian souls to it. They are not ghosts or undead in the usual sense and cannot be damaged, dispelled or separated from the death giant. Only a successful turning attempt can quell these spirits for a time. If the turning attempt would turn or

rebuke an undead with HD equal to the death giants, the guardian souls vanish for 1d10 rounds and the death giant loses the benefits of its guardian souls, frightful keening, soul healing, and steal soul abilities until the souls return.

Sold Soul (Ex): A death giant cannot be raised, resurrected or reincarnated. If a death giant's soul is not taken as a guardian soul by another death giant or kept from departing by some other means (such as *soul bind*), it is utterly destroyed 1 round after the giant's death.

Soul Healing (Su): When a death giant is protected by its guardian souls, hit point damage due to negative energy (such as from an *inflict* spell) heals rather than harms a death giant. Death giants are healed by positive energy (such as from *cure* spells) normally.

Physical Description: This heavily armored, gaunt giant has pointed ears and dark gray skin. Its hands end in long yellow claws, and its snarl shows sharp fangs. It is surrounded by a thin fog of swirling vapor, and as you watch, the cloud forms into tormented faces that scream in terror and pain.

Necronaut: CR 14; Gargantuan Undead (Chaotic, Evil, Extraplanar); HD 32d12+96; hp 320; Init +3; Spd 50 ft.; AC 25, touch 5, flat-footed 25; Base Atk/Grp: +16/+43; Atk +22 slam (4d6+20); Full Atk 4 slams +22 (4d6+20); Space/Reach: 20ft./20 ft.; SA Assimilate corpse, trample 4d6+22; SQ Damage reduction 15/lawful or magic, Darkvision 60 ft., necromantic effects, spell resistance 25, undead traits and unholy toughness; AL CE; SV Fort +10, Ref +9, Will +20; Str 41, Dex 8, Con -, Int 7, Wis 14, Cha 16.

Skills and Feats: Knowledge (planes) +10, Listen +33, Spot +33, Survival +2 (+4 other planes); Alertness, Awesome Blow, Blind Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Improved Overrun, Improved Sunder, Power Attack.

Assimilate Corpse (Su): A necronaut can, as a move action, add the corpse of an opponent to its body. Once the corpse is added, the necronaut begins assimilating it. This process takes 1 round to run its course and heals some damage to the necronaut, based on the size of the assimilated creature: Small or smaller, 10 points healed; Medium, 30 points; Large, 60 points; Huge, 100 points; Gargantuan,

150 points; or Colossal, 210 points. Once a creature is fully assimilated, it cannot be raised from the dead. Before the creature is fully assimilated, an ally can put it free with a DC 24 Strength check.

Necromantic Effects (Su): Necronauts are affected differently by some spells. Because each one is composed of bones and corpses, spells that create undead deal 1d4 points of damage per caster level to a necronaut, up to a maximum given here for each spell: animate dead, 10d4; create undead, 15d4; create greater undead, 20d4.

Trample (Ex): Reflex half DC 41. The save DC is Strength-based.

Unholy Toughness (Ex): A necronaut gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

Physical Description: A towering shape seemingly built from bones and corpses, this creature rolls and lurches across the ground, searching around itself with four massive, angular arms.

Encounter Three

Deathshrieker: CR 15; Medium undead; HD 18d12+18; hp 144; Init +11; Spd 40 ft fly (good); AC 28, touch 28, flat-footed 21; BAB/Grp: +9/-; Atk: +16 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +16/+11 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft, death's grace, incorporeal traits, undead traits, +4 turn resistance, silence vulnerability; AL CE; SV Fort +8, Ref +13, Will +15; Str -, Dex 25, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +17, Intimidate +19, Listen +17, Search +12, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 24) or permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a

300-foot spread must succeed on a Will save (DC 24) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 24) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will save (DC 26) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a *silence* spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that a deathshrieker remains within the area of a *silence* spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Encounter Four

Deathshrieker, Advanced: CR 19; Medium undead; HD 25d12+25; hp 200; Init +12; Spd 40 ft fly (good).; AC 31, touch 31, flat-footed 23; BAB/Grp: +12/-; Atk: +20 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +20/+15/+10 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft, deaths grace, incorporeal traits, undead traits, +4 turn resistance, *silence* vulnerability; AL CE; SV Fort +10, Ref +18, Will +18; Str -, Dex 27, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +23, Intimidate +22, Listen +22, Search +20, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 27) or permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a Will save (DC 27) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 27) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will

save (DC 29) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a silence spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a silence spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that a deathshrieker remains within the area of a silence spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Encounter Five

Deathshrieker, Advanced: CR 19; Medium undead; HD 25d12+25; hp 200; Init +12; Spd 40 ft fly (good); AC 31, touch 31, flat-footed 23; BAB/Grp: +12/-; Atk: +20 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +20/+15/+10 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft, deaths grace, incorporeal traits, undead traits, +4 turn resistance, silence vulnerability; AL CE; SV Fort +10, Ref +18, Will +18; Str -, Dex 27, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +23, Intimidate +22, Listen +22, Search +20, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 27) or permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains

Charisma, gaining any excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a Will save (DC 27) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 27) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will save (DC 29) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a silence spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a silence spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that a deathshrieker remains within the area of a silence spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Appendix Eight – APL 16

Encounter Two

Giant, Death: CR 16; Huge Giant; HD 23d8+115; hp 230; Init +1; Spd 35 ft. in banded mail, base speed is 50 ft.; AC 29, touch 9, flat-footed 28; Base Atk/Grp: +17/+37; Atk Greataxe +27 (4d6+18/x3) or slam +27 melee (1d8+12) or rock +17 ranged (2d8+12); Full Atk Greataxe +27/+22/+17/12 melee (4d6+18/x3) and bite +22 melee (2d6+6) or 2 slams +27 melee (1d8+12) and bite +22 melee (2d6+6) or rock +17 ranged (2d8+12); Space/Reach: 15ft./15 ft.; SA Frightful keening, rock throwing, spell-like abilities, steal soul; SQ Darkvision 60 ft., guardian souls, immunity to fear and energy drain, low-light vision, rock catching, sold soul, soul healing; AL NE; SV Fort +25, Ref +17, Will +21; Str 34, Dex 13, Con 21, Int 12, Wis 20, Cha 25.

Skills and Feats: Concentration +19, Intimidate +15, Knowledge (arcane) +14, Knowledge (history) +12, Knowledge (religion) +19, Listen +12, Spellcraft +16, Spot +12, Survival +6; Ability Focus (frightful keening), Ability Focus (steal soul), Cleave, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot.

Frightful keening (Su): As a standard action, a death giant can trigger the guardian souls that waft around its body to wail in frightful anguish. Living creatures within 100 ft. that hear this keening must make a DC 30 Will save. Success indicates that the creature is shaken until it can no longer hear the keening or moves out of range. Failure causes the creature to be panicked for as long as it can hear the keening and remains in range, and shaken for 24 hours afterward. Ending the frightful keening is a standard action. This is a sonic, mind-affecting fear ability. The save DC is Charisma based.

Spell-like abilities: 3/day – *greater dispel magic*, *inflict critical wounds* (+27 melee touch, DC 21), *unholy blight* (DC 21); 1/day – *flame strike* (DC 22). Caster level 16th.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each up to five range increments. A Huge giant can hurl rocks of 60 to 80 pounds (medium objects). The range

increment is 120 feet for a death giant's thrown rocks.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a small rock, 20 for a medium rock and 25 for a large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Steal soul (Su): Any living creature with 10 or fewer hit points within 15 feet of a death giant must succeed on a DC 30 Fort save each round or die instantly. This is a death effect. The save DC is Charisma based.

Any creature that dies within 15 feet of a death giant has its spirit sucked up into the swirling guardian souls that protect the death giant. Such creatures cannot be raised, resurrected or reincarnated so long as the death giant lives. Killing the death giant releases the souls.

If a living death giant is within 15 feet of a death giant that dies, the souls are not released and are instead transferred to the nearby death giant due to its steal soul ability. Under extraordinary circumstances, a living death giant may release a soul it has captured.

Guardian souls (Su): A death giant's victims become its guardians in death. Each death giant is surrounded by a constantly swirling cloud of intangible spirits.

These spirits provide the death giant with warnings and protection, granting the creature a bonus on initiative rolls, saves, Listen checks, and Spot checks equal to its Charisma modifier.

A death giant's will binds its guardian souls to it. They are not ghosts or undead in the usual sense and cannot be damaged, dispelled or separated from the death giant. Only a successful turning attempt can quell these spirits for a time. If the turning attempt would turn or rebuke an undead with HD equal to the death giants, the guardian souls vanish for 1d10 rounds and the death giant loses the benefits of its guardian souls, frightful keening, soul

healing, and steal soul abilities until the souls return.

Sold Soul (Ex): A death giant cannot be raised, resurrected or reincarnated. If a death giant's soul is not taken as a guardian soul by another death giant or kept from departing by some other means (such as *soul bind*), it is utterly destroyed 1 round after the giant's death.

Soul Healing (Su): When a death giant is protected by its guardian souls, hit point damage due to negative energy (such as from an *inflict* spell) heals rather than harms a death giant. Death giants are healed by positive energy (such as from *cure* spells) normally.

Physical Description: This heavily armored, gaunt giant has pointed ears and dark gray skin. Its hands end in long yellow claws, and its snarl shows sharp fangs. It is surrounded by a thin fog of swirling vapor, and as you watch, the cloud forms into tormented faces that scream in terror and pain

Cadaver Collector, Greater: CR 17; Huge Construct; HD 35d10+40; hp 250; Init +3; Spd 40 ft.; AC 30, touch 7, flat-footed 30; Base Atk/Grp: +26/+48; Atk +39 slam (6d8+14); Full Atk +39/+39 slams (6d8+14); Space/Reach: 15ft./15 ft.; SA Breath weapon, impale, improved grab, trample 6d8+21; SQ Construct traits, damage reduction 10/adamantine, Darkvision 60 ft., immunity to magic, low-light vision; AL LN; SV Fort +13, Ref +12, Will +14; Str 39, Dex 8, Con -, Int 5, Wis 16, Cha 14.

Skills and Feats: Listen +24 and Spot +24; Alertness, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Improved Overrun, Improved Sunder, Lightning Reflexes, Power Attack, Weapon Focus (slam).

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex DC 27 negates. The save is Constitution-based. The save is Constitution-based. Paralyzation lasts for 1 minute or until the paralyzed creature takes lethal damage.

Impale (Ex): If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity. If the collector successfully impales a creature, the creature takes 4d8+15 points of damage and is

considered pinned. Each round the creature takes another 2d8 points of damage as the movement of the cadaver collector causes additional pain to the impaled creature.

The creature cannot break free unless it makes a DC 28 Strength check. Success indicates the creature is free of the spike but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of damage and remains pinned in place. An ally can try to free an impaled creature with a DC 20 Strength check.

Once a cadaver collector has a creature or creatures impaled on its back spikes, it is no longer considered to be in a grapple and can attack other opponents without penalty. It cannot use its slam attacks against impaled opponents. Creatures that get free of a cadaver collector become its immediate and most urgent targets. It typically pursues such creatures exclusively if it has any chance of catching and impaling them again.

A cadaver collector's back spikes can hold up to 4 Medium creatures, 16 Small creatures, or 64 Tiny creatures. Creatures smaller than Tiny are too miniscule to be impaled on the collector's back spikes, although the collector can still deal 4d8+15 points of damage to such opponents by grinding them into its back spikes with a successful grapple check once it has them grappled.

Improved Grab (Ex): To use this ability, a cadaver collector must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it established a hold and can attempt to impale the following round.

Trample (Ex): Reflex DC 41 half. The save DC is Strength-based.

Immunity to Magic (Ex): Like golems, cadaver collectors are especially resilient to magic. However, this resilience takes a slightly different form in the cadaver collector.

A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target the cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable *spell turning* effect. This effect cannot be dispelled or suppressed, except attains spells that deal electricity damage (see below). Spells that deal rust damage or

alter stone penetrate the immunity to magic. Other spells and effects function differently against the creature as noted below.

A magical attack that deals sonic damage slows a cadaver collected (as the *slow* spell) for 3 rounds, with no saving throw. Sonic spells of 3rd level or lower are absorbed by the collector and not reflected.

A magical attack that deals electricity damage is absorbed rather than reflected. Such an attack breaks any *slow* effect on the collector and heals 1d6 points of damage for every 6 points of damage the attack would otherwise deal. If the amount of healing would cause the collector to exceed its full normal hit points, it gains any excess as temporary hit points.

A cadaver collector is affected normally by rust attacks. In addition, magical attacks that alter the nature of stone, such as *transmute rock to mud*, deal 1d6 points of damage per spell level to the cadaver collector.

Physical Description: This massive, hunched creature build of stone and metal looms over you. Its long, heavily plated arms nearly drag on the ground from shoulders flanking a flat-featured, oblong head, but its back draws your eye. Spikes of various sizes – all barbed and covered in gore dried and fresh – sprout from the plates of metal on its back. A few bodies remain impaled on the spikes, their mouths open in silent screams.

Encounter Three

Deathshrieker, Advanced: CR 19; Medium undead; HD 25d12+25; hp 200; Init +12; Spd 40 ft fly (good); AC 31, touch 31, flat-footed 23; BAB/Grp: +12/-; Atk: +20 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +20/+15/+10 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft, deaths grace, incorporeal traits, undead traits, +4 turn resistance, silence vulnerability; AL CE; SV Fort +10, Ref +18, Will +18; Str -, Dex 27, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +23, Intimidate +22, Listen +22, Search +20, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 27) or

permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a Will save (DC 27) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 27) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will save (DC 29) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a *silence* spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that

a deathshrieker remains within the area of a silence spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Encounter Four

Deathshrieker, Advanced: CR 19; Medium undead; HD 25d12+25; hp 200; Init +12; Spd 40 ft fly (good); AC 31, touch 31, flat-footed 23; BAB/Grp: +12/-; Atk: +20 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +20/+15/+10 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft, deaths grace, incorporeal traits, undead traits, +4 turn resistance, silence vulnerability; AL CE; SV Fort +10, Ref +18, Will +18; Str -, Dex 27, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +23, Intimidate +22, Listen +22, Search +20, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 27) or permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a Will save (DC 27) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 27) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three

rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will save (DC 29) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a silence spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a silence spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that a deathshrieker remains within the area of a silence spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Encounter Five

Deathshrieker, Advanced: CR 19; Medium undead; HD 25d12+25; hp 200; Init +12; Spd 40 ft fly (good); AC 31, touch 31, flat-footed 23; BAB/Grp: +12/-; Atk: +20 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +20/+15/+10 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft, deaths grace, incorporeal traits, undead traits, +4 turn resistance, silence vulnerability; AL CE; SV Fort +10, Ref +18, Will +18; Str -, Dex 27, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +23, Intimidate +22, Listen +22, Search +20, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved

Initiative, Improved Toughness, Iron Will, Lightning Reflexes.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 27) or permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a Will save (DC 27) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 27) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will save (DC 29) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a *silence* spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that a deathshrieker remains within the area of a *silence* spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Player Handout #1

Furyondian's Unite!

All members of the Furyondy Military: A unique opportunity has arisen to serve your country. To learn more about this important mission, please report to Chendl anytime during the month of Coldeven and check in with Sergeant Dathar at the commissioning office on Broadstreet.

Faithful of Heironeous: Our brethren in arms against Iuz, the esteemed Furyondy Military, have asked for our help in supporting a critical mission. Those wishing to illustrate great bravery and valor should report to Bishop Athaway at the main church offices in Chendl for more information.

Remember: "Never die easy; strive always for a valorous end."

Members of the Green Jerkins: A call to arms has been issued and all currently unassigned Jerkin members should report to Ranger Tossalarulian in Chendl. An important mission is being undertaken by church and state officials and they need our support. Please report anytime during the month of Coldeven to temporary Jerkin offices located adjacent to the military offices on Broadstreet.

All other citizens of Furyondy: If you be strong of will and stout of heart, please report to one of the three kingdom representatives above for more information regarding a mission of great importance. Please note this is not a menial task and should not be taken lightly! You should only report if you are willing to risk life and livelihood for your country and its citizens.

Signed,

Grand Marshal Baron Jemain of the Furyondy Military

Garaeth Heldenster of the Church of Heironeous

Sir Quill Kith'Barden, Ranger and Knight of Furyondy

Player Handout #2: Green Jerkin Members

The following note is hand-delivered to you with an unbroken seal of green wax in the shape of three super-imposed leaves (the seal used by the Green Jerkins).

We have received numerous reports of increasing problems with undead in the area around Bronzblood. These include reports of new creatures there unlike anything we've seen before. Even those we do recognize seem more powerful than expected; some can even cast spells.

Unfortunately, we are limited in the number of scouts and rangers we can send. I am asking you to check this out and correct the problem if you can. Obviously the danger level indicates you should recruit assistance with this task if at all possible. Given the populace in Chendl, you should have little difficulty doing so. Once you are prepared, report to the Furyondy Military offices Broadstreet for further details.

After receiving your orders and upon completion of the mission, meet me in Overlook Fortress southeast of Bronzblood and let me know what you've found out.

For the Protection of Furyondy,

Quill

Player Handout #3: Church of Heironeous

The following note is hand-delivered to you with an unbroken seal of metallic gold wax in the shape of a closed fist grasping a lightning bolt (the seal used by the Church of Heironeous).

I have received disturbing news of increasing undead in the area around Bronzblood in the past few moons. It seems there are new creatures and more powerful undead, some of which even have spell-casting abilities. In addition, Tomas Brice, our representative stationed at Overlook Fortress, recently wrote me that Shina Cor came up missing shortly after her arrival. As you may or may not know, Shina only recently became a Silver Blade and was not only delivering a message to Tomas but was assigned to assist with other military matters at the keep as well. Unfortunately, Tomas cannot leave his post to search for her.

This is where you come in. I need only those I can trust to go in search of Shina in the lands surrounding Bronzblood. Begin your search by meeting with Tomas at Overlook Fortress, and obtaining both a description of Shina and an update on the lands surrounding the keep.

Obviously the danger level demands that you should not go alone. Given the populace in Chendl, you should have little difficulty in finding those willing to serve our cause. Once you are prepared, report to the Furyondy Military offices located on Broadstreet for final instructions.

Gareth Heldenster

(followed by Gareth's personal seal)

Player Handout #4: Furyondy Military

The following note is hand-delivered to you with an unbroken wax seal of the Furyondy Coat of Arms (the seal used by the Furyondy Military Command).

You are hereby required to report, with all haste, to Sergeant Dathar at the commissioning office on Broadstreet. Further details will be given at that time, but suffice it to say that your mission will be a dangerous one.

In preparation for your deployment, feel free to recruit friends and acquaintances to assist you in your mission. The Kingdom has many enemies and our forces are stretched to the breaking point.

When you are prepared, report to Sergeant Dathar as above.

For King and Country,

General Galantren

Player Handout #5: Twilight Hunters

The following note is hand-delivered to you in an unmarked, sealed scroll tube.

After opening it, you find the note below written in some bright red ink.

Your time has come!

Very soon, you will be approached by individuals requiring assistance with the exploration of the lands surrounding Bronzblood Haunt. Whatever their cause, take the opportunity and make the most of it!

We have received intelligence indicating increased undead activity and most of it a-typical for that mindless kind. Spell-casting and advanced tactics have been reported. We must know more about what is behind this increased activity and up to this point, agents assigned to learn more have failed to return.

After you have completed your survey of the area, report privately to a man going as "Hawkins" who is stationed at Overlook Fortress, southeast of Bronzblood proper.

May the shadows protect you.

"M"

As you finish reading the note, the letters slowly fade until all you're holding is a blank piece of parchment that quickly ignites in flame.