

PER6-04

Death's Fury

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

Version 1.0

by Andrew Cowan and Patrick Williamson

A shipment headed for Riberlund carries much needed supplies and reinforcements to a city cut off from the rest of the nation. But it is beneath the city where the troubles lie, and an enemy that is now within reach of his goal. Is there anyone who is willing to join the fight to stop him in time? No matter the cost? A Perrenland regional adventure for brave (and only a little bit foolish) characters of levels 4-12, with emphasis for Auszug, Pax, Den Zauber and Old Kerk members. It is Part 6 in the "Nation Mocked" plot arc.

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at baparis@ozemail.com.au; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. Characters native to Perrenland 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 adventure.

A character that 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

Whilst the war in the East has seen the forces of the Old One first halted in the Kershane Pass and then driven from the Vesve, the war in the west continues. Iggwilv and her minions continue to create undead faster than the Auszug can defeat them and the cordon around Nederboden Canton is sorely pressed. The Gloom (see Judge Aid One), and the resulting famine are beginning to take a horrible toll on the ability of the nation to mount effective resistance.

Events in the city of Riberlund, the centre of the war in the west, have begun to take on a sinister tone. Although the actions of some of Perrenland's heroes helped reclaim Riberlund (events that took place during Streets of Ruin), the majority of the enemy's occupying force has moved into the tunnels of the ancient Ur-Flan necropolis of Jor-Russ. They are in search of a prize that could spell doom for the nation, and this prize does not appear to be Hanne Weisspeer or her child.

To make matters worse, the canton of Nederboden still lies isolated. Riberlund's defenders, besieged by an enemy that is not yet ready to give up its hold on the heart of Perrenland, are beginning to starve.

In the six months that have taken place since Streets of Ruin, the amalgamated Hussen and Auszug forces of Fortress Riberlund (led by Karla and Conrad Hussen) have been able to reclaim much of the city. Yet with only a trickle of supplies and reinforcements coming through, their presence is too small to occupy the city entirely. Instead, a series of secure positions have been set up in

strategic locations to keep the enemy from regaining the foothold it once had. The majority of the city of Riberlund lies abandoned, haunted by the events of the recent past and plagued by scattered undead and lurking demonic elements of the enemy's force.

Beneath the city, in the halls of Jor-Russ, another war has been taking place – a war between the forces of Iggwilv, led by Brar Ulfrig and Oomkar Hus, the Vampire Lich priest of Nerull, the last of the Ner-Graf's from the Ur-Flan era. Yet the intrusion of Iggwilv's disciple and his forces into the halls of Jor Russ has triggered the defences set by Nerull – releasing a horde of undead to defend the tunnels. The crypts within have opened, releasing Oomkar Hus's last defenders, the animated corpses of the Hus (slaves) of the Ur-Flan city-state that once thrived here. Brar's forces have taken a battering from the initial onslaught, but he has steadily been able to hold a position, reset and then continue forward against this horde of undead and its coven of vampire guardians.

Above ground, Karla Hussen's forces have had to deal with an 'overflow' of undead from the conflict below the city. Those parts in the eastern city occupied by the defenders are done so only through the use of divine and arcane magic.

The enemy commander, Brar Ulfrig is now close to his goal – control of a *Sphere of Annihilation* located beneath Der Paleen Ziggurat that has been guarded by Oomkar Hus since the rise of Igg-Vuurz 2800 years ago. Only in a final twist Oomkar Hus has been trapped in a *Stasis Field* set to defend the Sphere and cannot act to aid the defence. Slowly his vampire coven have been defeated and destroyed until only a token force remains to prevent Brar from achieving his goal. Only the PC's have a chance of stopping him before he gains possession of this mighty weapon, for who knows what purpose.

Adventure Summary

This regional adventure is Part 6 in the "A Nation Mocked" plot arc, set in the city of Riberlund in the canton of Nederboden.

INTRODUCTION

The Perrenland forces sent to the war in the east have returned, and the citizens (and PC's) are out in full to welcome them home. As the parade breaks up, a messenger finds the PC's and they are once again called on by the Auszug to aid the war effort – via a letter signed "Null".

The PC's board a Zee-Auszug icebreaker in the middle of the night, for a destination unknown to them at this point in time.

ENCOUNTER 1 – Morning Secrets

Once onboard, the PC's stow their gear and catch a few hours sleep before a breakfast meeting with the captain and another – Fanastas, a vampire in the service of the Hand of Nerull. He greets the PC's, and explains the reason for the secrecy – they are needed for a mission into Riberlund, into a war torn city and a war that is being fought in the tunnels beneath it. The halls of Jor-Russ have been awakened, and its undead defenders are no longer dormant. The PC's are needed to discover the enemy's goal and they are given a staff that transforms them into "undead" for a few hours – allowing them to navigate the halls and be ignored by its defenders. They are also warned not to let slip any details about their mission.

ENCOUNTER 2 – The Heart of Steel

The PC's spend several days on board the icebreaker ship as it travels up the Oostflow river. They get a chance to catch up amongst themselves, but they also get a chance to set up a few deals with the others taking the journey to Riberlund – gaining a favour that grants access to magical items while learning some of the rumours floating around at this time (including the current situation in Perrenland).

ENCOUNTER 3 – Streets of Ruin

The ship finally arrives in Riberlund, and the PC's are escorted through the streets to the fortress by a friendly Auszug officer. They can ask a few questions about the situation in the city, but Mika sets a brisk pace, taking them to a meeting with the city commanders.

ENCOUNTER 4 – Command Decisions

This is a freeform encounter, where the PC's can contribute in the discussion about the troubles in Riberlund and the rest of Nederboden. If the PC's are prominent, or are officers in the Auszug / Pax Mecuri they are asked for their input – the DM is free to explore matters they think of that may be important during these times.

ENCOUNTER 5 – Danger on the Streets

The PC's are on patrol a couple of days later, walking the streets with a rotte (10) of Auszug troops accompanying them. They hear the horns of battle, and arrive at a skirmish involving a mob of skeletons and zombies. This gives the PC's the perfect opportunity to slip into the tunnels, but they can also help influence the battle. On

the other hand, if they take too long, the vampires in Encounter 9 are ready for them, thanks to an unknowing spy amongst the Auszug defenders (who is the bearer of a Necrotic Cyst).

ENCOUNTERS 6 - 12 – Jor-Russ

These encounters detail the Ur-Flan tunnels and some of the secrets hidden within Jor-Russ. The PC's enter Jor-Russ close to the crypts of an ancient Ur-Flan bloodline – the Hus'aka. But the crypts have been defiled, with much within them now destroyed beyond value. Several areas, however, have withstood the invading army's onslaught and remain intact. Within the crypt, a unit of fallen Auszug (now vampires and half-vampires) rest and prepare. They turn on the PCs, who look like the undead defenders.

Once the vampires are dealt with, the PC's find a sarcophagus not opened (but is trapped). Within is an Ur-Flan master vampire of the Halls, who guards a minor artefact – a "Talisman of the Sphere". He gives the item to any arcane casting PC, to help them (and Lord Hus) in the final encounter (which involves trying to control a sphere of Annihilation).

Encounter 13 A – (Optional Encounter instead of Encounters 13 & 14)

If any of the PC's refused to accept a casting of the *Veil of Undeath* prior to encounter 13 – the PC's cannot reach the final encounter, as the continually spawning undead will attack anyone not bearing the touch of the reaper. Instead they face a special combat encounter against the undead defenders.

Encounter 13 – Into the Halls Proper

Once past the Hus'aka crypts the PC's now venture into the depths of Jor-Russ. This encounter passes quickly – as the PC's travel for a couple of hours through the halls. They encounter all manner of undead, who ignore them because of the Veil of Undeath. Just before they reach the final encounter, the Veil of Undeath finally ends, returning them to their normal selves for the final encounter.

Encounter 14 – Control of Annihilation

The PC's arrive to witness the struggle between Brar Ulfrig and Oomkar Hus (the Hand of Nerull) for control of a Sphere of Annihilation. They are behind a *wall of force*, preventing Brar's minions from interfering – the mage slayer ogres turn on the PC's instead. The PC's will have to intervene in the fight for the sphere's control, as they only have a certain number of rounds to prevent Brar from destroying Hus and fleeing with the sphere. If

they fail, the pact between the Old Kerk and Nerull is broken...

Conclusion

The PC's can reflect on their efforts, and begin to think about the times ahead. Perrenland is still at war, but if the PC's were successful they can still claim a victory...

Preparation for Play

It is important that the DM and player be familiar with the effects of Hells Gloom contained within the Appendix.

This regional adventure is part 6 in the "A Nation Mocked" plot arc, set in the city of Riberlund in the canton of Nederboden.

If some of the PC's have not played any of the previous "A Nation Mocked" adventures it is recommended they do so before playing this adventure. This adventure continues with events that have taken place in PER5-03 Fear of the Heart and PERI5-02 Streets of Ruin – it is recommended that PC's have at least played Fear of the Heart before playing this adventure.

Introduction

When the players are ready to begin, inform them that this adventure starts in Schwartzbruin, and then continue below:

Tears of both joy and sorrow flowed freely at the dock when the remains of the Schwartzbruin Landwehr returned home. The young faces that left the city a year ago have now been replaced with hard-eyed soldiers and battle hardened veterans, yet for every two that went only one has returned and few of the cities Bruinsmenn are not wearing mourning white.

The battle in the east has abated, the forces of the Old One driven first from the Kershane pass and then from the Vesve. The Perrender forces loaned to Highfolk have returned, well what is left of them anyway. The cost in lives to achieve this victory has been high and the war is far from over but for now the east is secure. Just as well as the war in the west and the pending conflict in the north will need reinforcements soon enough.

Leading the victory parade through the streets was VanOostl escorted by both a detachment of the returning 6th Auszug and a company of Guurhok hobgoblins. A hush fell over the crowd at the sight of the immaculately turned out, and parade perfect,

company of Guurhok. Luckily the hobgoblins took it for a sign that the crowd was petrified at the sight of them, a sure sign of the respect they are used to.

The parade over, you turn to head back to your lodgings or to be with family, when a messenger boy steps in front of you and hands you simple, unadorned envelope.

The messenger boy is dressed in the typical clothing of a lad of twelve, a sure sign to Perrender veteran players that he works for someone important enough to realise that discretion essential. If questioned, he knows the following.

- He is Tvraal Grunbergen and he is twelve.
- He works for a very generous benefactor to his family (The Voormann).
- He been tasked with finding each PC and hand-delivering this letter.
- He does not know what is written on the letter but that it must be important, as his services are only employed to deliver the most crucial and secret of letters.
- He found the PCs, as that is his “talent” and besides, some of their reputations are beginning to make their faces and locations very well known within the city.
- He does not need to be paid but if the PCs offer him some coin or food he will reveal the following rumour, looking over both shoulders before doing so.

Apparently there is talk afoot that the Voormann is not going to honour the treaty made between VanOostl and the Guurhok. It looks like he will be sending a delegation to them to try and iron out another treaty. Sure would not like to be the poor buggers sent to escort the Rechter on that one.

PCs who have no idea what he is talking about can make a Knowledge (local) DC 5 to find out the following. It is very common knowledge:

Note: During the battle of the Kershane Pass last year, when things were not going well for Perrenland VanOostl the commander of Perrenland 1st Armie found out that the Guurhok hobgoblin nation were also fighting the forces of the Old One in the Kershane Pass and loosing. He sent a covert delegation to try and negotiate an alliance between Perrenland and the Guurhok. Van Oostl gave this delegation the power to agree to whatever was reasonable so long as the Guurhok arrived in force to attack the enemy flank at the besieged

monastery of St Cuthbert. The net result was that a treaty was struck granting the Guurhok rights to the territories they held as an independent canton within Perrenland, so long as they adhered to Perrender laws and swore allegiance to the Voormann. Subsequently the arrival of an Auszug of Guurhok at the siege at the crucial moment saw the forces of the Old One and Iggwilv defeated.

PCs who have played PER5-09 “Land Rights for the Little People” will also know that the territory of the Guurhok is a little bigger then was known to VanOostl at the time. The Guurhok seem to have laid legitimate claim under the treaty to sections of the Sepia Uplands in addition to the north-eastern portion of the Kershane Pass.

He knows little else and will merge back into the crowd once the PCs have finished their questions.

Once the PCs decide to open the letter, give them **Player Handout 1**.

Players familiar with Perrenland should recognise the term “Null Auszug” – it is the hidden/specialist arm of the Auszug. (Knowledge Local: Iuz Border States DC 10).

At this stage the PCs have a few options:

- They may trail the boy to see where he goes. After about an hour of doing this, they work out that he knows he is being trailed and will lead them to nothing.
- They may decide to explore Schwartzenbruin. The city is suffering the effects of the famine and commodities are more expensive (as per Appendix One). But this is a metropolis, and thus just about anything can be conceivably purchased here. Feel free (as the DM) to ad lib this section as much as time allows.
- They may decide to get rolling drunk and mix it up with the subdued locals, given them a good time and a bad hangover.
- They may decide to cut to the chase and head to the midnight meeting, in which case go to the section labelled “The Meeting” below.
- PCs may decide to seek out some gossip. They can learn the following with Gather Information checks. Note that these are *rumours* ...
- DC 10: The Voormann is unhappy with the Guurhok treaty.
- DC 15: VanOostl is unhappy with the Voormann's attitude towards the Guurhok treaty; they did save the day after all.

- DC 20: The Voormann is going to receive the oath of allegiance from the Guurhok on the morrow, that is why VanOostl has brought them to the city.
- DC 25: The Voormann is not going to accept the oath until a Rechter determines all of the legalities.
- DC 30+: The Guurhok beginning to starve and supplies in the Kershane pass are non-existent; the Voormann will be using this to his advantage.

The Meeting

It is a cold midnight when you arrive at the frozen lake and Der Hearz Aus Stahl. The sharp, sleek vessel could hardly be claimed to have the fat low lines of a merchantman, and even to landlubbers is obviously built for speed and war, with two masts, high sides and a heavy reinforced prow and ice skimmers. A ramp is lowered to the dock as a voice calls out.

“Tonder!”(dwarven voice)

Answer: ‘Flosh’ (Knowledge Local: Iuz Border States DC 5). This is a secret password.

Once PC’s answer, the crew returns to their duties, while others move to help the PC’s board (including any animal companions and mounts).

The captain (a grizzled dwarf) greets the PC’s as they board.

“Welcome onboard Der Hearz Aus Stahl (The Heart of Steel). I am Captain Arag, and yes, I’m a dwarf, on a ship – my ship. Understand? Sure you do!”

“Now, if you can keep your questions to a wee bit later, we can get her underway. My boson will show you where you can stow your gear. We can talk over breakfast this morning.”

DM’s Note: At this stage some PCs may feel railroaded and cry foul to the Captain. Let them. He will turn and say the following (in a not to pleased voice):

“I think we can all agree that times are indeed difficult for everyone. The person I have been commissioned to escort you to “does not” meet with anyone except under the strictest of security. A city has too many eyes; a dark cold lake has fewer. If the terms you strike with this person do not please you I will take you back to shore...unless of course I am ordered to dump your cold lifeless bodies over the side <said with a grin>.”

Once the PC’s and gear are onboard, the icebreaker departs, as quickly and silently as it arrived. Below deck the PC’s are shown to the hold, which is impossibly larger than it should be (thanks to a series of permanent

dimensional pocket spells) – packed tightly with crates of supplies all bearing the stamp of the Auszug.

Der Hearz Aus Stahl – Zee-Auszug Icebreaker vessel.

Size: Ice Skimming Cutter (60ft long, 25ft wide)

Captain: **Arag Ironhand**, Dwarf Rog7/Ftr2; hp 56.

Boson: **Reggi Rockspur**, Gnome Rog5/Ftr1; hp 31.

Crew: **Zee-Auszug** (20); Human Rog2/Ftr1; hp 16

Cargo: relief troops and supplies for Riberlund.

Description: A sleek vessel designed for speed and manoeuvrability, with twin masts, raised bow & stern and a heavily reinforced prow designed for cutting through the ice.

DM’s Note:

No map is provided for The Heart Of Steel – Encounters 1 & 2 are role-playing encounters only, but feel free to draw the ship on a battle grid – make the players think there may be a combat on board!

Encounter 1 – Morning Secrets

Now that you have settled in, you make your way to the captain’s quarters for breakfast, and hopefully a few answers as well. Your knock is answered quickly, as the door opens to reveal the tidy cabin beyond.

Any PC’s with Divine or Arcane spell casting ability feel the tingle of strong magic within the cabin – a Detect Magic allows a Spellcraft or Knowledge Arcana check (DC 25) to identify multiple strong Abjuration and Protection auras within the room.

Sitting at a map covered table, captain Arag smiles as you enter. He motions for you to sit, then rises and turns towards the corner of the room, which cloaked in darkness.

“Now that they’re all here, do you think you could get on with this so I can have my cabin back?”

Responding to the captains’ question, a figure dressed in a black, hooded cloak steps out of the shadowy corner. You feel a cold chill emanating from the figure as he approaches the table – showing a pale, angular face and a smile revealing large, elongated canine teeth....

Fanastas; Vampire, Wiz13 (CR 15).

Some PCs will recognise this as Fanastas Hus the vampire lord and minion of Oomkar Hus who led them into Riberlund in the adventure “Fear of the Heart”. Others will be rightfully taken aback at being in the presence of

a vampire at the invitation of the Null. Fanastas simply smiles at any discomfort or drawn weapons and says the following:

“Firstly I thank you all for coming and for the use of your vessel and quarters, Captain. I speak for the Hand of Nerull, chosen by him to serve as his voice in these matters...”

Knowledge Religion or Knowledge Local (Iuz Border States) DC 15 to recognize the Hand – a Vorshoolmann of the Old Kerk

The captain nods to Fanastas before turning to you all.

“I know you lot have no love of the undead – his type especially (pointing at Fanastas). But in these uncertain times we must take our opportunities, even if they come from a source we do not fully trust. He says he is an ally to our cause in this war, or at the least is the enemy of our enemy. He offers us a chance to learn more in this war – shouldn’t we at least hear him out?”

Once the captain has finished speaking, Fanastas continues.

“Some of you will already be aware of the troubles in Nederboden – more specifically in the city of Riberlund. Last year the forces of the witch queen captured the city and the canton, before “our” Perrenland forces could react. Thanks to the efforts of the heroes of Riberlund, we were able to retake the city, but not before much damage was done, both to the city’s architecture and to its residents. But worst of all, the witch queen was somehow able to convert a majority of the original populace into vampires in mockery of us the true bloodline, who now serve in her armies.”

“During the retaking of the city we did not encounter these vampiric forces, leaving many unanswered questions as to their whereabouts. Intelligence gathered during that battle, and since, has led us to believe that this force has ventured into the ancient tunnels beneath Riberlund.”

“I have gathered you together for a couple of reasons. Firstly, this vessel carries much needed supplies for the beleaguered city, along with reinforcements of specialized troops to bolster the city’s defences. Publicly, if you accept this mission, you are to provide support for these units, as the success of Madriga’s Jeagers last time has increased demand for the involvement of specialists like yourselves in this war. But I have a more important mission for you – once you are in the city – we want

you to learn what the enemy is up to ... beneath the city...”

Fanastas pauses for a second, looking each of you over closely before continuing.

“I must firstly ask you if you are willing to venture into the depths beneath the city on a mission of great import. I cannot tell you anything further until you agree to this. What say you all?”

If the PC's agree, continue with the bolded text below. If they don't agree, Fanastas asks them once more to do this for Voormann and Perrenland. If they still refuse then the majority of the adventure is unplayable for them – continue only up to Encounter 5 for players who are this stubborn (no further). Skip the rest of this encounter as Fanastas teleports away, revealing no more to the players. If all is good, continue ...

“For you to have any chance of achieving this goal, I must reveal a secret not known to any besides myself, the Hand of Nerull and the Voormann. The tunnels beneath Riberlund are actually a part of the ancient necropolis of Jor-Russ, which dates back to the time of the Ur-Flan and until recently has remained hidden from all. Jor-Russ was and is the capital of the ancient city state ruled over by the Ner-Graf Oomkar Hus. The Ner-Graf is the leader of the fight against the cult of the fiend, that demon worshipping cult whose leader was Igg-Vuurz the original Baba Yaga – the mother of Iggwilv.”

“Some of you may already be aware of this, and have some insight into the denizens that call Jor-Russ home. Until recently these denizens have laid dormant in their underground tombs, but the arrival of the witch queen’s forces has caused them to reawaken in defence of Jor-Russ. Since then a war has raged beneath the city, occasionally spilling out into the streets above as well.”

Again, Fanastas pauses for a few seconds, letting what he has said so far sink in before continuing.

“The undead defenders know no distinction between our forces and the forces of the witch queen. Thus they attack all who do not bear the reapers touch. So far, attempts to investigate the tunnels by the city’s commanders have failed, and all who have ventured beneath the city have not returned. But with my help and the Reaper’s, I believe you can succeed where all others have failed so far.”

Fanastas reaches back into the dark corner of the room, drawing forth an ebony staff before presenting to your group.

“This staff contains a spell that will provide the means for you to enter Jor-Russ safely – a spell that can be activated by anyone, not just a divine caster. But do not activate its power too early, for it may turn your allies in the city against you. Once activated, this spell will transform each of you into a state of undeath. The effect is not permanent, but will last for a couple of hours, giving you enough time to learn of the enemy’s plans and hopefully stop them from succeeding. Once the spell is active, you will for all intents and purposes be undead, and will react to spells and affects accordingly. Curing magic will harm you for example, and spells that only work on living targets will fail if cast upon you. Those with spell casting abilities in your group should prepare your spells accordingly when it is time to venture beneath the city. I also have a couple of wands for you to take with you on this mission – they contain negative energy spells that will heal you when in your undead state.”

“I wish I could journey with you, but my presence would draw unwanted attention upon you. Yet I have another role to fulfil instead, but our paths may just cross again in these times. I wish I could offer you more assistance, but my time here is running out. I would offer you the Reaper’s blessing, but you will all earn that yourselves sometime – hopefully many years from now after a long life.”

“I have only one thing further to add before I must leave you. Do not talk to anyone about your mission, even those in command of the city. Our enemy has eyes and ears everywhere, and should they learn of this undertaking, it would increase the risk to yourselves and the mission. I know this may be hard for some amongst you – but you must keep this discussion a secret from all others outside this room.”

Fanastas moves away from the table, stepping back into the darkened corner of the cabin. You can hear a few muttered words, and then the chill and dark shadow are gone from the cabin.

Once Fanastas has left, Captain Arag stands, smiling to the PC’s as he stretches his arms above his head.

“Well, now that that’s over we can get to the real business of the hour – Breakfast! Please stay, and join me for a while. I would like to hear a bit about your adventures, and maybe you would like to hear some of mine as well. COOK! Get in here quick! And don’t forget the grub!”

Treasure:

All APL’s: L: 0 gp; C: 0 gp; M: 124 gp

Magic: 2 Wands of Inflict Light Wounds (62gp each), Staff of Undeath (0gp) – The staff contains the spell *Veil of Undeath* from *Libris Mortis* (see Appendix 2 for further details).

DM’s Note:

There are enough charges on the Staff of Undeath to cover all the PC’s, plus any animals, familiars or companions they wish to take with them once. Once every creature/PC is affected, the staff crumbles to dust. The staff has a caster level of 20th, so the *Veil of Undeath* lasts for just over 3 hours.

Encounter 2 – Relief Units

A chilling breeze assaults your faces as you stand on deck of De Hearz Aus Stahl. The Zee-Auszug ice skimmer glides across the top ice with ease, steadily taking you down the Oostflow River towards your destination – the city of Riberlund.

The PC’s are (publicly) a part of a relief force being sent to Riberlund, to help reinforce the friendly hold on the city and to bring some much needed supplies to the beleaguered defending forces.

The trip down the Oostflow river to Riberlund takes 4 days – during this time the PC’s can use the time to talk to the other passengers – mostly Auszug, Pax Mercuri, Old Kerk and Den Zauber specialists, and to prepare for their real mission, given to them by Fanastas.

PCs can learn the following with Gather Information checks whilst on the trip:

- DC 10 Since the enemy occupation of Riberlund and subsequent retaking of the city by friendly forces, only certain sections can be held with any regularity. Much of the city is designated hazardous no-man’s-land.
- DC 15 The need for supplies and reinforcements is desperate but with the ghostly siege of the Nederboden canton it has been difficult to get reinforcements and supplies through to the city by land. The last relief column was roughly repulsed.
- DC 20 Much of the Oostflow River has frozen over due to the Gloom, several supply ships (ice skimmers) have tried to reach the city in the last few weeks, all have failed to arrive.
- DC 25 Karla Hussen has seen to the evacuation of Hanne Weisspeer and her baby Karenni to a safe place following the attempt by forces to capture them last spring.

- DC 30+ The Hussen clan and Grafs have been so sorely depleted by the war that the clan may not be able to hold its place within the house of Graf once the war has ended. Some fear that Nederboden as a Canton will not recover to its former prosperity. Karla Hussen has proclaimed any such talk as defeatism.

Although the PC's don't know it, the leg work they do in this encounter sets up contacts for the future (see below).

Metaorganisation Item Access:

The following favour is available only to existing members of the 4 major groups of Perrenland (Auszug, Pax Mecuri, Old Kerk, and Den Zauber Guild).

Your friends and contacts within your organisation are able to track down some items for you to purchase after any Regional Adventure (Those below marked with * on AR)

Encounter Three – Streets of Ruin

The trip has not been uneventful and several times the ship was attacked by across the ice by fast moving undead; but these attacks where repulsed with ease by yourselves and the Speziallerie on board. On other occasions you had to stay quiet, as the ship was screened with magic from overhead flying demons.

So, it is with constrained relief, that the icebreaker finally pulls into the docks of Riberlund. You are greeted by the sights of a city that has seen much turmoil in recent times. Not a single street or building has avoided scarring from the attacks a year ago, and little has been done since to restore what once was one of the most beautiful cities in Perrenland.

The welcoming party on the docks has a definite military look to it, reinforced by newly constructed fortifications that stand in stark contrast to the damaged structures surrounding them. Within each of the fortified positions you can make out figures bearing the colours of the Auszug, Pax Mecuri and Nederboden Landwehr all jumbled together, brought closer by the ravages of war.

Once The Heart's of Steel docks, a flurry of activity occurs, as unloading of the valuable supplies and troop reinforcements onboard begins. The Heart of Steel is a large vessel and the unloading continues for the next several hours. The PC's can disembark without having to

help in this laborious task and are quickly greeted by an Auszug officer.

Some PCs may recognise this officer from their previous time in Riberlund.

Uberdritter (Speziallerie) Mika Mogrenrood, Human female Ranger 4/Fighter 2. He says:

“More Madriga's Jaegers are you? Well glad to have you back again. If you would follow me, I have orders to escort you straight to the Fortress and help you settle in. The commanders would like to see you later tonight, so I am afraid you won't have much time to relax. For a while there we though your ship was a ghostly figment and we nearly fired upon you all, things are like that a bit here, as you may well know. Some of us were beginning to think that maybe we had been forgotten out here!”

The PC's can make out several locations that are heavily reinforced with fortifications and defenders – most notably the docks, gatehouses, the bridge towers as well as several sites where the streets have been dug up (by enemy undead – discovered during the Streets of Ruin Interactive).

The walk from the docks to the fortress takes about 20 minutes – during this time the PC's can ask Mika a few questions about what has been happening in the last 12 months.

Has the city received much help from the outside?

“We have been pretty isolated out here as you know. With those ghost riders still roaming the Feronwald, supplies and reinforcements have been scare in arriving, to say the least, your's is the first ship in months.”

Is their still enemy activity/sightings?

“We continue to have problems with undead emerging in many parts of the city, localized around several dig sites spread throughout the city.”

How goes the repairs on the city?

“Many parts of the city have been left alone since the battle last year. We just don't have the manpower to do much of the work needed, and in any case there isn't much of a need for it, given the loss of so many of the city's people. Pretty much everyone is housed inside the fortress anyway – only some strategic locations have had any work done on them.”

What about defences?

“We have strengthened several key locations within the city, and use these as a base of operations for regular street patrols. The gatehouses, bridge towers and docks

have a heavy presence due to their significance, but there is just too few of us to cover the entire city.”

Do you know what the commander has in store for us?

“I can only speculate on this – most likely you will be a part of the regular patrols throughout the city. I have heard talk about the possibility of a foray into the dig sites – to see where they lead & hopefully learn what the enemy is up to down there. So far we have kept an eye on these – the few troops sent in earlier this year have not returned, and are feared lost to the enemy.”

Are their other Jaegers here?

We have had several groups of you lot to help patrol the city since we reclaimed it. I certainly appreciate your involvement here, as do many others who know of the roles the Jaegers played during the battle for Riberlund”

Vampire sightings?

“Surprisingly, there haven’t been many sightings of vampires in the city. I know as many others do about what happened to the city’s people and we have been expecting to face those we once considered family and friends. It’s rather surprising actually – I wonder what they’re up to....”

It is only a short journey through the city before you cross the north bridge leading to Fortress Riberlund. Across the river the buildings are in much better condition than in the rest of the city, although they still show varying degrees of the damage the enemy forces dealt during their occupation.

The Fortress itself stands as a bastion against the troubles the city has experienced in recent times, with the flags of Clan Hussen, the Nederboden Landweir and the Second Auszugen flying proudly above its walls. There are several smiles and nods from defenders on the walls as you pass though the fortress gates to witness a hub of activity within.

The tent city set up inside the walls during the enemy occupation a year ago (PER5-03 Fear of the Heart) is still evident, but it has a much more permanent look and feel to it now. The PC’s can see the various barracks of the different units of defenders (including Auszug, Landweir, Pax Mecuri & Landstrum), as well as the tents of the general populace.

As Mika leads then towards the main keep, the PC’s can see that just about everyone is put to use in some one or another – even the younger children are kept busy running messages within the fortress walls.

The PC’s are led into the main keep, waiting only a short while before they are ushered through to a meeting with the fortress commanders.

DM’s Note For Impatient PCs/Players

The PC’s may want to get straight on with their ‘real mission’ once they are in Riberlund. However, Mika is under orders to escort the PC’s to the Fortress, and nothing short of incapacitating her in some fashion will prevent her from fulfilling her orders. Also, many of the city’s defenders take an interest in the PC’s arrival, so they experience a fair amount of scrutiny/waves/salutes on the walk through the city and once they are within the fortress. Should the PC’s attempt to enter the tunnels anyway at this time, they can do so – the enemies spies will learn of their incursion, and set up an ambush for the PC’s in Jor-Russ.

The best time for them to attempt to enter the tunnels is during Encounter 5 when a large group of undead emerges from the tunnels, but should they do so earlier skip any encounters before Encounter 6 – Jor-Russ.

Encounter 4 – Command Discussions

The interior of the main hall is filled with many people occupied with the running of the city and its defences. In the centre of the room is the command centre – a series of tables with notes and maps that are surrounded by a mix of Auszug, Pax Mecuri and Landweir officers, as well as members of the Old Kerk, Grove, Voice and Den Zauber organizations. Seated at the centre table are several individuals, who all stand as you approach. A middle aged woman, dressed in the colours of the Hussen clan and bearing lapels denoting a Rechter of Perrenland, smiles as you approach.

The Commanders of Riberlund are:

Karla Hussen; Pfalzgraf of the Hussen Clan, Human Cleric 13 of Allitur.

Ohan Eldebraant; Hintervoormann of Nederboden (Karla’s brother), Human Aristocrat 7.

Conrad Hussen (Karla’s youngest son), Human Paladin 9 of Allitur;

Hienrick Van Orson, Human Fighter 10 (Auszug officer)

Fustas Rickssen, Human Ranger 8 (Auszug Officer)

Venlaar Greenleaf, Grey Elf Wizard 9 (Saphirre Den Zauber)

“Greetings heroes! We are glad to see you all. Those of you known to us, and new to us alike. If you would like to take a seat, we can fill you in on events in our city to date, and what’s in store for you during your time here.”

Once the PC’s are seated, Karla Hussen continues, outlaying events to date and plans for the future. These are listed in bullet form for ease of use for the DM, and to allow player interaction with the commanders (asking questions, adding suggestions & ideas etc.).

This is intended to be a freeform encounter, but should be run through quickly if this adventure is running at a convention or the players do not get heavily involved in the discussions. Those PC’s over 8th level or mid to high ranking members of the major Perrenland meta-organisations are afforded a greater voice in these discussions, and their words are given more thought over less prominent PC’s.

- The commanders wish to use the PC’s as a rapid response group, to help deal with any undead incursions within the city. As a result they are given almost a free rein within the city, and a Rotte (10) of Auszug troops to back them up, and to enable free lines of communication with the commanders while out on the streets. Appendix 3 has statistics and names of the men following the PC’s – any PC over 8th level or Auszug / Pax Mecuri officers of Lower Echelon rank or higher are given command over this group – the highest ranking PC is given overall command. Otherwise the troops are under the command of their own officer, but will mostly defer to the PC’s anyway.
- The commanders are also eager for news from the PC’s, and are especially interested to hear about the success in the east, though they are sombre about the cost in lives
- The growing famine is also a concern, especially to Karla. But the reduced numbers of people in the city has meant a lower drain on their supplies, and the members of the grove work miracles with the gardens in the city.
- With the reinforcements the PC’s arrived with and other reinforcements earlier in the year, the defenders numbering now over 800 – including 400 landweir, 300 Auszug and Pax, and 100+ Landstrum.
- The Den Zauber, Old Kerk, Grove & Voice have a greater presence in the city now – numbering close to 100 in total now. Most of the Den Zauber & Old Kerk members are involved in the command hierarchy, healing of defenders, and crafting of magical items for use by the defenders (mostly potions and low level scrolls). The Grove members look after the gardens and livestock that feeds the defenders as well as some unusual defence options (treants & other plant/animal troops), and the Voice is mostly concerned with the general troop welfare and the communication channels within the city.
- A lot of talk is about the current problems faced in Riberlund. The commanders speak of rogue elements of undead creatures found within the city (some well known, other creatures new to their experiences). The creatures are mostly sighted close to various dig sites left in the wake of the occupying force last year, but there has been plenty of other sightings no where near any dig sites as well.
- The commanders are sure the undead are emerging from beneath the city – they have heard rumours of a cave network beneath the city, and ask the PC’s for confirmation about this (especially to any PC’s who played PER5-03 Fear of the Heart, who entered the city via these tunnels)
- Talk continues about the tunnels, as they explain that two earlier groups of experienced defenders were sent to investigate – but none have returned, and divinations have revealed they perished down there!
- The commanders begin to argue about the need for more information on the tunnels, and the call for a major offensive to deal with the problem. Conrad Hussen is especially keen on this plan, but Karla is apprehensive and does not wish to throw any more troops away needlessly. Conrad will look to the PC’s for their input on this, but they will not accept any volunteers for a mission they consider too dangerous – instead they intend to rely on the Den Zauber & Old Kerk for divinations that may yield more information, although the current difficulties with that type of magic in Perrenland is impeding their efforts thus far.

By the end of the discussions the hour is fairly late, and the PC’s are excused so they can get ready for their duties tomorrow.

Encounter 5 – Danger on the Streets

The PC's first day on patrol in the city was little more than a tour. Led by a Bard of the Voice (Jonas Fireleaf, Elven Bard 12 / Virtuoso 1 – a hero himself), the PC's are shown about the defences in the city, meeting the troops to lift morale and spirits (a hero's job). The deeds of Madriga's Yaegers are well known to these defenders, and notable PC's (8th+ level) and Auszug/Pax officers are afforded even more hero worship during the day.

The ruined streets of Riberlund are quiet today, almost too quiet. It is your second day on patrol. There have been several undead sightings, but so far the defenders throughout the city have dealt with the creatures without your assistance. On a couple of occasions you arrived in time, only to see the last undead creature fall, and hear the numerous boasts of the victorious defenders.

So far, you have not had much opportunity to attend to your real mission, as your movements have been closely watched by the city's defenders, who mostly are just pleased you are here in the city with them.

A long, horn blast echoes through the mostly empty streets, quickly followed by three other horn blasts from other parts of the city. Your attention is drawn to the faint sounds of battle that carry from several blocks away, as your Rotte of Auszug troops look to you eagerly – ready to follow you into battle if needs be...

Three blocks away, a battle rages between a group of 30 defenders and a large group of 60 medium sized skeletons and zombies. The defenders fight back the wave of undead creatures from behind defensive barricades, using their cover and position to the best advantage. The tail of the undead force can be seen emerging from a collapsed building across from the defenders position – see DM's Map 2 for a layout of the battle.

All APL's (EL 2)

Human Commoner Skeletons (30): Medium Undead; hp 5; see *Monster Manual* p226.

Human Commoner Zombies (30): Medium Undead; hp 16; see *Monster Manual* p266

EL Note: PC's are not meant to intervene in this battle for long, and have help from the defenders – explaining the low EL of this encounter.

The idea of this encounter is to give the PC's an opportunity to enter the tunnels beneath Riberlund during the confusion of the three separate battles taking place in the city at this time. Although they will probably be seen entering the tunnels by some defenders, there is little time for any spies of the enemy to pass on this information if the PC's move to enter the tunnels quickly, as the battles will most likely continue for some time following the PC's entrance.

Of course the PC's may wish to involve themselves in the battle unfolding before them – higher level PC's and spell casters especially. The DM is free to allow this to happen, but don't get too bogged down in the battle. Ideally the PC's will see this as their opportunity to get on with their 'real mission', but some PC's may not like the idea of leaving the defenders to face their fate alone. Adding a few area spells to the fray is certainly welcomed by the defenders, but if the PC's spend too long in this fight they risk alerting the enemy to their plans when they eventually enter Jor-Russ.

The Rotte of Auszug troops accompanying the PC's will want to help the defenders in any case – they wait only a round or two for orders from the PC's to engage before they race in anyway – military PC's should realize the defender forces involved should be able to deal with this force, especially after adding the unit accompanying the PC's into the fray.

If the PC's activate the Staff of Undeath before they join the battle or enter the tunnels, the zombies and skeletons ignore them. This could be interesting for the NPC defenders if the PC's start killing skeletons and zombies – from their point of view they see the enemy fighting itself!

DM's Note:

The PC's are not meant to gain experience for every undead defeated in this encounter – even at low APL's. But if they try to affect the battle's outcome (through area spells or joining the fight fully themselves) they earn experience for saving some of the defenders lives (60xp). **The PC's gain this experience if they defeat a number of undead equal to their APL or more** – enough to turn the fight in the defenders' favour.

It is up to the DM to adjudicate if the PC's take too long in this fight – but if they stay more than two rounds before entering the tunnels they end up alerting the enemy to their entrance into Jor-Russ, as at least one of

the defenders is in fact a spy for Brar (via a *necrotic cyst* – see *Libris Mortis* p68).

When the PC's activate the Staff of Undeath, read the bolded text below:

Activating the power of the staff given to you by Fanastas, you wait a moment to experience any change in yourself. At first, there is nothing. But soon you begin to feel a chill, deep within your chest, that quickly spreads to your extremities. Right before your eyes, your skin begins to shrivel up, your chest tightens and your limbs take on a bony, pale look, losing much of their weight and substance. Lastly, your heartbeat slowly fades to nothing and your breathing stops completely.

So this is what it's like to be dead.....

The PC's now gain undead traits (including a Con score of -) – see Appendix 2 for further details on the *Veil of Undeath* spell now in effect on each of them, and how to help the players ready their character sheet information for their new state.

When the PC's enter the tunnel inside the ruined building the skeletons and zombies have emerged from, continue with Encounters 6 and beyond.

Encounter 6 – Entry into Jor– Russ

The rubble strewn opening into the earth reveals a roughly cut tunnel that descends at a slight angle, gradually getting steeper as you venture further within. Ahead, in the darkness, the sound of bony feet scraping on stone reaches your ears, as numerous humanoid shapes begin to appear at the limit of your vision...

A group of 10 human skeletons are moving up the tunnel the PC's are descending down – the PC's have only a round to react before they come fully into view.

The skeletons completely ignore the PC's if they have activated the Staff of Undeath – even if the PC's attack them. No experience is awarded for fighting the skeletons in any case, as the PC's can easily avoid them.

All APL's (EL 0)

Human Commoner Skeletons (10): Medium Undead; hp 5; see *Monster Manual* p226.

Once past the skeletons, the roughly cut tunnel continues for another 100 feet before opening out into a

much smoother tunnel – The Halls of Jor-Russ themselves.

Ahead, the rough tunnel flows into a much smoother tunnel, one devoid of any debris, and past the joining of the two tunnels. Two strips of symbols and runes run along both walls, illuminating the new tunnel in a faint, almost sickly-pale glow.

The PC's are now in the tunnels of Jor-Russ, a series of ancient Ur-Flan tombs that were once part of an ancient necropolis.

The tunnels are made of ancient stonework, dating back to the Ur-Flan nation of ages past. A Knowledge (Architecture and Engineering) check or stonecutting ability (DC 20) or Khund PC's can confirm this fact. Intricate designs and symbols are evenly spaced along the tunnel walls – Knowledge (Arcana) DC 15 identifies most of these symbols as fundamental symbols of magic - including the schools of magic, fundamental principles and meta-magic symbols. Designs from the Necromancy school are the most common. The other symbols present represent particular Ur-Flan family bloodlines (this is very obscure – Knowledge (History) or Bardic Knowledge check DC 25 – to know this).

Some PC's may recall some of these symbols if they have played PER5-03 Fear of the Heart. There is also a bloodline symbol that would lead them to their goal – HUS (in Ur-Flan).

Give out Player Handout 2 – Symbol of HUS

By following the HUS symbol, the PC's can stay on track within Jor-Russ & reach the final encounter in time to affect the outcome. If they stray from this route, the symbols on the walls change to a different Ur-Flan bloodline, denoting the area as housing the tombs of that particular family line.

DM's Note:

Whilst in Jor-Russ, all spells cast from the Necromancy school are automatically empowered and extended with no adjustment to spell levels (as per the meta-magic feats Empower Spell and Extend Spell). A Knowledge (Arcana) check DC 25 will discover this information – and some PC's may be able to take advantage of this information (those with necromantic spells known/prepared). This will also help the PC's in their undead state – maximizing any inflict spells (including wands) used to cure damage taken.

Jor-Russ Key – (See DM's Map 3)

The following encounters detail some of the chambers in Jor-Russ – specifically the chambers surrounding the

Hus'Akah bloodline's crypts. The PC's can investigate the area as they make their way towards the centre of the underground city (base of the Der Paleen Ziggurat) – once past the Hus 'Akah tombs the adventure takes a greater pace – having the PC's race through the tunnels to reach the final encounter just in time...

Convention/Game Day Note:

The DM need not use all rooms described in the following section – especially if time is an issue. The DM should allow at least 45 minutes for running the final encounter, but should at least allow the PC's to find the Chamber of Offerings and Tomb of Servitors – both chambers are important.

Many of these chambers are empty, as the guardians that once waited in stasis within now are free to roam the halls. Other chambers have been looted by the enemy's forces, with plenty of signs of their passing evident from the destruction they have left behind. Several chambers are completely intact – these are trapped or guarded and have so far been untouched by the invading force.

Jor-Russ is far too large to include every room in this adventure – in fact if the PC's do not stick to the trail of HUS symbols they could easily become lost within the ancient halls.

The Hallways of Jor-Russ

Many halls connect the various chambers and tombs within Jor-Russ. All of these tunnels bear the strip of runes on both walls, which give off a faint light (equivalent to candlelight), and bear the arcane and bloodline symbols explained earlier.

The closer the PC's get to the centre of Jor-Russ, the more signs of enemy activity are found – including the remains of the various undead guardians of the halls.

Encounter 7 – Tombs of the Damned

These 5' x 15' rooms were the resting places of most of the undead minions that now defend the halls of Jor-Russ. Most are empty now – leaving only rubble filled alcoves and humanoid shaped imprints in the stone.

The alcoves are in fact magical – each is capable of spawning different types of undead

A *detect magic* reveals *Necromancy* auras of varying strengths in each alcove – from weak to strong depending on the type of undead spawned in each alcove. Each alcove a spawn an undead creature once per day.

There is a 20% chance in each chamber that a Search check DC 20 may find something of interest buried within the rubble – choose or roll on the table below:

d6	Discovery (Search Check DC 20)
1	Bronze armour and weapons, left discarded (ogp value – the goods are heavily pitted and rusted)
2	A discarded necklace of bone with a desiccated corpse symbol sitting amongst a pile of dust.
3	A large, black gemstone imbedded into the wall (black pearl worth 100gp apiece – material components for the various <i>Create Undead</i> spells permanently cast on the alcoves). Once they find one gems, they can easily find a gem in every alcove.
4	A discarded wand with a couple of charges left (Cure Light Wounds – 8 charges left)
5	The magic of these alcoves has begun to leak – the alcove can no longer spawn undead, but radiates negative energy (1 point of negative energy damage per round)
6	PC's witness an alcove spawning an undead creature – a skeletal warrior or incorporeal undead (wraith, spectre). If the black pearls are removed the magic stops functioning (same for all alcoves).

Treasure:

All APLs: L: up to 1000gp; C: ogp; M: ogp.

Up to ten gems (100gp per gemstone) can be pried out by the PC's & kept as treasure – any extras removed are damaged in the process and now worthless.

Encounter 8 – Chambers of Offerings

These areas are a “dedication site” to Nerull. The altars has been defaced and the door to the offering chamber has been smashed in – but the offerings within remain undisturbed.

A *detect magic* reveals lingering *Transmutation* magic on the defaced altars – each has an offering bowl that once teleported offerings into the room across the hall, now the magic is damaged, leaving only its aura.

Any PC's under the *Veil of Undeath* or a PC with the *Lifeblood of Nerull* favour can enter the offering room without any adverse effects. Inside they find many items with varying magical properties – including some minor

artefacts. The DM should describe the shelves within as housing many magical items, including some of the really expensive items in the DMG – including a Book of Vile Darkness, an Unholy Avenger & Mirror of Life Trapping (as examples).

PC's without the *Veil of Undeath* or *Lifeblood of Nerull* cannot enter the offering chamber safely – they feel a deathly chill when approaching within 10ft of the entryway, and get a sense of their impending doom (the DM should emphasise that entering the room is a really bad idea for them). Any PC insisting is subject to a *Destruction* spell cast at 20th level (DC 22).

Any PC looting this chamber risks the wrath of Nerull – earning his enmity. Once the PC in question leaves the chamber the item(s) looted magically return to their resting place within the chamber, but Nerull has not forgotten the PC's actions – see below.

Any PC leaving an offering (over 50gp x APL) receives a special boon from Nerull – see below.

Favor/Disfavor of Nerull (reprinted on AR)

Your action within the Chamber of Offerings has drawn the attention of the God of Death and Suffering (cross out the benefit/penalty that does not apply):

Favour of Nerull: One time in the future, as an immediate action, you may call upon Nerull's blessing to gain the undead type for one minute – see MM p 317). Cross off when used.

Disfavour of Nerull: For the next 3 adventures but not this adventure, any *Inflict* spell cast upon you is always maximized. Furthermore any cure spell cast upon you is only half as effective as it should be (round down any odd result).

Encounter 9 – Enemy Patrol

This room leads into a family crypt for one of the Ur-Flan Bloodlines (see Encounter 12 for a description of the crypts). One crypt has recently been looted by a rotte of fallen Auszug half- vampires (vampires at higher APL's) – now holed up in the eastern crypt if not alerted to the PC's presence.

If the PC's did not delay too long above during the battle outside the dig site, then the rotte is not ready for them (though they do have a sentry near the doorway & he may detect the PC's approach).

If the PC's took too long in the battle in the streets, or have been noisy and destructive so far in their

journey through the tunnels, then the Rotte is ready for them.

Sovak Venraar, a priest of Iggwilv, is one of many of her priests carrying a *Mother Cyst* (see *Libris Mortis* p 28 – reprinted in *Appendix 4*), and has a spy outside in the city defenders. Sovak is alerted to the PC's entrance into Jor-Russ (and may even know about their true shapes if the PC's did not hide their usage of the *Staff of Undeath*).

The forces of Brar Ulfrig have suffered great losses in the war in Jor-Russ. Where once these troops numbered in the thousands, now only a hundred (or so) remain – mostly holed up within various parts of Jor-Russ. Brar Ulfrig is almost within reach of his goal at this time, and has abandoned almost all of the troops that have got him this far in the quest for his goal...

When Sovak calls upon magic he does so asking for the touch of the "Famine Queen", his holy symbol is a small desiccated human on a bone necklace.

APL 4 (EL 7)

Fallen Ausugen (3): Male human/half-vampire War2; hp 16, 15, 15; see *Appendix 1*

Sovak Venraar: Male human/half vampire Wiz 1 / Clr 1; hp 11; see *Appendix 1*

Junos Rakmaar: Male human/half-vampire Mar 2; hp 18; see *Appendix 1*

Vellis Rakmaar: Male human/half-vampire Rgr 2; hp 15; see *Appendix 1*

APL 6 (EL 9)

Fallen Ausugen (3): Male human/half-vampire War3; hp 23, 21, 21; see *Appendix 1*

Sovak Venraar: Male human/half vampire Wiz 1 / Clr 3; hp 19; see *Appendix 1*.

Junos Rakmaar: Male human/half-vampire Mar 4; hp 28; see *Appendix 1*.

Vellis Rakmaar: Male human/half-vampire Rgr 4; hp 21; see *Appendix 1*.

APL 8 (EL 11)

Fallen Ausugen (3): Male human/half-vampire War3/Ftr2; hp 38, 36, 36; see *Appendix 1*

Sovak Venraar: Male human/half vampire Wiz 3 / Clr 3; hp 24; see *Appendix 1*.

Junos Rakmaar: Male human vampire Mar 5; hp 42; see *Appendix 1*.

Vellis Rakmaar: Male human vampire Rgr 5; hp 36; see *Appendix 1*.

APL 10 (EL 13)

Fallen Ausugen (3): Male human/half-vampire War3/Ftr4; hp 54, 52, 52; see *Appendix 1*

Sovak Venraar: Male human/half vampire Wiz 3 / Clr 3 / MysThe2; hp 30; see *Appendix 1*

Junos Rakmaar: Male human vampire Mar 7; hp 55; see *Appendix 1*

Vellis Rakmaar: Male human vampire Rgr 7; hp 53; see *Appendix 1*

APL 12 (EL 15)

Fallen Ausugen (3): Male human/half-vampire War3/Ftr6; hp 67, 65, 65; see *Appendix 1*

Sovak Venraar: Male human/half vampire Wiz 1 / Clr 1; hp 38; see *Appendix 1*

Junos Rakmaar: Male human vampire Mar 9; hp 69; see *Appendix 1*

Vellis Rakmaar: Male human/half-vampire Rgr 9; hp 65; see *Appendix 1*

Tactics:

If they are alerted to the PC's pending arrival, the troop has prepared an ambush for the PC's. The main body of fallen Auszugen block the centre pathway – hopefully luring the front line PC's into a charge. They are led into battle by Junos, after they have had several spells cast upon them by Sovak (depending on APL), and also received the benefits of Junos' Marshall Auras. Vellis and one of the warriors attack the party spellcasters with ranged weapons from one side and are *Invisible* at the start of the fight (or under a *Greater Invisibility* at higher APL's).

If the PC's have not alerted the rotte, then only Vellis stands outside the crypt as a sentry – he gets a spot check versus the worst PC's hide check to determine if he is surprised. Also roll a hide check for Vellis – to see if the PC's spot him. His first action is to enter the crypt to alert the rest of his group – if he is not spotted it may give the rotte a few rounds to prepare for battle (or even set up the ambush if the PC's turn another way or delay from investigating their area).

It is up to the DM (and depending on the PC's actions) to gauge the rotte's actions and determine if they can gain surprise – they are aware of their immediate surroundings, having been in this section for several hours (they are aware of the trapped sarcophagus in the other crypt & are waiting for Sovak to memorise a dispel magic again before tampering with it).

Treasure:

APL 4: L: 315gp; C: 0gp; M: 244gp. Magic: Pearl of Power 1st (83gp), Scroll of Comprehend Languages (2gp), Scroll of Inflict Light Wounds x4 (8gp), Quiver of Iuz (Ehlonna) (150gp).

APL 6: L: 509gp; C: 0gp; M: 912gp Magic: Short Sword +1 (193gp), Heavy steel shield +1 (98gp), Potion of Inflict Serious Wounds (63gp), Pearl of Power 1st (83gp), Scroll of Comprehend Languages (2gp), Scroll of Inflict Light Wounds x4 (8gp), Cloak of Resistance +1 (83gp), Brooch of Shielding (125gp), Chainshirt, +1 (104gp), Quiver of Iuz (Ehlonna) (150gp), Cloak of Resistance +1 (83gp).

APL 8: L: 682gp; C: 0gp; M: 1961gp Magic: Short Sword +1 (193gp), Full Plate +1 (221gp), Heavy steel shield +1 (98gp), Vest of Resistance +1 (83gp), Potion of Inflict Serious Wounds (63gp), Pearl of Power 1st (83gp), Tunic of Steady Spellcasting (208gp), Scroll of Comprehend Languages (25gp), Scroll of Inflict Light Wounds x4 (100gp), Cloak of Resistance +1 (83gp), Brooch of Shielding (125gp), Mithral Chainmail, +1 (196gp), Composite Longbow +1 (Str 22) (250gp), Quiver of Iuz (Ehlonna) (150gp), Cloak of Resistance +1 (83gp).

APL 10: L: 682gp; C: 0gp; M: 3628gp. Short Sword +1 (193gp), Full Plate +1 (221gp), Heavy steel shield +1 (98gp), Vest of Resistance +1 (83gp), Potion of Inflict Serious Wounds (63gp), Cloak of Charisma +2 (333gp), Cloak of Resistance +1 (500gp), Pearl of Power 1st (83gp), Tunic of Steady Spellcasting (208gp), Scroll of Comprehend Languages (25gp), Scroll of Inflict Light Wounds x4 (100gp), Cloak of Resistance +2 (333gp), Brooch of Shielding (125gp), Pearl of Power 2nd (333gp), Mithral Chainmail, +2 (446gp), Composite Longbow +1 (Str 22) (250gp), Quiver of Iuz (Ehlonna) (150gp), Cloak of Resistance +1 (83gp).

APL 12: L: 907gp; C: 0gp; M: 5337gp. Short Sword +2 (693gp), Full Plate +1 (221gp), heavy steel shield +2 (348gp), Vest of Resistance +1 (83gp), Potion of Inflict Serious Wounds (63gp), Cloak of Charisma +2 (333gp), 3 x heavy steel shield +1 (293gp), 3 x Cloak of Resistance +1 (250gp), Pearl of Power 1st (83gp), Tunic of Steady Spellcasting (208gp), Scroll of Comprehend Languages (25gp), Scroll of Inflict Light Wounds x4 (100gp), Cloak of Resistance +2 (333gp), Brooch of Shielding (125gp), Pearl of Power 2nd (333gp), Mithral Chainmail, +2 (446gp), Composite Longbow +2 (Str 22) (750gp), Quiver of Iuz (Ehlonna) (150gp), Cloak of Resistance +1 (83gp), Bracers of Archery, lesser (417gp).

Encounter 10 – Chambers of Souls

These rooms are filled with high shelves once stacked with *Konkannen* (Pots of Knowledge). Now the pots lie smashed – broken shards are everywhere.

The entryway is covered in arcane runes – Knowledge Arcana DC 25 identifies the symbols of *anti-magic field* and *wall of force* covering the entryway. (trapping the Ur-Flan spirits in the room). The runes appear to have been deactivated and activated again recently (not all the runes glow – only the *anti-magic* spell has been recast by enemy wizards).

The Ur-Flan spirits (*Ghosts*) once housed in these pots are now released, but still imprisoned in this room thanks to the *anti-magic field* over the entryway.

Read aloud to any PCs entering the room:

Entering the room, you see the smashed remains of hundreds of ceramic pots (Kondkannen) covering the high shelves and surrounding floor – not a single vase is left intact. But it is the ceiling above that draws your immediate attention – as a cloud of swirling shapes darkens above your heads. You can begin to make out faces within the cloud, as the ghostly forms dart out towards you...

If any PC's enter the room, the spirits try to possess them – each PC entering the room must make a Will Save (DC 16) against the ghosts' Malevolence power as the spirits swarm about the PC's – see the ghost entry p118 for further details. Even the *Veil of Undeath* does not protect the PC's from possession (although the spirit inside cannot exert any control while the spell is active).

Each round the PC's stay within the room they must make another save. Once a ghost has successfully merged in a PC's body, the rest of the spirits leave that PC alone. Any PC already possessing a Kondkannen Spirit (activated Pot of Knowledge) is not targeted by the ghosts either.

A possessed PC feels no different following the incident – the effects of the spirit merging with the PC come into affect

There is no experience gained in this encounter – PC's that are possessed by an Ur-Flan Spirit gain the favour listed on the AR.

Kóndkan Possession

This PC has been successfully possessed by a Ur-Flan spirit originally from a *Kondkannen* (Pot of Knowledge).

This possession is similar to a *Kóndkan* Soul Friend (PER5-01), with the following differences:

A spiritual battle has been fought for your body, and your soul has won. However the Ur-Flan spirit is still present within you, but seeks no control at this time. It wishes to form a pact with you in return for the use of your body as a host.

From this pact you can claim one of the benefits listed below. All benefits are activated with a free action. The benefit is usable for one year from the time it is gained.

- Boosting Spirit:** Once per adventure you may raise a single attribute for 1d10 rounds with an enhancement bonus of +4
- Protecting Spirit:** Once per adventure you may increase one save with an enhancement bonus of +4.
- Mentor Spirit:** +4 synergy bonus to one Int, Wis or Cha linked skill.

(Skill chosen: _____)

- Translating Spirit:** You may speak, read and understand Ur-Flan as if via *comprehend languages* always in Perrenland.

Encounter 11 – Hall of Guardians

This hall was once lined with Stone Golems, hidden within illusion-covered alcoves. The statues have since been smashed into pieces – except for one that has returned to its resting place after defeating its opponents. In the fighting, it lost an arm and took severe damage, but otherwise is still intact and functioning (1/4 normal hit points remaining).

Stone Golem: hp 29; see *Monster Manual* p136.

If any PC has been possessed by one of the Ur-Flan spirits in Encounter 10, the PC instantly knows how command the golem. Only the following commands are known to the spirit (PC):

Guard, Heel, Defend, Stop, Attack, Down and Sleep

DM's Note:

The stone golem is programmed to attack any who do not bear the Mark of Nerull. The PC's currently enjoy such a mark, but the Golem may end up attacking the PC's anyway in the final encounter – after the *Veil of Undeath* has run out.

Crafty PC's may even try to heal the golem of its damage (see *Monster Manual* entry) – they can do so up

to 75% of its normal maximum (it is minus an arm), but this may end up making things harder for them selves later on.

During the final encounter include all PC's in any random rolls to determine what creature the golem attacks – anyone not undead are a possible target. Exclude PC's who possess or are possessed by a Konkannen spirit (from Encounter 10 or from PER5-01 - I Dream of Janni?), and any PC who made an offering to Nerull (encounter 8) in any random rolls to determine what creature the golem attacks – anyone not undead are a possible target.

Encounter 12 – Crypt of Servitors

This area is a family crypt for one of the Ur-Flan Bloodlines. The secret doors leading into both crypts have been smashed open, and the sarcophagus-filled rooms have been looted and defiled by enemy forces.

The right side crypt has been used by the fallen Auszug vampires as a base – it contains any belongings they did not use in the fight with the PC's, as well as the remains of a male human victim they have been feeding upon for some time.

The left side crypt has been looted, but one of the sarcophagi remains intact – protected by a magical trap (see below). Moving within 10ft of the sarcophagus triggers the trap.

APL 4 (EL 2)

Shocking Grasp Trap: CR 2; magic device; proximity trigger (*alarm*); Automatic reset; spell effect (*Shocking Grasp*, 1st level caster, 1d6 damage), No save; Search DC 26; Disable Device DC 26; Market value 500gp

APL 6 (EL 4)

Lightning Bolt Trap: CR 4; magic device; proximity trigger (*alarm*); Automatic reset; spell effect (*Lightning Bolt*, 5th level caster, 5d6 electricity), Reflex save half damage DC 14; Search DC 28; Disable Device DC 28; Market value 7500gp

APL 8 (EL 6)

Lightning Bolt Trap: CR 6; magic device; proximity trigger (*alarm*); Automatic reset; spell effect (*Lightning Bolt*, 10th level caster, 10d6 electricity), Reflex save half damage DC 14; Search DC 28; Disable Device DC 28; Market value 15000gp

APL 10 (EL 8)

Chain Lightning Trap: CR 8; magic device; proximity trigger (*alarm*); Automatic reset; spell effect (*Chain Lightning*, 15th level caster, 15d6 electricity to target nearest centre of trigger area plus 7d6 to each of up to 15 secondary targets), Reflex save half damage DC 19; Search DC 31; Disable Device DC 31; Market value 35000gp

APL 12 (EL 10)

2 Simultaneous Chain Lightning Traps: CR 10; magic device; proximity trigger (*alarm*); Automatic reset; spell effect (*Chain Lightning*, 13th level caster, 13d6 electricity to target nearest centre of trigger area plus 6d6 to each of up to 13 secondary targets), Reflex save half damage DC 19; Search DC 31; Disable Device DC 31; Market value 80000gp

Once the Trap is dealt with the sarcophagus can be opened safely. Inside is the preserved body of a pale humanoid figure dressed in robes covered in arcane symbols.

Master Vampire: Wizard 10 / Master Vampire 3 – see *Libris Mortis* p56.

The magic holding the figure in stasis has not been released yet, so the figure remains in a state of rest. The only thing of interest is a strange device clutched in the creature's right hand – a small adamantine loop and handle. A *detect magic* reveals Strong Transmutation magic on the item.

Attempting to remove the Talisman awakens the necropolis – determine which PC is attempting to remove the item and continue below:

As your hand grasps the strange item, the figure's eyes snap open and, for a moment, you lose yourself in it's gaze. Paralysed by this gaze, you stand helpless as the figure begins to speak in a strange language (in Ur-Flan) whilst it still grasps the item, tightly.

“You dare steal my charge? Wait... I sense a purpose in you, a deed yet done that may tip the scales in my Lord's favour.”

If the PC in question *can* cast arcane spells:

“You possess the talent to use this talisman. It has only one purpose, which will become apparent to you when it is needed. Take it with my blessing. Follow the rune of my Lord Hus to reach your goal...”

With its last words the figure breaks eye contact with you and releases its grip on the item – allowing it to fall into your hands. Finally, its eyes close once again, and you can move once more!

If the PC in question *cannot* cast arcane spells:

“This thing is of no use to you. Be gone from my sight lest I slay thee.”

You feel a tremendous force shove you away from the sarcophagus, flinging you across the room.

“Does none amongst you possess enough talent? Approach so I may judge thee....”

Apart from the Talisman, there is nothing else of value in this room.

Treasure:

All APL's: L: ogp; C: ogp; M: 750gp. Magic: Talisman of the Sphere (750gp) – see DMG p280 for details.

Encounter 13 A – The Wrong Choice

This is an optional encounter that only occurs if any PC refuses to receive the *Veil of Undeath* spell cast from the Staff of Undeath (i.e. all of the PC's do not have this spell active prior to Encounter 13).

If all the PC's have the *Veil of Undeath* active, then skip this encounter and go to Encounter 13.

The undead defenders within Jor-Russ are programmed to attack anyone not bearing the touch of the Reaper. If the players ignore using the spell when they move deeper into Jor-Russ, then they cannot progress very far past the Hus'aka crypts – instead they encounter a group of undead defenders (see below):

DM's Note:

All of the undead defenders are infused with the necromantic power of Jor-Russ – all undead servants of Hus (including below) gain Turn Resistance +2. This reflects a +1 EL to this encounter (included in calculations)

APL4 (EL 7)

Human Zombies (8) hp 16; *see Monster Manual I* page 266.

Owlbear skeletons (3) hp 32; *see Monster Manual I* page 227.

APL6 (EL9)

Troglodyte zombies (8) hp 29; *see Monster Manual I* page 266.

Owlbear skeletons (5) hp 32; *see Monster Manual I* page 227.

APL8 (EL11)

Bugbear Zombies (8) hp 42; *see Monster Manual I* page 267.

Troll skeletons (5) hp 39; *see Monster Manual I* page 227.

APL 10 (EL 13)

Minotaur Zombies (8) hp 81; *see Monster Manual I* page 267.

Skeleton, Ettin (6): hp 65; *See Monster Manual* p227

APL 12 (EL 15)

Gray Render Zombies (8) hp 133; *see Monster Manual I* page 267.

Skeleton, Cloud Giant (6): hp 110; *See Monster Manual* p227

Treasure:

All APL's: L: ogp; C: ogp; M: ogp.

Encounter 13 – Into the Halls Proper

Once past the Hus'aka bloodline's crypts, the PC's venture into the depths of Jor-Russ truly. The journey takes 2-3 hours as the PC's stumble through the halls, following the Hus symbols on the walls.

It is only after a couple of hours walking the halls of Jor-Russ that you feel the enormity of its size. The long tunnels stretch for hundreds of yards before branching off in all directions – leading in to other crypts, tombs and traps designed to snare the unwary. Signs of fighting can be seen everywhere, from damaged, desecrated crypts to completely collapsed tunnels. At least twice you have been forced to turn back and try another way because of collapsed, blocked or unsafe tunnels, or faded and damaged runes on the walls.

The faint sounds of battle can be heard almost all the time throughout the long hallways. You are not even sure the sound is of nearby fighting – it could just be the echoes of battles fought days or more ago. But the sound keeps you on edge and alert for trouble, helping you to survive this far...

During the PC's journey, the PC's have walked past all manner of undead guardians, some of which are destroyed, some which are still active. The DM is free to add in various undead sightings, along with descriptions of the quiet battlegrounds of the fallen (Undeath remains

and Auszug / Nederboden Landweir colours are found amongst the battle debris).

When they are only minutes away from the ziggurat, the *Veil of Undeath* finally ends, returning the PC's to their normal selves for the final encounter.

You must be finally getting close to your destination. The Hus rune is more frequent on the walls now, and the sounds of battle are more intense and louder to your ears.

It is without warning that you begin to feel an intense pain throughout your body – it is excruciating, nothing like anything you have felt before. You begin to hear your heartbeat as your blood flows once again, starting up organs dormant for a time. Your skin stretches painfully as it once again covers your bony limbs, and every nerve in your body tingles as it reactivates.

After a minute it is all over – you once again can be counted amongst the ranks of the living. Though down here, that can't necessarily be a good thing....

Now the PC's are once again normal, they enter the circular halls surrounding Der Paleen Ziggurat. The DM should play on the PC's new vulnerability (down here anyway) – allowing the PC's to sight several undead minions close by (mostly behind them). It is not difficult for the PC's to evade these minions – as long as they keep moving forward they soon reach the finale.

Just before they enter the final chamber, the PC's see a bright flash in the room up ahead – an exchange of powerful magic as the *Stasis Field* around Oomkar Hus is dispelled. A Listen Check DC 25 can make out the casting of a spell – Spellcraft DC 30 to hear Oomkar Hus casting a *wall of force*.

Encounter 14 – Control of Annihilation

Several things come into view as you enter this large 150ft x 150ft ornate Ur-Flan temple chamber. The first is two figures, locked in apparent concentration one on either side of a completely black sphere. They are towards the back of the room, near a defaced alter of Nerull. One figure is a pale, gaunt looking vampire dressed in the black robes of Nerull. The other is a short, balding man of middle years dressed in gore-splattered robes and wearing a holy symbol of a small desiccated human on a bone necklace. The black sphere moves slightly towards this short man as you enter.

DM's Note: PCs who have played Promises to Keep, Lost Souls or Fear of the Heart recognise the short bald man as Brar Ulfrig disciple of Iggwilv and arch-villain of Perrenland. PCs who have played Fear of the Heart will recognise the other figure as the Vampiric-Lich Ner-Graf Oomkar Hus.

PCs who instantly cast a spell in their direction may get an early warning of the *wall of force* that surrounds them both and locks them away from immediate PC interference.

Continue..

As you gaze at this strange site on your left [one, two or three] large, rotting-looking Ogre(s) lurch into action. It appears that the creature(s) has/have broken free from chains locking them to the left side wall. Still trailing these chains they begin to mindlessly lumber towards you with slow deliberate steps and a low moan. They are probably the minion(s) of one side or the other, they seem intent to preventing you from getting close to the struggle at the back of the room.

Or so it may seem.

These are actually the Uugdruu brothers, tomb-born minions of Iggwilv who are currently Brar's body-guards. Their nature gives them a zombie-like appearance – something they are more than fond of, because it catches their opponents off guard.

APL 4 (EL 7)

Bragma Uugdruu: Male Ogre, Clr1; hp 37; see Appendix 1.

Jorgv Uugdruu: Male Ogre, Ftr1; hp 38; See Appendix 1

***Brar Ulfrig:** Male Human Half-Fiend, Clr1, Entropomancer 10; hp 99; See Appendix 1

APL 6 (EL 9)

Bragma Uugdruu: Male Ogre, Clr2; hp 44; see Appendix 1.

Jorgv Uugdruu: Male Ogre, Ftr1/Rog1; hp 42; See Appendix 1

Grang Uugdruu: Male Ogre, Ftr1/Rog1; hp 42; See Appendix 1

***Brar Ulfrig:** Male Human Half-Fiend, Clr 1, Entropomancer 10; hp 99; See Appendix 1

APL 8 (EL 11)

Bragma Uugdruu: Male Ogre, Clr5; hp 65; see Appendix 1.

Jorgv Uugdruu: Male Ogre, Ftr2/Rog1; hp 49; See Appendix 1

Grang Uugdruu: Male Ogre, Ftr2/Rog1; hp 49; See Appendix 1

***Brar Ulfrig:** Male Human Half-Fiend, Clr 1, Entropomancer 10; hp 99; See Appendix 1

APL 10 (EL 13)

Bragma Uugdruu: Male Ogre, Clr5; hp 65; see Appendix 1.

Jorgv Uugdruu: Male Ogre, Ftr4/Rog1; hp 60; See Appendix 1

Einrik Krijgboot: Male Human, Mon1/Rog6/Ass3; hp 47; See Appendix 1

***Brar Ulfrig:** Male Human Half-Fiend, Clr 1, Entropomancer 10; hp 99; See Appendix 1

APL 12 (EL 15)

Bragma Uugdruu: Male Ogre, Clr5; hp 65; see Appendix 1.

Jorg Uugdruu: Male Ogre, Ftr4/Rog1; hp 60; See Appendix 1

Grang Uugdruu: Male Ogre, Ftr4/Rog1; hp 60; See Appendix 1

Vilgr Uugdruu: Male Ogre, Ftr4/Rog1; hp 60; See Appendix 1

Einrik Krijgboot: Male Human, Mon1/Rog6/Ass3; hp 47; See Appendix 1

***Brar Ulfrig:** Male Human Half-Fiend, Clr 1, Entropomancer 10; hp 99; See Appendix 1

* Brar Ulfrig does not actually participate in the combat at any APL – he is busy fighting Oomkar Hus for control of the Sphere. But his presence may distract the PCs, who try to stop him while the combat above is still occurring – **+1 EL to this encounter (included above)**

DM Note:

It is going to be important to track events round by round. Brar and Oomkar Hus are two very powerful individuals, even though they do not have a direct role in the encounter until round five has been reached. In order to assist in the tracking of events, a table has been included below which maps it out.

Tactics: PCs who rush blindly towards these apparent zombies will be the subject of their trick and fall victim of their spiked chains attack of opportunity at 20ft reach, as well as their sneak attack damage.

Hidden and invisible in an alcove behind the ogres is another Uugdruu brother, Bragma. He is a cleric of the Famine Queen who will cast inflict spells on his brothers to keep them in the fight. His brother(s) and he have practiced this tactic and are well versed at receiving his touch spells whilst he is invisible. At higher APLs, they can see him anyway. At higher APLs he will use his Profane Boost feat to give his brothers the benefits of maximised *inflict spells* and to damage the PCs by trying to cast one of his 5th level scroll of *mass inflict light wounds*.

In order to successfully activate the scroll, he will need to make a **caster level check DC10**. If this fails he will need to make a **DC 5 Wisdom** check to avoid a mishap, note that a natural one always fails. The mishap that occurs is that the scroll activates normally but releases positive energy instead in the form of a *mass cure light wounds* (9th level caster). Note that Bragma will only use the scrolls once one of his brothers is either down or close to it.

Einrik Krijgboot

At APLs 10 and 12 Brar's pet assassin, Einrik Krijgboot, is also lurking using the effects of both his hide skill and a variety of spells like *invisibility* to remain undetected. Einrik is by nature a very cautious fellow and he will in this instance, knowing his masters plan, choose not close to within melee range, thus he will not use his death attack ability in this fight. Instead, he will wait until PCs have deployed to fight the Uugdruu brothers and then close to within 30 feet (if required) and pepper the PCs with his poisoned shuriken's. He will only remain for three rounds after his initial attack before beginning his escape. He is an assassin, after all, not a front line fighter; and he will forgo a round of attacks to withdraw out of melee range if required. He will remain as close to one of the rooms exists as he can to facilitate his escape after his four rounds of combat.

Brar and Oomkar Hus

These two are in the final struggle to gain control of the Sphere of Annihilation (that Oomkar Hus has been guarding for millennia). Oomkar is already terrible weakened and cannot hold out for much longer. Currently, both are surrounded by a *wall of force* placed up by Oomkar to keep Brar's minions at bay. If a PC can break into this, then they will have an opportunity to attack Brar or Lord Hus depending on their perception of the situation.

Regardless of PC action Brar will gain control of the sphere at two predetermined set points in the encounter. He gains control either on his first turn after a PC brings

down or enters through the *wall of force* or on round five of the encounter.

When Brar gains control of the sphere several things happen:

1. **Pause initiative** – The Sphere of Annihilation crashes into the wall of force with a bright flash – dispelling it completely.
2. Oomkar Hus collapses, and a terribly torn-up Fanastas staggers through a doorway and cries so that all PC can hear **“By all that you hold dear do not let him destroy the Hand!”**
3. Fanastas then collapses going into unconsciousness.
4. Brar gives a yell of double triumph and seems to shed his skin in a sickening slimy motion. Standing in his place is a tall, ebony skinned winged half-fiend with Brar’s face. He takes to opportunity to have a rant.

“Finally I have what I have been striving to gain...he looks at the fallen Oomkar Hus...I knew she would be fool enough to allow me to enter this hidden place. So this is the great Hand of Nerull. My mistress will reward me more than I can image if I break the back of the Old Kerk in one blow, the cult of the fiend will rule supreme over the Quaglands once this deed is done.”

His face distorts with concentration and the sphere begins to move toward Oomkar Hus.

Resume initiative.

The PCs have until Brar’s next turn to intervene in the destruction of Oomkar Hus, the Hand of Nerull. Please note that in his struggle with Oomkar Hus, Brar has used all of his spells and spell-like abilities.

Forms of intervention that work.

- Inflicting damage of any kind to Brar
- Putting some from of magical barrier between Brar and Oomkar Hus.
- A PC throwing their body in the line of the sphere.
- A PC attempting to use the *talisman of the sphere* they managed to pick up in encounter 12.

Intervening successfully

A PC or PCs who manage to do one or more things before Brar’s next turn, causes the following to happen:

Brar turns to you all rage boiling on his face.

“Foolish mortals! Still you persist in interfering in the rise of my mistress to godhood, I will destroy you all first.”

Suddenly a beautiful vampiric woman materialises in the room mid speech and Brar turns to her in shock

“...mistress Drelzna...I...”

The woman gives Brar a look of ultimate scorn.

“You have the prize fool! Now let us depart for Dorakka! My mother awaits us! Use the word! I can hold them back no longer!”

With that, like an obedient dog, Brar whispers a word and they both disappear.

Bursting into the room Karla Hussen and a strong force of the defenders of Riberlund appear. They quickly mop up any further resistance and Karla comes over to you all with offers of healing, a grim yet concerned look on her face.

The PCs gain access to the Saviour of the Old Kerk.

What if the PCs fail to intervene successfully?

As you watch, Brar moves the Sphere onto Oomkar Hus and destroys him, leaving nothing. Brar then turns to you all rage boiling on his face,

“Foolish mortals! Now it is your turn! No more will you interfere in the rise of my mistress to godhood, I will destroy you all.”

Suddenly, a beautiful vampiric woman materialises in the room mid speech and Brar turns to her in shock

“...mistress Drelzna...I...”

The woman gives Brar a look of ultimate scorn.

“You have the prize fool! Now let us depart for Dorakka! My mother awaits us! Use the word! I can hold them back no longer.”

With that, like an obedient dog, Brar whispers a word and they both disappear.

Bursting into the room, Karla Hussen and a strong force of the defenders of Riberlund appear. They quickly mop up any further resistance and Karla comes over to you all with offers of healing, a grim yet concerned look on her face,

“We were too late. We have failed, and now the darkness will now grow worse without the Hand.”

Bursting into the room Karla Hussen and a strong force of the defenders of Riberlund appear. They quickly mop up any further resistance and Karla comes over to you all with offers of healing, a grim yet concerned look on her face.

The PCs do not gain access to the **Saviour of the Old Kerk**.

What if the PCs kill Brar?

In the unlikely event that the PC manage to kill, incapacitate, or outwit Brar in the single round provided to them then Drelzna does not appear and the Sphere is not taken. The PCs have done the best that could have been done, and gain the **Special Favour of Lord Hus** as well as access to Brar's possessions. Read these PCs the alternative conclusion.

Treasure:

If Brar and Einrik both escape

APL 4: L: 4gp; C: ogp; M: 1100gp; Magic: 2 x *rings of protection +1* (167gp each), 2 x *Breastplates +1* (113gp each), *Cloak of Resistance +1* (83gp each), *Periapt of Wisdom +2* (333gp each), *Brooch of Shielding-* (125gp each),

APL 6: L: 6gp; C: ogp; M: 1380gp. Magic: 3 x *rings of protection +1* (167gp each), 3 x *Breastplates +1* (113gp each), *Cloak of Resistance +1* (83gp each), *Periapt of Wisdom +2* (333gp each), *Brooch of Shielding* (125gp each),

APL 8: L: ogp; C: ogp; M: 2131gp Magic: 3 x *rings of protection +1* (167gp each), 3 x *Breastplates +2* (363gp each), *Cloak of Resistance +1* (83gp each), *Periapt of Wisdom +2* (333gp each), *Brooch of Shielding* (125gp each),

APL 10: L: 6gp; C: ogp; M: 2600gp. Magic: 2 x *rings of protection +1* (167gp each), 2 x *Breastplates +2* (363gp each), *Cloak of Resistance +1* (83gp each), *Periapt of Wisdom +2* (333gp each), *Brooch of Shielding* (125gp each), 2x *Cloak of Charisma +2* (333gp each).

APL 12: L: 8gp; C: ogp; M: 3393gp. Magic: 4 x *rings of protection +1* (167gp each), 4 x *Breastplates +2* (363gp each), *Cloak of Resistance +1* (83gp each), *Periapt of Wisdom +2* (333 gp each), *Brooch of Shielding* (125gp each), 4 x *Cloak of Charisma +2* (333gp each),

If Einrik did not escape add the following at the following APLs

APL 10 & 12: L: ogp; C: ogp; M: *Ring of protection +3* (1500gp each), *Bracers of Armour +4* (1333gp each), *Amulet of Natural Armour +3* (1500gp each), *Periapt of*

Wisdom +4 (1333gp each), *Brooch of Shielding-* (125gp each), *Belt of Giant Strength +4-* (1500gp each), 10 x *Shuruken's +4* (3000gp each).

If Brar did not escape add the following to all APLs

ALL APLs: L: ogp; C: ogp; M: *Rings of protection +3-* (1500gp each), *Breastplate +2-* (363gp each), *Cloak of Resistance +3* (750gp each), *Periapt of Wisdom +4* (1333gp each), *Hat of Disguise* (250gp each), *Headband of Intellect +4-* (1333gp each), *Unholy Mace +2-* (1500gp each).

Conclusion

If the PC's were successful in preventing Lord Oomkar Hus' demise, continue below:

It seems that there was little chance to stop Brar Ulfrig from escaping with the Sphere. Now that the enemy has the power of entropy incarnate, it will certainly spell doom for Perrenland, and it is those thoughts of what may lay in the future that plague you this day as you stare from the fortress walls over the canton beyond.

Your actions in Jor-Russ have saved an ally against the witch queen from certain doom – even though this ally is evil, it seems the enemy of my enemy may indeed be the nation's friend in the times ahead. You have preserved a balance that runs deep among the nation's faithful - the pact of the Old Kerk remains intact, with the god of death on Perrenland's side it seems. Moreover it would seem that Iggwilv with her prize now in hand has no more desire for the Quaglands. Her daughter Drelzna has been left to secure the Quaglands, the Famine Queen Iggwilv is seeking a higher power.

If the PC's were unsuccessful in preventing Lord Oomkar Hus' demise, continue below:

It seems that there was little chance to stop Brar Ulfrig from escaping with the sphere. Now that the enemy has the power of entropy incarnate, it will certainly spell doom for Perrenland, and it is those thoughts of what may lay in the future that plague you this day as you stare from the fortress walls over the canton beyond.

Your failure to preserve an ally against the witch queen may have further impact in the time to come. Apart from losing an ally within the Nederboden canton, the death of the Hand of Nerull has sent shockwaves through the clergy of the Old Kerk as the power of the Grand Temples are beginning to fail. Moreover it would seem that Iggwilv with her prize

now in hand has no more desire for the Quaglands. Her daughter Drelzna has been left to secure the Quaglands, the Famine Queen Iggwilv is seeking a higher power.

If any PC was destroyed by the Sphere of Annihilation read below:

Somehow you are alive. You do not know how – only the utter blackness of the sphere remains a strong memory of the events leading up to your demise. Yet here you lay. You seem to have come through intact – only your left arm remains tender – especially on the inside of the wrist. As you turn your arm over you see the reason – a burning rune finishes sizzling into your flesh, leaving a scarred reminder of what happened to you....

Alternative Conclusion

Your actions in Jor-Russ have saved an ally against the witch queen from certain doom – even though this ally is evil, it seems the enemy of my enemy may indeed be the nation's friend in the times ahead. Moreover you have preserved the Sphere from falling into the hands of the cult the fiend. Brar Ulfrig is also dead. Thus you have preserved a balance that runs deep among the nation's faithful - the pact of the Old Kerk remains intact, with the god of death on Perrenland's side it seems. Moreover it would seem that Iggwilv without her prize has no more desire for the Quaglands. Her daughter Drelzna has been left to secure the Quaglands, the Famine Queen Iggwilv is seeking a higher power, to Dorakka she has fled.

The End

Experience Point Summary

Encounter Five

Participating in the battle in the streets:

All APL's: 60xp

Encounter Nine

Defeating the Fallen Auszug vampires (or half-vampires):

APL4: 210xp

APL6: 270xp

APL8: 330xp

APL10: 390xp

APL12: 450xp

Encounter Twelve

Disarming or setting off the lightning trap on the sarcophagus:

APL4: 60xp

APL6: 120xp

APL8: 180xp

APL10: 240xp

APL12: 300xp

Encounter thirteen (optional – instead of Encounter 14)

Defeating the undead guardians of Jor-Russ:

APL4: 210xp

APL6: 270xp

APL8: 330xp

APL10: 390xp

APL12: 450xp

Encounter Fourteen

Defeating Brar Ulfrig's minions:

APL4: 210xp

APL6: 270xp

APL8: 330xp

APL10: 390xp

APL12: 450xp

Story Awards

Saving Lord Oomkar Hus from the sphere of Annihilation:

All APL's: 60xp

Discretionary role-playing award

APL4 60xp

APL6 90xp

APL 8 120xp

APL10 150xp

APL12 180xp

Total possible experience:

APL4 675xp

APL6 900xp

APL 8 1125xp

APL10 1350xp

APL12 1575xp.

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*, *analyse 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 adventure, 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, Jewellery, and other valuables; M = Magic Items.

Encounter One: Introduction

All APLs: L: ogp; C: ogp; M: 124gp.

Encounter Seven:

All APLs: L: 1000gp; C: ogp; M: ogp.

Encounter Nine:

APL 4: L: 315gp; C: ogp; M: 244gp.

APL 6: L: 509gp; C: ogp; M: 912gp

APL 8: L: 682gp; C: ogp; M: 1961gp

APL 10: L: 682gp; C: ogp; M: 3628gp.

APL 12: L: 907gp; C: ogp; M: 5337gp.

Encounter Twelve:

All APL's: L: ogp; C: ogp; M: 750gp.

Encounter Fourteen:

APL4: L: 4gp; C: ogp; M: 1100gp

APL6: L: 6gp; C: ogp; M: 1380gp.

APL8: L: ogp; C: ogp; M: 2131gp

APL10: L: 6gp; C: ogp; M: 2600gp.

APL12: L: 8gp; C: ogp; M: 3393gp.

Total Possible Treasure

APL 4: L: 1319gp; C: ogp; M: 2218gp - Total: 3537gp.

APL 6: L: 1515gp; C: ogp; M: 3166gp - Total: 4681gp.

APL 8: L: 1688gp; C: ogp; M: 4966gp - Total: 6654gp

APL 10 L: 1688gp; C: o gp; M: 7102gp - Total: 7790gp

APL 12: L: 1147gp; C: ogp; M: 9458gp - Total: 10605gp

Special

Metaorganisation Item Access: The following favour is available only to existing members of the 4 major groups of Perrenland (Auszug, Pax Mercuri, Old Kerk, and Den Zauber Guild).

Your friends and contacts within your organisation are able to track down some items for you to purchase after any regional adventure (Those below marked with *)

Saviour of the Old Kerk: Your actions have helped preserve the Old Kerk within Perrenland. You are well known to any priest of the Old Kerk, who will go out of their way to help you in future endeavours. In game terms this favour grants you casting of any 4th level or

lower divine spell for free within Perrenland (even if that spell has a material component cost, but not any spell with an xp component).

Kóndkan Possession: A spiritual battle has been fought for your body, and your soul has won. However the Ur-Flan spirit is still present within you, but seeks no control at this time. It wishes to form a pact with you in return for the use of your body as a host.

From this pact you can claim one of the benefits listed below. All benefits are activated with a free action. The benefit is usable for one year from the time it is gained, and is only usable in Perrenland regional adventures.

Boosting Spirit: Once per adventure you may raise a single attribute for 1d10 rounds with an enhancement bonus of +4

Protecting Spirit: Once per adventure you may increase one save with an enhancement bonus of +4.

Mentor Spirit: +4 synergy bonus to one Int, Wis or Cha linked skill.

(Skill chosen: _____)

Translating Spirit: You may speak, read and understand Ur-Flan as if via *comprehend languages* always in Perrenland.

Saved from Annihilation: Somehow you have been saved from annihilation - by the Reaper himself. You now bear the Ur-Flan symbol of Hus on your left inside wrist, but are otherwise as normal, waking to find yourself lying in Targen's Garden in Riberlund with all of your possessions.

(This PC did not actually die, so there is no experience or gold lost).

Items for the Adventure Record

Item Access

APL 4:

- Breastplate +2 (adventure, DMG; 4350gp)
- Wand of Inflict Light Wounds (Adventure; DMG; 750 gp)
- Pearl of Power 1st (Adventure; DMG; 1000gp)
- Quiver of Iuz (Ehlonna) (1800gp)

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

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

APL 8 (all of APLs 4-6 plus the following):

- Mithral Chainmail, +1 (Adventure; DMG; 2350gp)
- Composite Longbow +1 (Str 22) (Adventure; DMG; 3000gp)
- Tunic of Steady Spellcasting (Adventure; CA; 2500gp)
- Vest of Resistance +1 (Adventure; CA; 1000gp)

APL 10 (all of APLs 4-8 plus the following):

- Cloak of Resistance +2 (Adventure; DMG; 4000gp)
- Pearl of Power 2nd (Adventure; DMG; 4000gp)
- Mithral Chainmail, +2 (Adventure; DMG; 5350gp)

APL 12 (all of APLs 4-10 plus the following):

- Composite Longbow +2 (Str 22) (Adventure; DMG; 9000gp)
- Heavy steel shield +2 (Adventure; DMG; 4170gp)
- Bracers of Archery, lesser (Adventure; DMG; 5000gp)
- Cloak of Resistance +2 (Adventure; DMG; 4000gp)

Items and Favours for the Special Adventure Record

This special AR is awarded only if Brar Ulfrig was stopped from escaping with the Sphere of Annihilation.

Item Access

All APL's:

- Ring of Protection +3 (Regional, DMG; 1800gp)
- Breastplate +2 ((Regional, DMG; 4350gp)
- Cloak of Resistance +3 (Regional, DMG; 9000gp)
- Periapt of Wisdom +4 (Regional, DMG; 16000gp)
- Hat of Disguise (Regional, DMG; 1800gp)

- Headband of Intellect +4 (Regional, DMG; 16000gp)
- Unholy Mace +2 (Regional, DMG 18310gp)

Special Favour of Lord Hus: For saving both the Ner-Graf Oomkar Hus the Hand of Nerull and the Sphere you have fulfilled your duties to your utmost abilities. As a result you are granted the Hands special favour, access to his ancient library and one of the following books (circle only one): *manual of bodily health +1*, *manual of gainful exercise +1*, *manual of quickness in action +1*, *tome of clear thought +1*, *tome of leadership and influence +1*, or *tome of understanding*. This access is one-time (meaning once you've purchased one, you cannot purchase any others), and when the book is read, you must pay one additional time unit. When read, fill out the following below.

Book read:

Stat boosted:

Squire of Perrenland (PC levels 1-7 only): Your actions in the defence of the nation have shown your true colours to the Voormann, and he has marked you for great things in the future. Once your deeds prove your worth you are dubbed a Ritter of Perrenland. In game terms you can invoke this favour once you have reached 8th level, and can join the ranks of nobility as a Ritter (Knight) of Perrenland (see below).

Ritter (Knight) of Perrenland (PC's levels 8+ only; do not cross out for 1-7): Your actions in the defence of the nation have shown your true colours to the Voormann, and you are to be rewarded with a knighthood – as a Ritter of Perrenland. In game terms you can invoke this favour to attend a special ceremony in the presence of the Voormann, and swear allegiance to serve the nation. Attending this ceremony costs 1 time unit due to the Voormansgardt tightly guarding the Voorman's whereabouts.

Lord / Lady _____, Ritter of Perrenland

Appendix One – APL 4

Encounter Six

Auszug Heavy Infantry Rotte (10): Human, Ftr2; Medium humanoid; HD 2d10+2, hp 15 each; Init +1; Spd 20 ft; AC 18 (touch 11, flat-footed 17) [Dex +1, Breastplate +5, Heavy steel shield +2] or AC16 (touch 11, flat-footed 15) [Dex +1, Breastplate +5]; BA/G +2/+3; Atk +4 melee [Longsword 1d8+1] or +4 melee [Pike 1d8+1]; Full Atk +4 melee [Longsword 1d8+1] or +4 melee [Pike 1d8+1]; SA None; SQ None; SR None; AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Jump +1, Listen +1, Spot +1; Weapon focus: Longsword, Weapon focus: Pike, Endurance, Phalanx Fighting.

Possessions: Longsword, Pike, Breastplate, Heavy steel shield, red and white Auszug uniform and basic equipment, 1 x alchemical item (choice of alchemist's fire, acid flask or tanglefoot bag).

Encounter Nine

Fallen Auszug (3), Male Human/half-vampire War2: CR 2; Medium Humanoid; HD 2d8+2 (Warrior) ; hp 15; Init +6; Spd 20; AC:20 (22 Shield Wall) (Flatfooted:18 Touch:12); Atk/G +2/+6; Atk +6 melee (1d6+4, 19-20 x2, Shortsword); +4 ranged (1d8, 19-20 x2 Crossbow, light); Full Atk +6 melee (1d6+4, 19-20 x2, Shortsword); +4 ranged (1d8, 19-20 x2 Crossbow, light); SQ Blood Drain, Blood Dependency, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; AL CE; SV Fort +4, Ref +2 (+3), Will -1; STR 18, DEX 14, CON 12, INT 10, WIS 8, CHA 14.

Skills and Feats: Climb -1, Jump -7, Listen +2, Spot +2; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Improved Initiative, Phalanx Fighting, Shield Proficiency, Martial Weapon Proficiencies, Tomb Tainted Soul.

Short sword, Dagger, Crossbow, light, Bolts, crossbow (50), Chainmail, m/wk, heavy steel shield.

Blood Drain (Ex): These half-vampires can suck blood from a living victim by making a successful grapple check. If it pins a foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. When a half-vampire drains a victim's constitution, it gains 5 temporary hit points, no matter

how many points it drains. Temporary hit points gained in this manner last for 1 hour.

Blood Dependency (Ex): If a half-vampire does not use its blood drain ability at least once per day, it must make Fortitude save DC 15 or become fatigued. Each day after the first day without using its blood drain increases the DC by 1. Once fatigued, it must make a Fortitude save DC 20 each week thereafter or become exhausted.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Sovak Venraar, Male Human/half-vampire Clr1/Wiz1: CR 3; Medium Humanoid ; HD 1d8 (Clrlic) , 1d4 (Wizard) ; hp 11; Init +7; Spd 30; AC:13 (Flatfooted:10 Touch:13); BA/G +0/+1; Atk +1 melee (1d8+1 x2, mace, hvy) +3 ranged (spells); Full Atk +1 melee (1d8+1 x2, mace, hvy) +3 ranged (spells); AL CE; SQ Rebuke Undead 6/day, Charm Gaze DC 12, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; SV Fort +2, Ref +3, Will +5; STR 13, DEX 16, CON 10, INT 16, WIS 16, CHA 15.

Skills and Feats: Concentration +5, Decipher Script +4, Heal +4, Knowledge (Arcana) +7, Knowledge (Dungeoneering) +4, Knowledge (History) +5, Knowledge (Local) +4, Knowledge (Religion) +7, Knowledge (The Planes) +5, Spellcraft +8. Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Divine Spell Power, Improved Initiative, Mother Cyst, Scribe Scroll, Shield Proficiency, Simple Weapon Proficiency.

Spells Prepared: (Clr 3/3): 0 - *Create Water, Light, Mending, Resistance*; 1st - *Bless, Magic Stone, Protection from Good (d)*;

(Wiz 3/2): 0 - *Detect Magic, Light, Read Magic*; 1st - *Mage Armor, Shield*.

Spells Known: (Wiz 3/2): 0 -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, No Light, Open/Close, Preserve Organ, Prestidigitation, Ray of Frost, Read Magic, Resistance, Slash Tongue, Touch of Fatigue, Unnerving Gaze; 1st -- Chill Touch, Comprehend Languages, Mage Armor, Magic Missile, Shield.

Mace, Hvy, Robes, Healer's kit, Holy symbol, silver, Spellbook, wizard's, Spell Components, Ink, vial, Pearl of Power 1st, Scroll of Comprehend Languages, Scroll of Inflict Light Wounds x4

Charm Gaze (Su): This half-vampire can charm humanoid or monstrous humanoid opponents just by looking into their eyes. This is similar to a gaze attack, except that the half-vampire must use a standard action, and those merely looking at the half-vampire are not affected. Any one he targets must make a successful Will save (DC 10 +1/2 HD +1/2 Cha modifier) or be under the half-vampire's influence as though affected by a *Charm Monster* (caster level equal to HD). Any creature that successfully saves against this effect is immune to further attempts for 24 hours.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Junos Rakmaar: Male Human/half-vampire Mar 2, CR 3; Medium Humanoid; HD 2d8+4 (Marshal); hp: 18; Init: +6; Spd: 20; AC: 19 (21 Shield Wall) (Flatfooted: 19, Touch: 11); BA/G +2/+6; Atk +7 melee (1d6+4, 19-20x2, M/wk Short sword) or slam +6 (1d6+4 x2), +3 ranged (1d8,x2, Lt Crossbow); Full Atk +7 melee (1d6+4, 19-20x2, M/wk Short sword) or slam +6 (1d6+4 x2), +3 ranged (1d8,x2, Lt Crossbow); AL CE; SA Minor Aura (1), Major Aura (1); SQ Rebuke Undead 9/day, Charm Gaze DC 12, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; SV Fort +4, Ref +1, Will +2; STR 18 DEX 12, CON 14, INT 10, WIS 10, CHA 16.

Skills and Feats: Diplomacy +6, Climb +0, Hide +2, Jump +0, Listen +4, Move Silently +2, Spot +4. Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Improved Initiative, All Martial Weapon Proficiencies, Phalanx Fighting, Shield Proficiency, Simple Weapon Proficiency, Tomb Tainted Soul.

Possessions: Short sword, m/wk, Short sword, Dagger, Crossbow, light, Bolts, crossbow (50), Chainmail, m/wk, heavy steel shield.

Charm Gaze (Su): This half-vampire can charm humanoid or monstrous humanoid opponents just by looking into their eyes. This is similar to a gaze attack, except that the half-vampire must use a standard action, and those merely looking at the half-vampire

are not affected. Any one he targets must make a successful Will save (DC 10 +1/2 HD +1/2 Cha modifier) or be under the half-vampire's influence as though affected by a *Charm Monster* (caster level equal to HD). Any creature that successfully saves against this effect is immune to further attempts for 24 hours.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Marshal Auras (Ex): The marshal exerts an effort on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor and one major order at a time. Projecting an aura is a swift action. An aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continually – thus an aura can be in effect before a combat encounter even before the marshal takes his turn.

Minor Auras: A minor Aura lets allies add the Marshal's Charisma modifier to certain rolls.

Minor Auras Known (1): Watchful Eye (+3 to ally's Reflex saves).

Major Auras: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major Aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th and 20th level.

Major Aura's Known (1): Motivate care (Bonus to allies Armor Class (+1)).

Vellis Rakmaar, Male Elf, Wood/half-vampire Rgr2: CR 2; Medium Humanoid (Elf); HD 2d8+2 (Ranger); hp 15; Init +9; Spd 30; AC:19 (Flatfooted:14 Touch:15); BA/G +2/+6; Atk +6 melee (1d6+4, 19-20x2, slam), +8 ranged (1d8+4, x3 M/wk Composite Longbow Str 18); Full Atk +6 melee (1d8+4, 19-20x2, slam)*+6/+6 ranged (1d8+4, x3 Composite Longbow Str 18); SQ Blood Drain, Blood Dependency, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects; AL CE; SV Fort +4, Ref +8, Will +2; STR 18, DEX 20, CON 12, INT 9, WIS 13, CHA 8.

* Using Rapid Shot

Skills and Feats: Concentration +2, Handle Animal +4, Hide +9, Knowledge (Nature) +2, Listen +6, Move silently +9, Spot +6, Survival +6. Armor Proficiency: light, Armor Proficiency: medium, Improved Initiative, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Tomb Tainted Soul, Track.

Possessions: Chainshirt, m/wk, M/wk Composite Longbow (Str 18), Quiver of Iuz (Ehlonna), 200 Arrows, 20 Cold Iron Arrows, 20 Alchemical Silver Arrows, Dagger, Cloak of Resistance +1

Blood Drain (Ex): These half-vampires can suck blood from a living victim by making a successful grapple check. If it pins a foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. When a half-vampire drains a victim's constitution, it gains 5 temporary hit points, no matter how many points it drains. Temporary hit points gained in this manner last for 1 hour.

Blood Dependency (Ex): If a half-vampire does not use its blood drain ability at least once per day, it must make a Fortitude save DC 15 or become fatigued. Each day after the first day without using its blood drain increases the DC by 1. Once fatigued, it must make a Fortitude save DC 20 each week thereafter or become exhausted.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Encounter Fourteen

Bragma Uugdruu: Male Ogre, Cleric (Iggwilv) 1; CR 4; Large Augmented Humanoid; HD 4d8+12 + 1d8+3; hp 37; Init -1; Spd Walk 30 ft.; AC 21, touch 9, flat-footed 21, Base Atk +3; Grp+12; Atk: +2 Large Spiked Chain +10 melee (2d6 +7); Full Atk: +2 Large Spiked Chain +10 melee (2d6 +7); SA spells, rebuke undead 3/day; SQ: darkvision (60'), low light vision. AL: CE; SV Fort +8, Ref +0, Will+5; STR 20, DEX 8, CON 16, INT 12, WIS 14(16), CHA 12

Skills and Feats: Bluff +3, Climb +6, Concentration +4, Diplomacy +2, Disguise +2, Knowledge (Religion) +4, Listen +5, Spellcraft +4, Spot +5; Tomb Tainted Soul, Tomb Born Fortitude.

Possessions: +2 Breastplate, Ring of Protection +1, Cloak of Resistance +1, Periapt of Wisdom +2, Spiked Chain +2, Brooch of Shielding (31).

Domains: Evil and Trickery

Spells Prepared (3/2+1; base DC = 12 + spell level): 0—[*cause minor wounds* (3)]; 1st—[*cause light wounds* (2), ~~*protection from good*~~].

Spells that have a strike through have been precast but have not been factored into the stat block.

Jorgv Uugdruu: Male Ogre, Fighter 1; CR 4; Large Augmented Humanoid; HD 4d8+12 + 1d10+3; hp 38; Init +4; Spd Walk 30 ft.; AC 22, touch 12, flat-footed 21, Base Atk +4; Grp+14; Atk: +2 Large Spiked Chain +12 melee (2d6 +8); Full Atk: +2 Large Spiked Chain +12 melee (2d6 +8); SA sneak attack (+1d6); SQ: darkvision (60'), low light vision. AL: CE; SV Fort +10, Ref +0, Will+1; STR 22, DEX 10, CON 16, INT 12, WIS 8, CHA 8

Skills and Feats: Bluff +2, Climb +6, Intimidate +2, Jump +8; Exotic Weapon Proficiency (Spiked Chain), Tomb Born Fortitude, Tomb Tainted Soul.

Possessions: +2 Breastplate, Ring of Protection +1, Cloak of Charisma +2, Spiked Chain +2.

Brar Ulfrig: Male Human Half-Fiend, Cleric 1 (Iggwilv), Entropomancer 10; CR 15; Medium Outsider (Augmented Humanoid) (native); HD 12d8+36; hp 99; Init +2; Spd Walk 30 ft., Fly 20 ft (average); AC 23, touch 15, flat-footed 21, Base Atk +8; Grp+9; Atk: +2 Unholy Mace +12 melee (1d8 +4); Full Atk: Unholy Mace +12/+7 melee (1d8 +4); SA Smite good, spells, spell like abilities, rebuke undead 3/day; SQ: Damage Reduction 10/magic, darkvision (60'), immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 22. AL: CE; SV Fort +18, Ref +8, Will+19; STR 14, DEX 14, CON 16, INT 19, WIS 22, CHA 14

Skills and Feats: Bluff +17, Concentration +18, Diplomacy +11, Disguise +17, Heal +6, Hide +6, Intimidate +19, Knowledge (Arcana) +19, Knowledge (History) +8, Knowledge (Religion) +18, Spellcraft +15, Spot +8; Great Fortitude, Magical Aptitude, Profane Lifeleech, Tomb Tainted Soul, Tomb-Born Fortitude, Vampire Hunter.

Possessions: +2 Breastplate, Ring of Protection +3, Cloak of Resistance +3, Periapt of Wisdom +4, Headband of Intellect +4, +2 Unholy Mace, Hat of Disguise.

Appendix One – APL 6

Encounter Six

Auszug Heavy Infantry Rotte (10): Human, Ftr2; Medium humanoid; HD 2d10+2, hp 15 each; Init +1; Spd 20 ft; AC 18 (touch 11, flat-footed 17) [Dex +1, Breastplate +5, Heavy steel shield +2] or AC16 (touch 11, flat-footed 15) [Dex +1, Breastplate +5]; BA/G +2/+3; Atk +4 melee [Longsword 1d8+1] or +4 melee [Pike 1d8+1]; Full Atk +4 melee [Longsword 1d8+1] or +4 melee [Pike 1d8+1]; SA None; SQ None; SR None; AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Jump +1, Listen +1, Spot +1; Weapon focus: Longsword, Weapon focus: Pike, Endurance, Phalanx Fighting.

Possessions: Longsword, Pike, Breastplate, Heavy steel shield, red and white Auszug uniform and basic equipment, 1 x alchemical item (choice of alchemist's fire, acid flask or tanglefoot bag).

Encounter Nine

Fallen Auszug (3), Human/half-vampire War3; CR 3; Medium Humanoid ; HD 3d8+3 (Warrior) ; hp 23; Init +6; Spd 20; AC:20 (22 Shield Wall) (Flatfooted:20 Touch:11); BA/G +3/+7; Atk +8 melee (1d6+4, 19-20 x2, Shortsword, M/wk); +5 ranged (1d8, 19-20 x2 Crossbow, light); Full Atk +8 melee (1d6+4, 19-20 x2, Shortsword, M/wk); +5 ranged (1d8, 19-20 x2 Crossbow, light); SQ Blood Drain, Blood Dependency, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; AL CE; SV Fort +6, Ref +5, Will +2; STR 18, DEX 14, CON 12, INT 10, WIS 8, CHA 14.

Skills and Feats: Climb +0, Jump -8, Knowledge (Local) +1, Listen +1, Spot +2; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Improved Initiative, Phalanx Fighting, Shield Proficiency, Simple Weapon Proficiency, Martial Weapon Proficiencies, Tomb Tainted Soul.

Short sword, m/wk, Dagger, Crossbow, light, Bolts, crossbow (50), Banded Mail, m/wk, Heavy steel shield 10 gp

Blood Drain (Ex): These half-vampires can suck blood from a living victim by making a successful grapple check. If it pins a foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. When a half-vampire drains a victim's

constitution, it gains 5 temporary hit points, no matter how many points it drains. Temporary hit points gained in this manner last for 1 hour.

Blood Dependency (Ex): If a half-vampire does not use its blood drain ability at least once per day, it must make a Fortitude save DC 15 or become fatigued. Each day after the first day without using its blood drain increases the DC by 1. Once fatigued, it must make a Fortitude save DC 20 each week thereafter or become exhausted.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Sovak Venraar, Male Human/half-vampire Clr3/Wiz1; CR 5; Medium Humanoid ; HD 3d8 (Cleric) , 1d4 (Wizard) ; hp 19; Init +7; Spd 30; AC:13 (Flatfooted:10 Touch:13); BA/G +2/+3; Atk +3 melee (1d8+1 x2, mace, hvy) +5 ranged (spells); Full Atk +3 melee (1d8+1 x2, mace, hvy) +5 ranged (spells); AL CE; SQ Rebuke Undead 6/day, Charm Gaze DC 13, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; SV Fort +3, Ref +4, Will +8; STR 13, DEX 16, CON 10, INT 16, WIS 16, CHA 15.

Skills and Feats: Concentration +7 (+12 with tunic), Decipher Script +5, Heal +4, Knowledge (Arcana) +8, Knowledge (Dungeoneering) +4, Knowledge (History) +5, Knowledge (Local) +4, Knowledge (Religion) +8, Knowledge (The Planes) +5, Spellcraft +12. Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Divine Spell Power, Improved Initiative, Mother Cyst, Practiced Spellcaster, Scribe Scroll, Shield Proficiency, Simple Weapon Proficiency.

Spells Prepared (Clr 4/3/2): 0 - *Create Water, Light, Mending, Resistance*; 1st - *Bless, Divine Favour, Magic Stone, Protection from Good (d)*; 2nd - ~~*Necrotic Scrying*~~, *Invisibility (d), Spiritual Weapon*. (Wiz 3/2): 0 - *Detect Magic, Light, Read Magic*; 1st - ~~*Mage Armor, Shield*~~.

Spells Known: (Wiz 3/2): 0 - *Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, No Light, Open/Close, Preserve Organ, Prestidigitation, Ray of Frost, Read Magic, Resistance, Slash Tongue, Touch of Fatigue, Unnerving Gaze*; 1st - *Chill Touch,*

Comprehend Languages, Mage Armor, Magic Missile, Shield.

Possessions: Mace, Hvy, Robes, Healer's kit, Holy symbol, silver, Spellbook, wizard's, Spell Components, Ink, vial, Pearl of Power 1st, Scroll of Comprehend Languages, Scroll of Inflict Light Wounds x4, Cloak of Resistance +1, Brooch of Shielding.

Charm Gaze (Su): This half-vampire can charm humanoid or monstrous humanoid opponents just by looking into their eyes. This is similar to a gaze attack, except that the half-vampire must use a standard action, and those merely looking at the half-vampire are not affected. Any one he targets must make a successful Will save (DC 10 +1/2 HD +1/2 Cha modifier) or be under the half-vampire's influence as though affected by a *Charm Monster* (caster level equal to HD). Any creature that successfully saves against this effect is immune to further attempts for 24 hours.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Junos Rakmaar: Male Human/half-vampire Mar 4, CR 5; Medium Humanoid; HD 4d8+8 (Marshal); hp: 32; Init: +6; Spd: 20; AC: 22 (24 Shield Wall) (Flatfooted: 21, Touch: 11); BA/G +4/+8; Atk +9 melee (1d6+5, 19-20x2, Short sword +1) or slam +8 (1d6+4 x2), +5 ranged (1d8,x2, Lt Crossbow); Full Atk +9 melee (1d6+5, 19-20x2, Short sword +1) or slam +8 (1d6+4 x2), +5 ranged (1d8,x2, Lt Crossbow); AL CE; SA 2 Grant Move Action 1/day, 2 Minor Auras, 1 Major Aura; SQ Charm Gaze DC 12, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; SV Fort +5, Ref +2, Will +3; STR 18 DEX 12, CON 14, INT 10, WIS 10, CHA 16.

Skills and Feats: Diplomacy +10, Climb +0, Hide +2, Jump +2, Listen +8, Move Silently +2, Spot +8. Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Improved Initiative, All Martial Weapon Proficiencies, Combat Reflexes, Phalanx Fighting, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Diplomacy), Tomb Tainted Soul.

Possessions: Short Sword +1, Short sword, Dagger, Crossbow, light, Bolts, crossbow (50), Full Plate, Heavy steel shield +1, Potion of Inflict Serious Wounds.

Charm Gaze (Su): This half-vampire can charm humanoid or monstrous humanoid opponents just by

looking into their eyes. This is similar to a gaze attack, except that the half-vampire must use a standard action, and those merely looking at the half-vampire are not affected. Any one he targets must make a successful Will save (DC 10 +1/2 HD +1/2 Cha modifier) or be under the half-vampire's influence as though affected by a *Charm Monster* (caster level equal to HD). Any creature that successfully saves against this effect is immune to further attempts for 24 hours.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Grant Move Action (Ex): Once per day as a standard action a marshal can grant an extra move action to any or all allies within 30ft (not herself). Each of the affected allies takes this move action immediately, acting in their current initiative order. This extra action does not affect the ally's initiative count.

Marshal Auras (Ex): The marshal exerts an effort on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor and one major order at a time. Projecting an aura is a swift action. An aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continually – thus an aura can be in effect before a combat encounter even before the marshal takes his turn.

Minor Auras: A minor Aura lets allies add the Marshal's Charisma modifier to certain rolls.

Minor Auras Known (2): Watchful Eye (+3 to allies Reflex saves), Force of Will (+3 to allies Will saves).

Major Auras: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major Aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th and 20th level.

Major Aura's Known (1): Motivate care (bonus to Armor Class +1).

Vellis Rakmaar, Male Elf, Wood/half-vampire Rgr4: CR 5; Medium Humanoid (Elf); HD 4d8+4 (Ranger); hp 26; Init +5; Spd 30; AC:20 (Flatfooted:10 Touch:15); BA/G +4/+8; Atk +8 melee (1d6+4, 19-20x2, slam), +10 ranged (1d8+5, x3 Composite Longbow +1 Str 18); Full Atk +8 melee (1d6+4, 19-20x2, slam), *+8/+8

ranged (1d8+5, x3 Composite Longbow +1 Str 18); SQ Blood Drain, Blood Dependency, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects; AL CE; SV Fort +5, Ref +9, Will +2; STR 18, DEX 20, CON 12, INT 9, WIS 13, CHA 8.

Skills and Feats: Concentration +2, Handle Animal +4, Hide +10, Knowledge (Nature) +5, Listen +8, Move Silently +10, Search +1, Spot +8, Survival +6. Armor Proficiency: light, Armor Proficiency: medium, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Tomb Tainted Soul, Track.

Spells Prepared (Rgr -/1): *Longstrider* x 1.

Possessions: Chainshirt, +1, Composite Longbow m/wk (Str 18), Quiver of Iuz (Ehlonna), 200 Arrows, 20 Cold Iron Arrows, 20 Alchemical Silver Arrows, Dagger, Cloak of Resistance +1.

Blood Drain (Ex): These half-vampires can suck blood from a living victim by making a successful grapple check. If it pins a foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. When a half-vampire drains a victim's constitution, it gains 5 temporary hit points, no matter how many points it drains. Temporary hit points gained in this manner last for 1 hour.

Blood Dependency (Ex): If a half-vampire does not use its blood drain ability at least once per day, it must make a Fortitude save DC 15 or become fatigued. Each day after the first day without using its blood drain increases the DC by 1. Once fatigued, it must make a Fortitude save DC 20 each week thereafter or become exhausted.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Encounter Fourteen

Bragma Ugdruu: Male Ogre, Cleric (Iggwilv) 2; CR 5; Large Augmented Humanoid; HD 4d8+12 + 2d8+6; hp 44; Init -1; Spd Walk 30 ft.; AC 21, touch 10, flat-footed 21, Base Atk +4; Grp+13; Atk: +2 Large Spiked Chain +11 melee (2d6 +7); Full Atk: +2 Large Spiked Chain +11 melee (2d6 +7); SA spells, rebuke undead

3/day; SQ: darkvision (60'), low light vision. AL: CE; SV Fort +10, Ref +0, Will+7; STR 20, DEX 8, CON 16, INT 12, WIS 14(16), CHA 12

Skills and Feats: Bluff +4, Climb +6, Concentration +6, Diplomacy +4, Disguise +4, Knowledge (Religion) +4, Listen +10, Spellcraft +4, Spot +10; Tomb Tainted Soul, Tomb Born Fortitude.

Possessions: +2 Breastplate, Ring of Protection +1, Cloak of Resistance +1, Periapt of Wisdom +2, Spiked Chain +2, Brooch of Shielding (31).

Domains: Evil and Trickery

Spells Prepared (4/3+1; base DC = 12 + spell level): 0—[*cause minor wounds* (4)]; 1st—[*cause light wounds* (3), ~~*Protection from Good*~~³⁷].

Spells that have a strike through have been precast but have not been factored into the stat block.

Jorgv and Grang Ugdruu: Male Ogres, Rogue 1, Fighter 1; CR 5; Large Augmented Humanoid; HD 4d8+12 + 1d6+3 + 1d10+3; hp 42; Init +4; Spd Walk 30 ft.; AC 22, touch 12, flat-footed 21, Base Atk +5; Grp+15; Atk: +2 Large Spiked Chain +13 melee (2d6 +8); Full Atk: +2 Large Spiked Chain +13 melee (2d6 +8); SA sneak attack (+1d6); SQ: darkvision (60'), low light vision. AL: CE; SV Fort +10, Ref +4, Will+1; STR 22, DEX 10, CON 16, INT 12, WIS 8, CHA 8

Skills and Feats: Bluff +11, Climb +6, Intimidate +11, Listen +10, Spot +10; Exotic Weapon Proficiency (Spiked Chain), Tomb Born Fortitude, Tomb Tainted Soul.

Possessions: +2 Breastplate, Ring of Protection +1, Cloak of Charisma +2, Spiked Chain +2.

Brar Ulfrig: Male Human Half-Fiend, Cleric 1 (Iggwilv), Entropomancer 10; CR 15; Medium Outsider (Augmented Humanoid) (native); HD 12d8+36; hp 99; Init +2; Spd Walk 30 ft., Fly 20 ft (average); AC 23, touch 15, flat-footed 21, Base Atk +8; Grp+9; Atk: +2 Unholy Mace +12 melee (1d8 +4); Full Atk: Unholy Mace +12/+7 melee (1d8 +4); SA Smite good, spells, spell like abilities, rebuke undead 3/day; SQ: Damage Reduction 10/magic, darkvision (60'), immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 22. AL: CE; SV Fort +18, Ref +8, Will+19; STR 14, DEX 14, CON 16, INT 19, WIS 22, CHA 14

Skills and Feats: Bluff + 17, Concentration +18, Diplomacy +11, Disguise + 17, Heal +6, Hide + 6, Intimidate +19, Knowledge (Arcana) + 19, Knowledge (History) + 8, Knowledge (Religion) +18, Spellcraft +15, Spot +8; Great Fortitude, Magical Aptitude,

Profane Lifeleech, Tomb Tainted Soul, Tomb-Born Fortitude, Vampire Hunter.

Possessions: +2 Breastplate, Ring of Protection +3, Cloak of Resistance +3, Periapt of Wisdom +4, Headband of Intellect +4, +2 Unholy Mace, Hat of Disguise.

Appendix One – APL 8

Encounter Six

Auszug Heavy Infantry Rotte (10): Human, Ftr2; Medium humanoid; HD 2d10+2, hp 15 each; Init +1; Spd 20 ft; AC 18 (touch 11, flat-footed 17) [Dex +1, Breastplate +5, Heavy steel shield +2] or AC16 (touch 11, flat-footed 15) [Dex +1, Breastplate +5]; BA/G +2/+3; Atk +4 melee [Longsword 1d8+1] or +4 melee [Pike 1d8+1]; Full Atk +4 melee [Longsword 1d8+1] or +4 melee [Pike 1d8+1]; SA None; SQ None; SR None; AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Jump +1, Listen +1, Spot +1; Weapon focus: Longsword, Weapon focus: Pike, Endurance, Phalanx Fighting.

Possessions: Longsword, Pike, Breastplate, Heavy steel shield, red and white Auszug uniform and basic equipment, 1 x alchemical item (choice of alchemist's fire, acid flask or tanglefoot bag).

Encounter Nine

Fallen Auszug (3), Male Human/half-vampire War3/Ftr2: CR 4; Medium Humanoid; HD 3d8+3 (Warrior), 2d10+2 (Fighter); hp 38; Init +6; Spd 20; AC:22 (24 with Phalanx Fighting) (Flatfooted:21 Touch:11); BA/G +5/+9; Atk +11 melee (1d6+4, 19-20 x2, Shortsword, M/wk); +7 ranged (1d8, 19-20 x2 Crossbow, light); Full Atk +11 melee (1d6+4, 19-20 x2, Shortsword, M/wk); +7 ranged (1d8, 19-20 x2 Crossbow, light); SQ Blood Drain, Blood Dependency, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; AL CE; SV Fort +8, Ref +4, Will +1; STR 18, DEX 14, CON 12, INT 10, WIS 8, CHA 14.

Skills and Feats: Climb +1, Gather Information +3, Jump -7, Listen +1, Search +1, Spot +1. Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Hold the Line, Improved Initiative, Phalanx Fighting, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Sword, short.

Possessions: Short sword, m/wk, Crossbow, light, Bolts, crossbow (50), Short sword, m/wk, Dagger, Full Plate, heavy steel shield.

Blood Drain (Ex): These half-vampires can suck blood from a living victim by making a successful grapple check. If it pins a foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is

maintained. When a half-vampire drains a victim's constitution, it gains 5 temporary hit points, no matter how many points it drains. Temporary hit points gained in this manner last for 1 hour.

Blood Dependency (Ex): If a half-vampire does not use its blood drain ability at least once per day, it must make a Fortitude save DC 15 or become fatigued. Each day after the first day without using its blood drain increases the DC by 1. Once fatigued, it must make a Fortitude save DC 20 each week thereafter or become exhausted.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Sovak Venraar, Male Human Clr3/Wiz3: CR 7; Medium Humanoid ; HD 3d8(Cleric) , 3d4(Wizard) ; hp 24; Init +7; Spd 30; AC:13 (Flatfooted:10 Touch:13); BA/G +3/+4; Atk +4 melee (1d8+1 x2, mace, hvy) +6 ranged (spells); Full Atk +4 melee (1d8+1 x2, mace, hvy) +6 ranged (spells); AL CE; SQ Rebuke Undead 9/day, Charm Gaze DC 14, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; SV Fort +4, Ref +5, Will +9; STR 13, DEX 16, CON 10, INT 16, WIS 16, CHA 15.

Skills and Feats: Bluff +4, Concentration +9 (+14 with tunic), Craft (Alchemy) +2, Decipher Script +5, Heal +4, Knowledge (Arcana) +10, Knowledge (Architecture and Engineering) +4, Knowledge (Dungeoneering) +4, Knowledge (History) +5, Knowledge (Local) +4, Knowledge (Religion) +8, Knowledge (The Planes) +5, Spellcraft +14, Tumble +4. Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Divine Spell Power, Extra Turning, Improved Initiative, Mother Cyst, Practiced Spellcaster, Scribe Scroll, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Mace, Hvy, Robes, Healer's kit, Holy symbol, silver, Spellbook, wizard's, Spell Components, Ink, vial, Pearl of Power 1st, Tunic of Steady Spellcasting, Scroll of Comprehend Languages, Scroll of Inflict Light Wounds x4, Cloak of Resistance +1, Brooch of Shielding.

Spells Prepared (Clr 4/3/2): 0 - *Create Water, Light, Mending, Resistance*; 1st - *Bless, Divine Favour, Magic Stone, Protection from Good (d)*; 2nd - ~~*Necrotic Scrying*~~, *Invisibility (d), Spiritual Weapon*.

(Wiz 4/3/2): 0 - *Detect Magic, Light, Mage Hand, Read Magic*; 1st - ~~*Mage Armor*~~, *Ray of Enfeeblement, Shield*; 2nd - *Glitterdust, False Life*.

Wizard Spells Known: 0 - *Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, No Light, Open/Close, Preserve Organ, Prestidigitation, Ray of Frost, Read Magic, Resistance, Slash Tongue, Touch of Fatigue, Unnerving Gaze*; 1st - *Cause Fear, Chill Touch, Comprehend Languages*, ~~*Mage Armor*~~, *Magic Missile, Ray of Enfeeblement, Shield*; 2nd - *Glitterdust, Spectral Hand, False Life*.

Charm Gaze (Su): This half-vampire can charm humanoid or monstrous humanoid opponents just by looking into their eyes. This is similar to a gaze attack, except that the half-vampire must use a standard action, and those merely looking at the half-vampire are not affected. Any one he targets must make a successful Will save (DC 10 +1/2 HD +1/2 Cha modifier) or be under the half-vampire's influence as though affected by a *Charm Monster* (caster level equal to HD). Any creature that successfully saves against this effect is immune to further attempts for 24 hours.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Junos Rakmaar: Male Human vampire Mar 5, CR 7; Medium Undead; HD 6d12 (Marshal); hp: 42; Init: +6; Spd: 20; AC: 30 (32 in Phalanx) (Flatfooted: 24, Touch: 11); BA/G +5/+11; Atk +12 melee (1d6+7, 19-20x2, Short sword +1) or slam +11 (1d6+6 x2), +8 ranged (1d8,x2, Lt Crossbow); Full Atk +12/+7 melee (1d6+7, 19-20x2, Short sword +1) or slam +11/+6 (1d6+6 x2), +8 ranged (1d8,x2, Lt Crossbow); AL CE; SA 2 Grant Move Action 1/day, 3 Minor Auras, 2 Major Auras; SA; Create Spawn (Su), Dominate Person DC 12 (Su), Energy Drain (Su), Blood Drain (Ex); SQ: Resistance: Turn (Ex): +4, Resistance: Cold (Ex): 10, Gaseous Form (Su), Damage Reduction (Su): 10/silver and magic, Spider Climb (Ex), Resistance: Electricity (Ex): 10, Alternate Form (Su), Fast Healing (Ex): 5; SV Fort +7, Ref +5, Will +7; STR 22 DEX 16, CON 14, INT 10, WIS 10, CHA 18.

Skills and Feats: Diplomacy +10, Climb +0, Hide +4, Jump +2, Listen +10, Move Silently +4, Spot +10. Armor Proficiency (light), Armor Proficiency

(medium), Armor Proficiency (heavy), Dodge, Improved Initiative, Iron Will, All Martial Weapon Proficiencies, Combat Reflexes, Phalanx Fighting, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Diplomacy), Tomb Tainted Soul.

Possessions: Short Sword +1, Crossbow, light, Bolts, crossbow (50), Short sword, m/wk, Dagger, Full Plate +1, heavy steel shield +1, Vest of Resistance +1, Potion of Inflict Serious Wounds.

Dominate (Su): At will: DC 12 Will negates.

Energy Drain (Su): A successful slam attack bestows 2 negative levels - Fortitude DC 18 to eliminate 24 hours later. For each successful draining attack the vampire gains 5 temporary hp.

Create Spawn (Ex): Any humanoid slain by a vampire becomes a vampire in 24 hours. Spawn are under the command of the vampire that created them.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has 1hp.

Grant Move Action (Ex): Once per day as a standard action a marshal can grant an extra move action to any or all allies within 30ft (not herself). Each of the affected allies takes this move action immediately, acting in their current initiative order. This extra action does not affect the ally's initiative count.

Marshal Auras (Ex): The marshal exerts an effort on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor and one major order at a time. Projecting an aura is a swift action. An aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continually - thus an aura can be in effect before a combat encounter even before the marshal takes his turn.

Minor Auras: A minor Aura lets allies add the Marshal's Charisma modifier to certain rolls.

Minor Auras Known (3): Watchful Eye (+4 to allies Reflex saves), Force of Will (+4 to allies Will saves), Over the Top (+4 to allies damage when charging).

Major Auras: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major Aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th and 20th level.

Major Aura's Known (2): Motivate care (bonus to Armor Class +1), Motivate Attack (bonus to attack rolls +2).

Vellis Rakmaar, Male Elf, Wood vampire Rgr5; CR 7; Medium Undead (Elf); HD 5d12 (Ranger); hp 36; Init +10; Spd 30; AC:26 (Flatfooted:22 Touch:15); BAtk/G +5/+11; Atk +11 melee (1d6+6, 19-20x2, slam), +12 ranged (1d8+7, x3 Composite Longbow +1 Str 22); Full Atk +11 melee (1d6+6, 19-20x2, slam), *+10/+10 ranged (1d8+7, x3 Composite Longbow +1 Str 22); SA: Create Spawn (Su), Dominate Person DC 12 (Su), Energy Drain (Su), Blood Drain (Ex); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, Resistance: Turn (Ex): +4, Resistance: Cold (Ex): 10, Gaseous Form (Su), Damage Reduction (Su): 10/silver and magic, Spider Climb (Ex), Resistance: Electricity (Ex): 10, Alternate Form (Su), Fast Healing (Ex): 5; AL CE; SV Fort +4, Ref +12, Will +3; STR 22, DEX 22, CON -, INT 11, WIS 15, CHA 10.

Skills and Feats: Concentration +1, Handle Animal +7, Hide +13, Knowledge (Nature) +6, Listen +11, Move Silently +12, Search +2, Spot +11, Survival +7. Alertness, Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Dodge, Endurance, Improved Initiative, Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track.

Spells Prepared (Rgr -/1): *Longstrider* x 1.

Possessions: Mithral Chainmail, +1, Composite Longbow +1 (Str 22), Quiver of Iuz (Ehlonna), 200 Arrows, 20 Cold Iron Arrows, 20 Alchemical Silver Arrows, Dagger, Cloak of Resistance +1.

Dominate (Su): At will: DC 12 Will negates.

Energy Drain (Su): A successful slam attack bestows 2 negative levels - Fortitude DC 18 to eliminate 24 hours later. For each successful draining attack the vampire gains 5 temporary hp.

Create Spawn (Ex): Any humanoid slain by a vampire becomes a vampire in 24 hours. Spawn are under the command of the vampire that created them.

Companion: Fiendish Dire Rat, Male Dire Animal, Rat: CR 1/3; Small Magical Beast; HD 1d8+1 (Animal); hp 5; Init +3; Spd 40, Climb 20; AC 15; Atk +1 base melee, +4 base ranged; +4 (1d4, Bite); SA: Disease (Ex), Smite Good (Su); SQ: Scent (Ex), Low-light Vision (Ex),, Resistance: Cold (Ex): 5, Spell Resistance (Ex): 1 + 5, Resistance: Fire (Ex): 5, Darkvision (Ex): 60 ft.; AL N; SV Fort +3, Ref +5, Will +3; STR 10, DEX 17, CON 12, INT 3, WIS 12, CHA 4.

Skills: Climb +8, Hide +8, Jump +4, Listen +4, Move Silently +4, Spot +4.

Feats: Alertness, Weapon Finesse.

Encounter Fourteen

Bragma Uugdruu: Male Ogre, Cleric (Iggwilv) 5; CR 8; Large Augmented Humanoid; HD 4d8+12 + 5d8+15; hp 65; Init -1; Spd Walk 30 ft.; AC 21, touch 10, flat-footed 21, Base Atk +6; Grp+15; Atk: +2 Large Spiked Chain +13 melee (2d6 +7); Full Atk: +2 Large Spiked Chain +13/+8 melee (2d6 +7); SA spells, rebuke undead 3/day; SQ: darkvision (60'), low light vision. AL: CE; SV Fort +11, Ref +1, Will+11; STR 20, DEX 8, CON 16, INT 12, WIS 18(20), CHA 12

Skills and Feats: Bluff +4, Climb +6, Concentration +6, Diplomacy +4, Disguise +4, Knowledge (Religion) +4, Listen +13, Spellcraft +4, Spot +13; Tomb Tainted Soul, Tomb Born Fortitude, Profane Boost, Exotic Weapon Proficiency (Spiked Chain).

Possessions: +2 Breastplate, Ring of Protection +1, Cloak of Resistance +1, Periapt of Wisdom +2, Spiked Chain +2, Brooch of Shielding (31), 2 x Scrolls of *mass inflict light wounds* (9th level caster).

Domains: Evil and Trickery

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—[*cause minor wounds* (5)]; 1st—[*cause light wounds* (4), ~~*protection from good*~~*]; 2nd—~~*invisibility*~~*; *darkness*, *cause moderate wounds*(2); 3rd—[~~*nondetection*~~*; *cause serious wounds*].

Spells that have a strike through have been precast but have not been factored into the stat block.

Jorg and Grang Uugdruu: Male Ogres (2), Rogue 1, Fighter 2; CR 6; Large Augmented Humanoid; HD 4d8+12 + 1d6+3 + 2d10+6; hp 49; Init +4; Spd Walk 30 ft.; AC 22, touch 12, flat-footed 21, Base Atk +5; Grp+15; Atk: +2 Large Spiked Chain +13 melee (2d6 +8); Full Atk: +2 Large Spiked Chain +13/+8 melee (2d6 +8); SA sneak attack (+1d6); SQ: darkvision (60'), low light vision. AL: CE; SV Fort +11, Ref +3, Will+0; STR 22, DEX 10, CON 16, INT 12, WIS 8, CHA 8

Skills and Feats: Bluff +11, Climb +6, Intimidate +9, Listen +4, Spellcraft +3, Spot +10; Blind-Fight, Exotic Weapon Proficiency (Spiked Chain), Tomb Born Fortitude, Tomb Tainted Soul.

Possessions: +2 Breastplate, Ring of Protection +1, Cloak of Charisma +2, Spiked Chain +2.

Brar Ulfrig: Male Human Half-Fiend, Cleric 1 (Iggwilv), Entropomancer 10; CR 15; Medium

Outsider (Augmented Humanoid) (native); HD 12d8+36; hp 99; Init +2; Spd Walk 30 ft., Fly 20 ft (average); AC 23, touch 15, flat-footed 21, Base Atk +8; Grp+9; Atk: +2 Unholy Mace +12 melee (1d8 +4); Full Atk: Unholy Mace +12/+7 melee (1d8 +4); SA Smite good, spells, spell like abilities, rebuke undead 3/day; SQ: Damage Reduction 10/magic, darkvision (60'), immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 22. AL: CE; SV Fort +18, Ref +8, Will+19; STR 14, DEX 14, CON 16, INT 19, WIS 22, CHA 14

Skills and Feats: Bluff + 17, Concentration +18, Diplomacy +11, Disguise + 17, Heal +6, Hide + 6, Intimidate +19, Knowledge (Arcana) + 19, Knowledge (History) + 8, Knowledge (Religion) +18, Spellcraft +15, Spot +8; Great Fortitude, Magical Aptitude, Profane Lifeleech, Tomb Tainted Soul, Tomb-Born Fortitude, Vampire Hunter.

Possessions: +2 Breastplate, Ring of Protection +3, Cloak of Resistance +3, Periapt of Wisdom +4, Headband of Intellect +4, +2 Unholy Mace, Hat of Disguise.

Appendix One – APL 10

Encounter Six

Auszug Heavy Infantry Rotte (10): Human, Ftr2; Medium humanoid; HD 2d10+2, hp 15 each; Init +1; Spd 20 ft; AC 18 (touch 11, flat-footed 17) [Dex +1, Breastplate +5, Heavy steel shield +2] or AC16 (touch 11, flat-footed 15) [Dex +1, Breastplate +5]; BA/G +2/+3; Atk +4 melee [Longsword 1d8+1] or +4 melee [Pike 1d8+1]; Full Atk +4 melee [Longsword 1d8+1] or +4 melee [Pike 1d8+1]; SA None; SQ None; SR None; AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Jump +1, Listen +1, Spot +1; Weapon focus: Longsword, Weapon focus: Pike, Endurance, Phalanx Fighting.

Possessions: Longsword, Pike, Breastplate, Heavy steel shield, red and white Auszug uniform and basic equipment, 1 x alchemical item (choice of alchemist's fire, acid flask or tanglefoot bag).

Encounter Nine

Fallen Auszug (3), Male Human/half-vampire War3/Ftr4: CR 7; Medium Humanoid ; HD 3d8+6 (Warrior), 4d10+8 (Fighter); hp 61; Init +6; Spd 20; AC:22 (24 Shield Wall) (Flatfooted:21 Touch:11); BA/G +7/+11; Atk +13 melee (1d6+7, 19-20 x2, Shortsword, M/wk); +9 ranged (1d8, 19-20 x2 Crossbow, light); Full Atk +13/+8 melee (1d6+7, 19-20 x2, Shortsword, M/wk); +9/+4 ranged (1d8, 19-20 x2 Crossbow, light); SQ Blood Drain, Blood Dependency, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; AL CE; SV Fort +9, Ref +5, Will +2; STR 18, DEX 14, CON 12, INT 10, WIS 8, CHA 14.

Skills and Feats: Climb +1, Gather Information +3, Jump -7, Listen +2, Search +1, Spot +2. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Hold the Line, Improved Initiative, Improved Toughness, Phalanx Fighting, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Sword, short, Weapon Specialization: Sword, short.

Possessions: Short sword, m/wk, Crossbow, light, Bolts, crossbow (50), Short sword, m/wk, Dagger, Full Plate, heavy steel shield, Cloak of Resistance +1.

Blood Drain (Ex): These half-vampires can suck blood from a living victim by making a successful grapple check. If it pins a foe, it drains blood, dealing 1d4

points of Constitution drain each round the pin is maintained. When a half-vampire drains a victim's constitution, it gains 5 temporary hit points, no matter how many points it drains. Temporary hit points gained in this manner last for 1 hour.

Blood Dependency (Ex): If a half-vampire does not use its blood drain ability at least once per day, it must make a Fortitude save DC 15 or become fatigued. Each day after the first day without using its blood drain increases the DC by 1. Once fatigued, it must make a Fortitude save DC 20 each week thereafter or become exhausted.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Sovak Venraar, Male Human/half-vampire Clr3/Wiz3/MysThe2: CR 9; Medium Humanoid ; HD 3d8 (Cleric) , 3d4 (Wizard) , 2d4 (Mystic Theurge); hp 30; Init +7; Spd 30; AC:13 (Flatfooted:10 Touch:13); BA/G +4/+5; Atk +5 melee (1d8+1 x2, mace, hvy) +7 ranged (spells); Full Atk +5 melee (1d8+1 x2, mace, hvy) +7 ranged (spells); AL CE; SQ Rebuke Undead 9/day, Charm Gaze DC 15, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; AL CE; SV Fort +4, Ref +5, Will +12; STR 13, DEX 16, CON 10, INT 16, WIS 16, CHA 15.

Skills and Feats: Bluff +4, Concentration +11 (+16 with tunic), Craft (Alchemy) +2, Decipher Script +5, Heal +4, Knowledge (Arcana) +12, Knowledge (Dungeoneering) +4, Knowledge (History) +5, Knowledge (Local) +4, Knowledge (Religion) +9, Knowledge (The Planes) +5, Spellcraft +16, Tumble +4. Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Divine Spell Power, Extra Turning, Improved Initiative, Mother Cyst, Practiced Spellcaster, Scribe Scroll, Shield Proficiency, Empower Spell, Simple Weapon Proficiency.

Possessions: Mace, Hvy, Robes, Healer's kit, Holy symbol, silver, Spellbook, wizard's, Spell Components, Ink, vial, Pearl of Power 1st, Tunic of Steady Spellcasting, Scroll of Comprehend Languages, Scroll of Inflict Light Wounds x4, Cloak of Resistance +2, Brooch of Shielding, Pearl of Power 2nd.

Spells Prepared (Clr 5/4/3/2): 0 - *Create Water, Light, Mending, Resistance*; 1st - *Bless, Divine Favour, Magic Stone, Obscuring Mist, Protection from Good (d)*; 2nd

– ~~Necrotic Scrying~~, Invisibility (d), Resist Energy, Silence, Spiritual Weapon; 3rd - Dispel Magic, Magic Circle against Good (d), Searing Light;

(Wiz 4/4/3/2): 0 - Detect Magic, Light, Mage Hand, Read Magic; 1st - Chill Touch, Mage Armor, Ray of Enfeeblement, Shield; 2nd - Glitterdust, Mirror Image, Spectral Hand; 3rd - Fireball, Haste.

Wizard Spells known: (Wiz 4/4/3/2): 0 – Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, No Light, Open/Close, Preserve Organ, Prestidigitation, Ray of Frost, Read Magic, Resistance, Slash Tongue, Touch of Fatigue, Unnerving Gaze; 1st – Cause Fear, Chill Touch, Comprehend Languages, Identify, Mage Armor, Magic Missile, Ray of Enfeeblement, Shield; 2nd – Glitterdust, Mirror Image, Spectral Hand; 3rd – Fireball, Haste.

Charm Gaze (Su): This half-vampire can charm humanoid or monstrous humanoid opponents just by looking into their eyes. This is similar to a gaze attack, except that the half-vampire must use a standard action, and those merely looking at the half-vampire are not affected. Any one he targets must make a successful Will save (DC 10 +1/2 HD +1/2 Cha modifier) or be under the half-vampire's influence as though affected by a *Charm Monster* (caster level equal to HD). Any creature that successfully saves against this effect is immune to further attempts for 24 hours.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Junos Rakmaar: Male Human vampire Mar 7, CR 7; Medium Undead; HD 7d12 (Marshal); hp: 49; Init: +7; Spd: 20; AC: 30 (32 Shield Wall) (Flatfooted: 24, Touch: 11); BA/G +7/+13; Atk +14 melee (1d6+7, 19-20x2, Short sword +2) or slam +13 (1d6+6 x2), +10 ranged (1d8,x2, Lt Crossbow); Full Atk +14/+9 melee (1d6+7, 19-20x2, Short sword +2) or slam +13/+8 (1d6+6 x2), +10 ranged (1d8,x2, Lt Crossbow); AL CE; SA 2 Grant Move Action 1/day, 4 Minor Auras, 2 Major Auras +1; SA: Create Spawn (Su), Dominate Person DC 12 (Su), Energy Drain (Su), Blood Drain (Ex); SQ: Resistance: Turn (Ex): +4, Resistance: Cold (Ex): 10, Gaseous Form (Su), Damage Reduction (Su): 10/silver and magic, Spider Climb (Ex), Resistance: Electricity (Ex): 10, Alternate Form (Su), Fast Healing (Ex): 5; SV Fort +8,

Ref +6, Will +8; STR 22 DEX 16, CON 14, INT 10, WIS 10, CHA 20.

Skills and Feats: Diplomacy +10, Climb +0, Hide +4, Jump +2, Listen +10, Move Silently +4, Spot +10. Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Dodge, Improved Initiative, Iron Will, All Martial Weapon Proficiencies, Combat Reflexes, Phalanx Fighting, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Diplomacy), Tomb Tainted Soul.

Possessions: Short Sword +1, Crossbow, light, Bolts, crossbow (50), Short sword, m/wk, Dagger, Full Plate +1, heavy steel shield +1, Vest of Resistance +1, Potion of Inflict Serious Wounds, Cloak of Charisma +2

Dominate (Su): At will: DC 12 Will negates.

Energy Drain (Su): A successful slam attack bestows 2 negative levels - Fortitude DC 18 to eliminate 24 hours later. For each successful draining attack the vampire gains 5 temporary hp.

Create Spawn (Ex): Any humanoid slain by a vampire becomes a vampire in 24 hours. Spawn are under the command of the vampire that created them.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has 1hp.

Grant Move Action (Ex): Once per day as a standard action a marshal can grant an extra move action to any or all allies within 30ft (not herself). Each of the affected allies takes this move action immediately, acting in their current initiative order. This extra action does not affect the ally's initiative count.

Marshal Auras (Ex): The marshal exerts an effort on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor and one major order at a time. Projecting an aura is a swift action. An aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continually – thus an aura can be in effect before a combat encounter even before the marshal takes his turn.

Minor Auras: A minor Aura lets allies add the Marshal's Charisma modifier to certain rolls.

Minor Auras Known (4): Watchful Eye (+5 to allies Reflex saves), Force of Will (+5 to allies Will saves), Over the Top (+5 to allies damage when charging),

Master of Opportunity (+5 to Armor class against attacks of opportunity).

Major Auras (Su): Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major Aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th and 20th level.

Major Aura's Known (2): Motivate care (bonus to Armor Class +2), Motivate Attack (bonus to attack rolls +2).

Vellis Rakmaar, Male Elf, Wood Vampire Rgr7: CR 9; Medium Undead (Elf); HD 7d12 (Ranger); hp 53; Init +10; Spd 30; AC:27 (Flatfooted:23 Touch:14); BA/G +7/+13; Atk +13 melee (1d6+6, x2, slam) or +14 ranged (1d8+7, x3 Composite Longbow +1 Str 22); Full Atk +13/+8 melee (1d6+6 x2, slam), *+14/+14/+9 ranged (1d8+7, x3 Composite Longbow +1 Str 22); SA: Create Spawn (Su), Dominate Person DC 13 (Su), Energy Drain (Su), Blood Drain (Ex); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, Resistance: Turn (Ex): +4, Resistance: Cold (Ex): 10, Gaseous Form (Su), Damage Reduction (Su): 10/silver and magic, Spider Climb (Ex), Resistance: Electricity (Ex): 10, Alternate Form (Su), Fast Healing (Ex): 5; AL CE; SV Fort +5, Ref +13, Will +4; STR 22, DEX 22, CON -, INT 11, WIS 15, CHA 10.

Skills and Feats: Concentration +1, Handle Animal +10, Hide +15, Knowledge (Nature) +6, Listen +13, Move Silently +14, Search +2, Spot +13, Survival +8. Alertness, Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Dodge, Endurance, Improved Initiative, Improved Rapid Shot, Lightning Reflexes, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track.

Spells Prepared (Rgr -/2): *Longstrider*, *Resist Energy*.

Possessions: Mithral Chainmail, +2, Composite Longbow +1 (Str 22), Quiver of Iuz (Ehlonna), 200 Arrows, 20 Cold Iron Arrows, 20 Alchemical Silver Arrows, Dagger, Cloak of Resistance +1.

Dominate (Su): At will: DC 13 Will negates.

Energy Drain (Su): A successful slam attack bestows 2 negative levels - Fortitude DC 18 to eliminate 24 hours later. For each successful draining attack the vampire gains 5 temporary hp.

Create Spawn (Ex): Any humanoid slain by a vampire becomes a vampire in 24 hours. Spawn are under the command of the vampire that created them.

Companion: Fiendish Dire Rat, Male Dire Animal, Rat: CR 1/3; Small Magical Beast; HD 1d8+1 (Animal); hp 5; Init +3; Spd 40, Climb 20; AC 15; Atk +1 base melee, +4 base ranged; +4 (1d4, Bite); SA: Disease (Ex), Smite Good (Su); SQ: Scent (Ex), Low-light Vision (Ex), Resistance: Cold (Ex): 5, Spell Resistance (Ex): 1 + 5, Resistance: Fire (Ex): 5, Darkvision (Ex): 60 ft.; AL N; SV Fort +3, Ref +5, Will +3; STR 10, DEX 17, CON 12, INT 3, WIS 12, CHA 4.

Skills: Climb +8, Hide +8, Jump +4, Listen +4, Move Silently +4, Spot +4.

Feats: Alertness, Weapon Finesse.

Encounter Fourteen

Bragma Uugdruu: Male Ogre, Cleric (Iggwilv) 5; CR 8; Large Augmented Humanoid; HD 4d8+12 + 5d8+15; hp 65; Init -1; Spd Walk 30 ft.; AC 21, touch 10, flat-footed 21, Base Atk +6; Grp+15; Atk: +2 Large Spiked Chain +13 melee (2d6 +7); Full Atk: +2 Large Spiked Chain +13/+8 melee (2d6 +7); SA spells, rebuke undead 3/day; SQ: darkvision (60'), low light vision. AL: CE; SV Fort +11, Ref +1, Will+11; STR 20, DEX 8, CON 16, INT 12, WIS 18(20), CHA 12

Skills and Feats: Bluff +4, Climb +6, Concentration +6, Diplomacy +4, Disguise +4, Knowledge (Religion) +4, Listen +13, Spellcraft +4, Spot +13; Tomb Tainted Soul, Tomb Born Fortitude, Profane Boost, Exotic Weapon Proficiency (Spiked Chain).

Possessions: +2 Breastplate, Ring of Protection +1, Cloak of Resistance +1, Periapt of Wisdom +2, Spiked Chain +2, Brooch of Shielding (31), 2 x Scroll of *mass inflict light wounds* (9th level caster).

Domains: Evil and Trickery

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—[*cause minor wounds* (5)]; 1st—[*cause light wounds* (4), ~~protection from good~~]; 2nd—*invisibility**, *darkness*, *cause moderate wounds*(2)]; 3rd—[~~non-detection~~*, *cause serious wounds*].

Spells that have a strike through have been precast but have not been factored into the stat block.

Jorg Uugdruu: Male Ogre, Rogue 1, Fighter 4; CR 8; Large Augmented Humanoid; HD 4d8+12 + 1d6+3 + 4d10+12; hp 60; Init +5; Spd Walk 30 ft.; AC 23, touch 13, flat-footed 21, Base Atk +7; Grp+17; Atk: +2 Large Spiked Chain +15 melee (2d6 +8); Full Atk: +2 Large Spiked Chain +15/+10 melee (2d6 +8); SA sneak attack (+1d6); SQ: darkvision (60'), low light vision. AL: CE; SV Fort +11, Ref +4, Will+1; STR 22, DEX 12, CON 16, INT 12, WIS 8, CHA 8.

Skills and Feats: Bluff +11, Climb +6, Intimidate +11, Listen +6, Spellcraft +3, Spot +10; Blind-Fight, Exotic Weapon Proficiency (Spiked Chain), Combat Reflexes, Improved Initiative, Hold The Line, Tomb Born Fortitude, Tomb Tainted Soul.

Possessions: +2 Breastplate, Ring of Protection +1, Cloak of Charisma +2, Spiked Chain +2.

Einrik Krijgboot: Male Human (Flan), Monk 1, Rogue 6, Assassin 3; CR 10; Medium Humanoid; HD 1d8+1 + 6d6+6 + 3d6+3; hp 47; Init +10; Spd Walk 30 ft.; AC 21, touch 10, flat-footed 21, Base Atk +6; Grp+9; Atk: +4 Shuruken +17 melee (1d2+8+poison); Full Atk +4 Shuruken +17/+12 melee (1d2+8+poison); SA death attack, sneak attack, poison use, flurry of blows, stunning blow, unarmed attack, spells. AL: LE; SV Fort +6, Ref +16, Will+9; STR 12(16), DEX 18(22), CON 12, INT 16, WIS 16(20), CHA 14

Skills and Feats: Bluff +4, Climb +2, Diplomacy +2, Disable Device +2, Disguise +8, Escape Artist +1, Fogrery +1, Gather Information +4, Hide +19, Intimidate +4, Jump +4, Knowledge (History) +4, Knowledge (Local, Perrenland) +8, Knowledge (Religion) +6, Listen +4, Move Silently +19, Open Lock +2, Ride +1, Search +2, Sense Motive +1, Spellcraft +4, Spot +8, Tumble+19, Use Magical Device +1; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Stunning Fist, Tomb Tainted Soul.

Possessions: Bracers of Armor +4, Ring of Protection +3, Amulet of Natural Armor +3, Periapt of Wisdom +4, Belt of Giant Strength +4, +4 Shuruken (40), Brooch of Shielding, Gloves of Dexterity +4, Poison (Iggwilv's Famine, 4 applications).

Spells Per Day (3/2; base DC = 13 + spell level): *Spells Known* 1st—[*True Strike*, *Feather Fall*, *Sleep*], 2nd—[*Invisibility*, ~~*pass without trace*~~].

Spells that have a strike through have been precast but have not been factored into the stat block.

Note each round of combat the first Shuruken thrown by Einrik is coated in Iggwilv's Famine poison (see below)

Best Attack Routine: Flurry of Blows, Point Blank Shot and Rapid Shot full attack routine +14/+14/+14/+9 (1d2+8+poison) +6d6 sneak attack if applicable.

Brar Ulfrig: Male Human Half-Fiend, Cleric 1 (Iggwilv), Entropomancer 10; CR 15; Medium Outsider (Augmented Humanoid) (native); HD 12d8+36; hp 99; Init +2; Spd Walk 30 ft., Fly 20 ft (average); AC 23, touch 15, flat-footed 21, Base Atk +8;

Grp+9; Atk: +2 Unholy Mace +12 melee (1d8 +4); Full Atk: Unholy Mace +12/+7 melee (1d8 +4); SA Smite good, spells, spell like abilities, rebuke undead 3/day; SQ: Damage Reduction 10/magic, darkvision (60'), immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 22. AL: CE; SV Fort +18, Ref +8, Will+19; STR 14, DEX 14, CON 16, INT 19, WIS 22, CHA 14

Skills and Feats: Bluff + 17, Concentration +18, Diplomacy +11, Disguise + 17, Heal +6, Hide + 6, Intimidate +19, Knowledge (Arcana) + 19, Knowledge (History) + 8, Knowledge (Religion) +18, Spellcraft +15, Spot +8; Great Fortitude, Magical Aptitude, Profane Lifeleech, Tomb Tainted Soul, Tomb-Born Fortitude, Vampire Hunter.

Possessions: +2 Breastplate, Ring of Protection +3, Cloak of Resistance +3, Periapt of Wisdom +4, Headband of Intellect +4, +2 Unholy Mace, Hat of Disguise.

Appendix One – APL 12

Encounter Six

Auszug Heavy Infantry Rotte (10): Human, Ftr2; Medium humanoid; HD 2d10+2, hp 15 each; Init +1; Spd 20 ft; AC 18 (touch 11, flat-footed 17) [Dex +1, Breastplate +5, Heavy steel shield +2] or AC16 (touch 11, flat-footed 15) [Dex +1, Breastplate +5]; BA/G +2/+3; Atk +4 melee [Longsword 1d8+1] or +4 melee [Pike 1d8+1]; Full Atk +4 melee [Longsword 1d8+1] or +4 melee [Pike 1d8+1]; SA None; SQ None; SR None; AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Jump +1, Listen +1, Spot +1; Weapon focus: Longsword, Weapon focus: Pike, Endurance, Phalanx Fighting.

Possessions: Longsword, Pike, Breastplate, Heavy steel shield, red and white Auszug uniform and basic equipment, 1 x alchemical item (choice of alchemist's fire, acid flask or tanglefoot bag).

Encounter Nine

Fallen Auszug (3), Male Human/half-vampire War3/Ftr6: CR 9; Medium Humanoid ; HD 3d8+6 (Warrior), 6d10+12 (Fighter) ; hp 78; Init +6; Spd 20; AC:23 (25 Shield Wall) (Flatfooted:20 Touch:11); BA/G +9/+13; Atk +15 melee (1d6+7, 19-20 x2, Shortsword, M/wk); +11 ranged (1d8, 19-20 x2 Crossbow, light); Full Atk +15/+10 melee (1d6+7, 19-20 x2, Shortsword, M/wk); +13/+8 ranged (1d8, 19-20 x2 Crossbow, light); SQ Blood Drain, Blood Dependency, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; AL CE; SV Fort +10, Ref +6, Will +5; STR 18, DEX 14, CON 12, INT 10, WIS 8, CHA 14.

Skills and Feats: Climb +8, Gather Information +3, Handle Animal +3, Jump -7, Listen +2, Search +2, Spellcraft +1, Spot +3. Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Hold the Line, Improved Initiative, Improved Toughness, Iron Will, Phalanx Fighting, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Sword, short, Weapon Specialization: Sword, short.

Possessions: Short sword, m/wk, Crossbow, light, Bolts, crossbow (50), Short sword, m/wk, Dagger, Full Plate, heavy steel shield +1, Cloak of Resistance +1.

Blood Drain (Ex): These half-vampires can suck blood from a living victim by making a successful grapple

check. If it pins a foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. When a half-vampire drains a victim's constitution, it gains 5 temporary hit points, no matter how many points it drains. Temporary hit points gained in this manner last for 1 hour.

Blood Dependency (Ex): If a half-vampire does not use its blood drain ability at least once per day, it must make a Fortitude save DC 15 or become fatigued. Each day after the first day without using its blood drain increases the DC by 1. Once fatigued, it must make a Fortitude save DC 20 each week thereafter or become exhausted.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Sovak Venraar, Male Human Clr3/Wiz3/MysThe4: CR 11; Medium Humanoid ; HD 3d8(Cleric) , 3d4(Wizard) , 4d4(Mystic Theurge) ; hp 34; Init +7; Spd 30; AC:13 (Flatfooted:10 Touch:13); BA/G +5/+6; Atk +6 melee (1d8+1 x2, mace, hvy) +8 ranged (spells); Full Atk +6 melee (1d8+1 x2, mace, hvy) +8 ranged (spells); AL CE; SQ Rebuke Undead 9/day, Charm Gaze DC 15, DR 5/silver or magic, Resistance: Electricity (Ex): 5, Fast Healing 1; SV Fort +5, Ref +6, Will +13; STR 13, DEX 16, CON 10, INT 16, WIS 16, CHA 16.

Skills and Feats: Appraise +4, Bluff +5, Concentration +13 (+18 with tunic), Craft (Alchemy) +2, Decipher Script +5, Heal +5, Knowledge (Arcana) +10, Knowledge (Dungeoneering) +4, Knowledge (History) +5, Knowledge (Local) +4, Knowledge (Religion) +9, Knowledge (The Planes) +5, Listen +4, Search +5, Sense Motive +5, Spellcraft +18, Spot +5, Tumble +4. Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Divine Metamagic (Empower Spell) Divine Spell Power, Extra Turning, Improved Initiative, Mother Cyst, Practiced Spellcaster, Scribe Scroll, Shield Proficiency, Empower Spell, Simple Weapon Proficiency.

Spells Prepared (Clr 6/5/4/3/1): 0 - *Create Water, Light, Mending x2, Purify Food and Drink, Resistance*; 1st - *Bless, Deathwatch, Divine Favour, Magic Stone, Obscuring Mist, Protection from Good (d)*; 2nd - ~~*Necrotic Cyst*~~, *Invisibility (d), Resist Energy, Silence, Spiritual Weapon*; 3rd - *Dispel Magic, Magic Circle against Good (d), Prayer, Searing Light*; 4th - *Confusion (d), Freedom of Movement*.

(Wiz 4/5/4/3/1): 0 - *Detect Magic, Light, Mage Hand, Read Magic*; 1st - *Cause Fear, Chill Touch, Mage Armor, Ray of Enfeeblement, Shield*; 2nd - *False Life, Glitterdust, Mirror Image, Spectral Hand*; 3rd - *Fireball, Flame Arrow, Haste*; 4th - *Enlarge Person, Mass*.

Possessions: Mace, Hvy, Robes, Healer's kit, Holy symbol, silver, Spellbook, wizard's, Spell Components, Ink, vial, Pearl of Power 1st, Tunic of Steady Spellcasting, Scroll of Comprehend Languages, Scroll of Inflict Light Wounds x4, Cloak of Resistance +2, Brooch of Shielding, Pearl of Power 2nd.

Charm Gaze (Su): This half-vampire can charm humanoid or monstrous humanoid opponents just by looking into their eyes. This is similar to a gaze attack, except that the half-vampire must use a standard action, and those merely looking at the half-vampire are not affected. Any one he targets must make a successful Will save (DC 10 +1/2 HD +1/2 Cha modifier) or be under the half-vampire's influence as though affected by a *Charm Monster* (caster level equal to HD). Any creature that successfully saves against this effect is immune to further attempts for 24 hours.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic

Fast Healing (Ex): A Half-vampire heals 1 point of damage each round so long as it has 1hp but less than half full hit points. As long as a half-vampire has more than half its normal hit points, this ability does not function.

Junos Rakmaar: Male Human vampire Mar 9, CR 11; Medium Undead; HD 9d12 (Marshall); hp: 72; Init: +7; Spd: 20; AC: 31 (33 Shield Wall) (Flatfooted: 24, Touch: 11); BA/G +9/+15; Atk +17 melee (1d6+8, 19-20x2, Short sword +2) or slam +15 (1d6+6 x2), +12 ranged (1d8,x2, Lt Crossbow); Full Atk +17/+12 melee (1d6+8, 19-20x2, Short sword +2) or slam +15/+10 (1d6+6 x2), +10 ranged (1d8,x2, Lt Crossbow); AL CE; SA 2 Grant Move Action 1/day, 5 Minor Auras, 2 Major Auras; SA: Create Spawn (Su), Dominate Person DC 12 (Su), Energy Drain (Su), Blood Drain (Ex); SQ: Resistance: Turn (Ex): +4, Resistance: Cold (Ex): 10, Gaseous Form (Su), Damage Reduction (Su): 10/silver and magic, Spider Climb (Ex), Resistance: Electricity (Ex): 10, Alternate Form (Su), Fast Healing (Ex): 5; SV Fort +7, Ref +5, Will +7; STR 22 DEX 16, CON 14, INT 10, WIS 10, CHA 20.

Skills and Feats: Diplomacy +10, Climb +0, Hide +4, Jump +2, Listen +10, Move Silently +4, Spot +10.

Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Dodge, Improved Initiative, Iron Will, All Martial Weapon Proficiencies, Combat Reflexes, Phalanx Fighting, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Diplomacy), Tomb Tainted Soul.

Possessions: Short Sword +2, Crossbow, light, Bolts, crossbow (50), Short sword, m/wk, Dagger, Full Plate +1, heavy steel shield +2, Vest of Resistance +1, Potion of Inflict Serious Wounds, Cloak of Charisma +2.

Dominate (Su): At will: DC 16 Will negates.

Energy Drain (Su): A successful slam attack bestows 2 negative levels - Fortitude DC 18 to eliminate 24 hours later. For each successful draining attack the vampire gains 5 temporary hp.

Create Spawn (Ex): Any humanoid slain by a vampire becomes a vampire in 24 hours. Spawn are under the command of the vampire that created them.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has 1hp.

Grant Move Action (Ex): Twice per day as a standard action a marshal can grant an extra move action to any or all allies within 30ft (not herself). Each of the affected allies takes this move action immediately, acting in their current initiative order. This extra action does not affect the ally's initiative count.

Marshal Auras (Ex): The marshal exerts an effort on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor and one major order at a time. Projecting an aura is a swift action. An aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continually – thus an aura can be in effect before a combat encounter even before the marshal takes his turn.

Minor Auras: A minor Aura lets allies add the Marshall's Charisma modifier to certain rolls.

Minor Auras Known (5): Watchful Eye (+5 to allies Reflex saves), Force of Will (+5 to allies Will saves), Over the Top (+5 to allies damage when charging), Master of Opportunity (+5 to Armor class against attacks of opportunity, Master of Tactics (+5 to damage rolls when flanking).

Major Auras (Su): Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major Aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th and 20th level.

Major Aura's Known (3): Motivate care (bonus to Armor Class +2), Motivate Attack (bonus to attack rolls +2), Motivate Care (bonus to armour class +2).

Vellis Rakmaar, Male Elf, Wood Vampire Rgr9: CR 11; Medium Undead (Elf); HD 9d12 (Ranger); hp 65; Init +10; Spd 30; AC:27 (Flatfooted:22 Touch:15); BA tk/G +9/+15; Atk +15 melee (1d6+6, x2, slam) or +18 ranged (1d8+7, x3 Composite Longbow +1 Str 22); Full Atk +15/+10 melee (1d6+6 x2, slam), *+18/+18/+13 ranged (1d8+7, x3 Composite Longbow +1 Str 22); SA: Create Spawn (Su) , Dominate Person DC 13 (Su) , Energy Drain (Su) , Blood Drain (Ex) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, Resistance: Turn (Ex): +4, Resistance: Cold (Ex): 10, Gaseous Form (Su), Damage Reduction (Su): 10/silver and magic, Spider Climb (Ex), Resistance: Electricity (Ex): 10, Alternate Form (Su), Fast Healing (Ex): 5; AL CE; SV Fort +6, Ref +14, Will +5; STR 22, DEX 22, CON -, INT 11, WIS 15, CHA 10.

Skills and Feats: Handle Animal +10, Hide +17, Knowledge (Nature) +6, Listen +17, Move Silently +14, Search +2, Spot +13, Survival +14. Alertness, Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Dodge, Endurance, Improved Initiative, Improved Rapid Shot, Lightning Reflexes, Manyshot, Point Blank Shot, Precise Shot, Ranged Disarm, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track.

Possessions: Mithral Chainmail, +2, Composite Longbow +2 (Str 22), Quiver of Iuz (Ehlonna), 200 Arrows, 20 Cold Iron Arrows, 20 Alchemical Silver Arrows, Dagger, Cloak of Resistance +1, Bracers of Archery, lesser.

Dominate (Su): At will: DC 14 Will negates.

Energy Drain (Su): A successful slam attack bestows 2 negative levels - Fortitude DC 18 to eliminate 24 hours later. For each successful draining attack the vampire gains 5 temporary hp.

Create Spawn (Ex): Any humanoid slain by a vampire becomes a vampire in 24 hours. Spawn are under the command of the vampire that created them.

Companion: Fiendish Dire Rat, Male Dire Animal, Rat : CR 1/3; Small Magical Beast ; HD 1d8+1 (Animal) ; hp 5; Init + 3; Spd 40, Climb 20; AC 15; Atk + 1 base melee, + 4 base ranged; +4 (1d4, Bite); SA: Disease (Ex)

, Smite Good (Su) ; SQ: Scent (Ex), Low-light Vision (Ex), , Resistance: Cold (Ex): 5, Spell Resistance (Ex): 1 + 5, Resistance: Fire (Ex): 5, Darkvision (Ex): 60 ft.; AL N; SV Fort + 3, Ref + 5, Will + 3; STR 10, DEX 17, CON 12, INT 3, WIS 12, CHA 4.

Skills: Climb +8, Hide +8, Jump +4, Listen +4, Move Silently +4, Spot +4.

Feats: Alertness, Weapon Finesse.

Encounter Fourteen

Bragma Uugdruu: Male Ogre, Cleric (Iggwilv) 5; CR 8; Large Augmented Humanoid; HD 4d8+12 + 5d8+15; hp 65; Init -1; Spd Walk 30 ft.; AC 21, touch 10, flat-footed 21, Base Atk +6; Grp+15; Atk: +2 Large Spiked Chain +13 melee (2d6 +7); Full Atk: +2 Large Spiked Chain +13/+8 melee (2d6 +7); SA spells, rebuke undead 3/day; SQ: darkvision (60'), low light vision. AL: CE; SV Fort +11, Ref +1, Will+11; STR 20, DEX 8, CON 16, INT 12, WIS 18(20), CHA 12

Skills and Feats: Bluff +4, Climb +6, Concentration +6, Diplomacy +4, Disguise +4, Knowledge (Religion) +4, Listen +13, Spellcraft +4, Spot +13; Tomb Tainted Soul, Tomb Born Fortitude, Profane Boost, Exotic Weapon Proficiency (Spiked Chain).

Possessions: +2 Breastplate, Ring of Protection +1, Cloak of Resistance +1, Periapt of Wisdom +2, Spiked Chain +2, Brooch of Shielding, 2 x Scroll of *mass inflict light wounds* (9th level caster).

Domains: Evil and Trickery

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—[*cause minor wounds* (5)]; 1st—[*cause light wounds* (4), ~~*protection from good*~~*]; 2nd—~~*invisibility*~~*; *darkness*, *cause moderate wounds*(2)]; 3rd—[~~*non-detection*~~*; *cause serious wounds*].

Spells that have a strike through have been precast but have not been factored into the stat block.

Jorg, Grang, Vilgr Uugdruu: Male Ogres (3), Rogue 1, Fighter 4; CR 8; Large Augmented Humanoid; HD 4d8+12 + 1d6+3 + 4d10+12; hp 60; Init +5; Spd Walk 30 ft.; AC 23, touch 13, flat-footed 21, Base Atk +7; Grp+17; Atk: +2 Large Spiked Chain +15 melee (2d6 +8); Full Atk: +2 Large Spiked Chain +15/+10 melee (2d6 +8); SA sneak attack (+1d6); SQ: darkvision (60'), low light vision. AL: CE; SV Fort +11, Ref +4, Will+1; STR 22, DEX 12, CON 16, INT 12, WIS 8, CHA 8

Skills and Feats: Bluff +11, Climb +6, Intimidate +7, Listen +10, Spellcraft +3, Spot +10; Blind-Fight, Exotic Weapon Proficiency (Spiked Chain), Combat

Reflexes, Improved Initiative, Hold The Line, Tomb Born Fortitude, Tomb Tainted Soul.

Possessions: +2 Breastplate, Ring of Protection +1, Cloak of Charisma +2, Spiked Chain +2.

Einrik Krijgboot: Male Human (Flan), Monk 1, Rogue 6, Assassin 5; CR 12; Medium Humanoid; HD 1d8+1 + 6d6+6 + 5d6+5; hp 53; Init +10; Spd Walk 30 ft.; AC 21, touch 10, flat-footed 21, Base Atk +7; Grp+10; Atk: +4 Shuruken +18 melee (1d2+8+poison); Full Atk +4 Shuruken +18/+13 melee (1d2+8+poison); SA death attack, sneak attack, poison use, flurry of blows, stunning blow, unarmed attack, spells. AL: LE; SV Fort +6, Ref +17, Will+9; STR 12(16), DEX 18(22), CON 12, INT 16, WIS 16(20), CHA 14

Skills and Feats: Bluff +4, Climb +2, Diplomacy +2, Disable Device +4, Disguise +8, Escape Artist +1, Foggery +4, Gather Information +4, Hide +19, Intimidate +4, Jump +4, Knowledge (History) +8, Knowledge (Local, Perrenland) +8, Knowledge (Religion) +8, Listen +4, Move Silently +19, Open Lock +2, Ride +1, Search +2, Sense Motive +1, Spellcraft +6, Spot +8, Tumble+19, Use Magical Device +1; Combat Reflexes, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Stunning Fist, Tomb Tainted Soul.

Possessions: Bracers of Armor +4, Ring of Protection +3, Amulet of Natural Armor +3, Periapt of Wisdom +4, Belt of Giant Strength +4, +4 Shuruken (40), Brooch of Shielding, Gloves of Dexterity +4. Poison (Iggwilv's Famine, 4 applications).

Spells Per Day (4/3/2; base DC = 13 + spell level): *Spells Known* 1st—[feather fall, obscuring mist, sleep, true strike,] 2nd—[~~Invisibility, pass without trace, undetectable alignment~~] 3rd—[~~false life, non-detection~~].

Spells that have a strike through have been precast but have not been factored into the stat block.

Note each round of combat the first Shuruken thrown by Einrik is coated in Iggwilv's Famine poison (see below)

Best Attack Routine: Flurry of Blows, Point Blank Shot and Rapid Shot full attack routine +15/+15/+15/+8 (1d2+8+poison) +6d6 sneak attack if applicable.

Brar Ulfrig: Male Human Half-Fiend, Cleric 1 (Iggwilv), Entropomancer 10; CR 15; Medium Outsider (Augmented Humanoid) (native); HD 12d8+36; hp 99; Init +2; Spd Walk 30 ft., Fly 20 ft (average); AC 23, touch 15, flat-footed 21, Base Atk +8;

Grp+9; Atk: +2 Unholy Mace +12 melee (1d8 +4); Full Atk: Unholy Mace +12/+7 melee (1d8 +4); SA Smite good, spells, spell like abilities, rebuke undead 3/day; SQ: Damage Reduction 10/magic, darkvision (60'), immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 22. AL: CE; SV Fort +18, Ref +8, Will+19; STR 14, DEX 14, CON 16, INT 19, WIS 22, CHA 14

Skills and Feats: Bluff + 17, Concentration +18, Diplomacy +11, Disguise + 17, Heal +6, Hide + 6, Intimidate +19, Knowledge (Arcana) + 19, Knowledge (History) + 8, Knowledge (Religion) +18, Spellcraft +15, Spot +8; Great Fortitude, Magical Aptitude, Profane Lifeleech, Tomb Tainted Soul, Tomb-Born Fortitude, Vampire Hunter.

Possessions: +2 Breastplate, Ring of Protection +3, Cloak of Resistance +3, Periapt of Wisdom +4, Headband of Intellect +4, +2 Unholy Mace, Hat of Disguise.

Appendix 2 – Undead PC's

In Encounter 1 the PC's are told they will need to use the Staff of Undeath to safely navigate the halls of Jor-Russ. The staff allows the PC's to cast *Veil of Undeath* a new spell from *Libris Mortis* upon themselves – even without the need of a divine caster (in case there are no divine casters in the party), and without any alignment shift due to the spell's evil descriptor. The spell transform the recipient into an undead state – see the spell's description below:

The players have some time to prepare their characters for this effect. The DM should encourage the players to fix up their characters accordingly during the first few encounters of the adventure – after encounter 5 they enter the halls of Jor-Russ in their undead state and face one combat encounter while in their undead state..

This effect should provide a unique experience for players – who get to try out something different. The DM should help the PC's role-play their new state – as undead the PC's do not feel pain but still retain their normal emotions and thoughts. For some players this will be an opportunity to explore the role-playing aspects of being dead....

VEIL OF UNDEATH

Necromancy (Evil)

Level: Cleric 8, sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10mins/level

You gain many of the traits common to undead creatures. While the spell lasts, you have immunity to mind-affecting spells and abilities, poison, sleep, paralysis, stunning, disease, death, extra damage from critical hits, non lethal damage, death from massive damage, ability drain, energy drain, fatigue, exhaustion, damage to physical ability scores, and any affect requiring a Fortitude saving throw. You need not eat, breathe or sleep.

For the duration of the spell, your Constitution score becomes -. You lose any bonus hit points gained from a high constitution bonus (this can't reduce hp below

1hp per HD). If your constitution score is normally a penalty, you do not gain any hit points with the casting of this spell..

Like an undead creature, you are damaged by any *cure* spells and healed by any *inflict* spells.

You don't actually gain the undead type by casting this spell.

Material Component: A black sapphire worth 1000gp.

Appendix 3 – New Spells, Feats and New Rules Items.

Spells:

Necrotic Cyst

Necromancy (Evil)

Level: cleric2, sor/wiz2

Components: V,S,F

Casting Time: 1 std action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Save: Fortitude negates

Spell Resistance: Yes

The subject develops an internal spherical sac that contains fluid or semi-solid necrotic flesh. The internal cyst is noticeable as a slight bulge on the subject's arm, abdomen or face (wherever you chose to touch the target) or it is buried deeply enough in the flesh of your target that it is not immediately obvious – the subject may not realise what was implanted within her.

From now on, undead foes and necromantic magic are particularly debilitating to the subject – the cyst enables a sympathetic response between free-roaming external undead and itself. Whenever the victim is subject to a spell or effect from the school of necromancy, she makes saving throws to resist at a -2 penalty. Whenever the subject is dealt damage by the natural weapon of an undead (claw, bite or other attack form) she takes an additional 1d6 points of damage.

Victims who possess necrotic cysts may elect to have some well-meaning surgeon remove them surgically. The procedure is a bloody, painful process that incapacitates the subject for 1 hour on a successful DC 20 Heal check and kills the subject with an unsuccessful Heal check. The procedure takes 1 hour and the surgeon cannot take 20 on the check.

Protection from Evil or a similar spell prevents the necrotic cyst from forming. Once a necrotic cyst is implanted spells that manipulate the cyst and its bearer are no longer thwarted by *protection from evil*.

Focus: Caster must possess a mother cyst.

Necrotic Scrying

Necromancy (Evil)

Level: cleric2, sor/wiz2

Components: V,S,F

Casting Time: 1 std action

Range: Unlimited

Effect: Cyst-bearer serves as a magical sensor.

Duration: 1 min./level

Save: none

Spell Resistance: No

You can concentrate upon a specific individual who you believe to bear a necrotic cyst, (see the spell of the same name), and hear or see (your choice) almost as if you were there. Distance is not a factor, but the spell fails if the individual no longer bears the cyst or if the cyst bearer is no longer on the plane of existence you are currently occupying. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black you can see in a ten-foot radius around the centre of the spell's effect. Lead sheeting or magical protection (such as *antimagic field*, *mind blank* or *non-detection*) blocks the spell and you can sense that the spell is so blocked.

You may cast the following spells through *necrotic scrying*: *comprehend languages*, *magic mouth*, *message*, *read magic*, *tongues* and *darkvision*.

Focus: Caster must possess a mother cyst.

Feats:

Mother Cyst (general)

You gain the ability to cast necrotic cyst spells by growing a cyst of your own.

Prerequisites: Caster level 1, knowledge (religion) 2 ranks.

Benefit: You grow an internal cyst of undead flesh called a mother cyst. The cyst may be noticeable as a discoloured swelling on your skin, if desired. The mother cyst is slightly painful but otherwise isn't harmful. The mother cyst grants you access to a number of cyst-related spells listed below (and described in Chapter 4 of this book). You cast these spells like you can cast any other spell you cast, once you host a mother cyst, (if you are a caster who prepares spells you can prepare all necrotic cyst spells without referring to a spell book, as if you had the Spell Mastery feat for each such spell.)

Necrotic Cyst spells: 1st – *necrotic awareness*; 2nd – *necrotic cyst*, *necrotic scrying*; 3rd – *necrotic blast*; 4th – *necrotic domination*; 5th – *necrotic burst*; 6th – *necrotic eruption*; 7th – *necrotic tumour*; 8th – *necrotic empowerment*; 9th – *necrotic termination*.

Normal: A creature without this feat cannot cast necrotic cyst spells.

Libris Mortis

Tomb Tainted Soul [General]

Your soul is tainted by the foul touch of undeath

Prerequisite: Non-good alignment

Benefit: You are healed by negative energy and harmed by positive energy as if you were an undead creature. This feat gives no other penalties or benefits of the undead type.

Tomb Born Fortitude [General]

The power of undeath taints you, body and soul. Its power has hardened your flesh and given it the foul look of the grave.

Prerequisite: Non-good alignment, Tomb Tainted Soul.

Benefit: You have a 25% chance to resist critical hits. When a critical hit or sneak attack is scored against you, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

In addition, you do not risk death from massive damage.

You skin takes on the pallor and texture of a dead creature of your race.

Vampire Hunter [General]

Your knowledge of Vampires has given you the extraordinary ability to detect subtle signs of their presence and to resist their dominating gaze.

Prerequisite: Knowledge (religion) 6 ranks

Benefits: You can make a move action to unfailingly determine whether a vampire or vampire spawn is within 30 feet of you. In addition, you are immune to the dominating gaze ability of vampires and vampire spawn.

Complete Warrior

Phalanx Fighting [General]

You are trained in fighting in close formation with your allies.

Prerequisite: Proficiency with a heavy shield, base attack +1.

Benefit: If you are using a heavy shield and a light weapon, you gain a +1 bonus to your Armor Class. In addition, if you are adjacent to an ally who is also using a heavy shield and a light weapon and who also has this

feat, you may form a shield wall. A shield wall provides an extra +2 bonus to Armor Class and a +1 bonus on reflex saves to all eligible participants of the shield wall.

Special: A Fighter may pick this as one of his bonus feats.

Complete Warrior

Hold the Line [General]

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack +2.

Benefits: You may make an attack of opportunity against a charging opponent who enters a square you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Complete Divine

Profane Boost [Divine]

You can channel negative energy to increase the power of *inflict wounds* spells cast near you.

Prerequisite: Ability to rebuke undead.

Benefit: You can spend a rebuke attempt as a standard action to place an aura of negative energy upon each creature within a 60-ft. burst. Any *inflict* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting.

Complete Divine

Divine Spell Power [Divine]

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st level divine spells.

Benefit: You can spend a turn attempt as a free action and roll a turning check with special +3 to the roll. Treat the result as a modifier to your caster level on the next divine spell you cast in that round.

Complete Divine

Divine Metamagic [Divine]

You can channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn or rebuke undead, chosen meta-magic feat.

Benefits: When you take this feat, choose a meta-magic feat. This feat only applies to that meta-magic feat. As a free action you use positive or negative energy and apply it to a meta-magic feat to spells that you know. You must spend one turn attempt plus an additional attempt for each level increase of the meta-magic feat chosen.

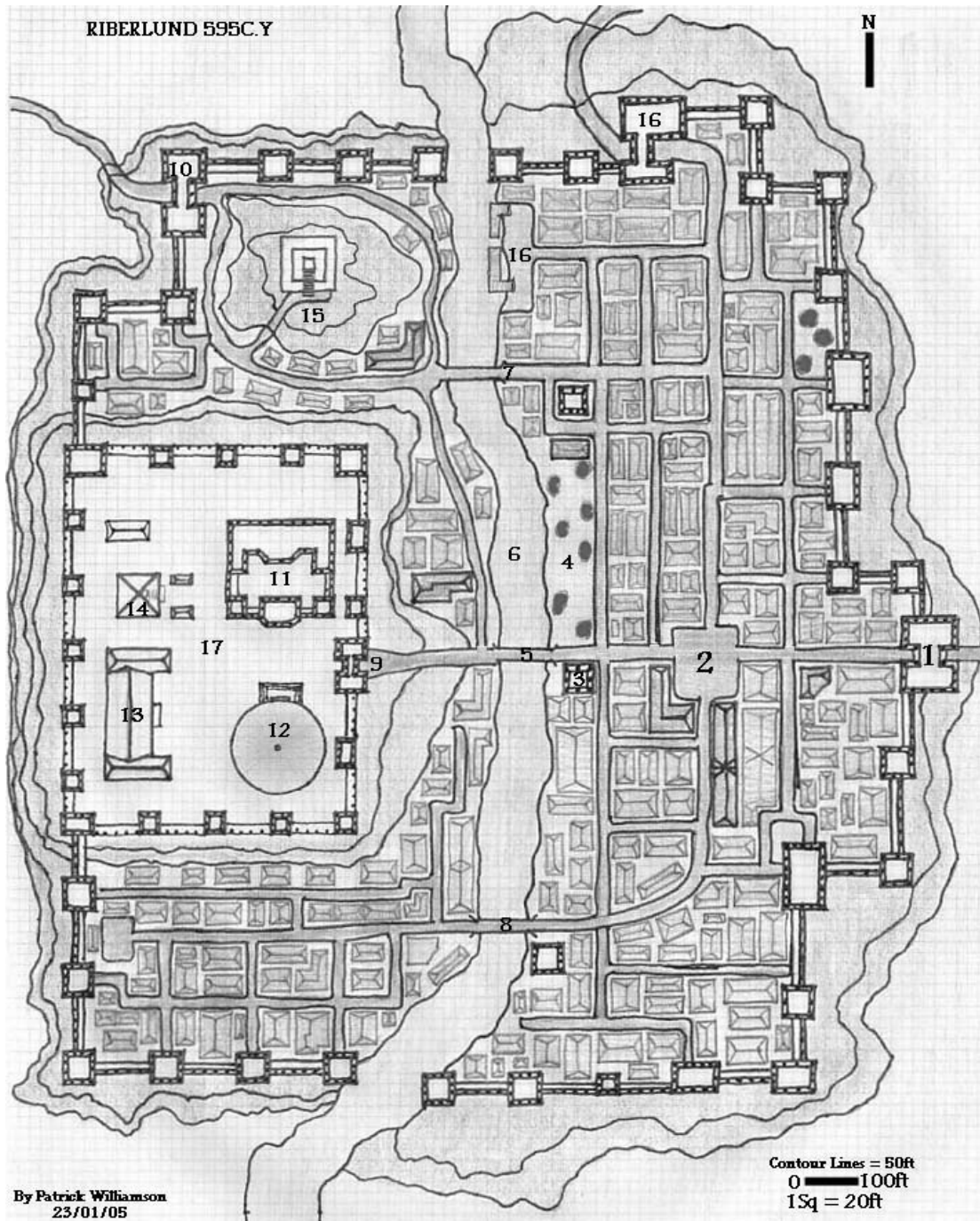
New Rules Item

Iggwilv's Famine: Poison Injury DC 16, Initial Damage: See Below, Secondary Damage 2d6 Str + see below.

This vile magical poison is derived from the desiccated corpses of the mummified noble Ur-Flan who were purged when Iggwilv's mother Igg-Vuurz came to power during the time of the Ur-Flan states within the Quaglands. These nobles, priests of Nerull who fought in opposition to the demon worshipping Igg-Vuurz were captured and then mummified alive. The poison thus derived from the dust of their powdered innards is tainted with strong necromantic magic. When the poison is delivered via an injury the victim must make a Fortitude DC16 save or become ravenously thirsty and suffer the effects of famine suffer a unquenchable hunger. The victim must stop whatever they are doing to eat for 1d4 +1 rounds as this thirst consumes them. A victim who cannot find something to eat will attack the nearest living creature within 60ft and attempt to bite them and eat them instead. If no food or living creature is within 60ft the victim will eat themselves inflicting 1d4 points of damage per round or better if they have a natural bite attack or a monk's unarmed damage. The victim will continue to eat until either the duration expires or until a *Remove Curse* is applied, a *Dispel Magic* or *Break Enchantment* is successfully cast. Regardless of how much a victim eats one minute later the victim must make a second save or suffer 2d6 points Strength of damage as the energy within them is consumed. A successful save negates further effects. A victim who dies as a result of this poison damage will return as a Ghast unless they are raised or beheaded within twenty four hours of their death.

Appendix 4 – DM’s Maps 1–9

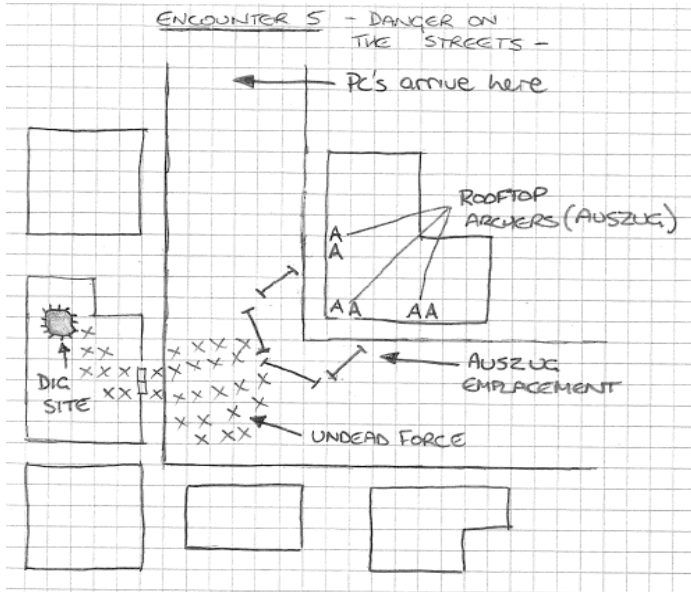
DM Map #1 – City of Riberlund



KEY: 1 Oost Gate, 2 Keinhoost Market, 3 Middle Bridge Tower, 4 Targen's Garten, 5 Graf's Bridge, 6 Oostflow River (flows northwards), 7 Nord Bridge, 8 Sud Bridge, 9 Graf's Gates, 10 Vest Gate, 11 Castle Hüssen, 12 Temple of the Old Kerk, 13 Winter Palace, 14 Der Obsidian Ziggurat, 15 Der Paleen Ziggurat, 16 Nor Gate, 17 Fortress Riberlund.

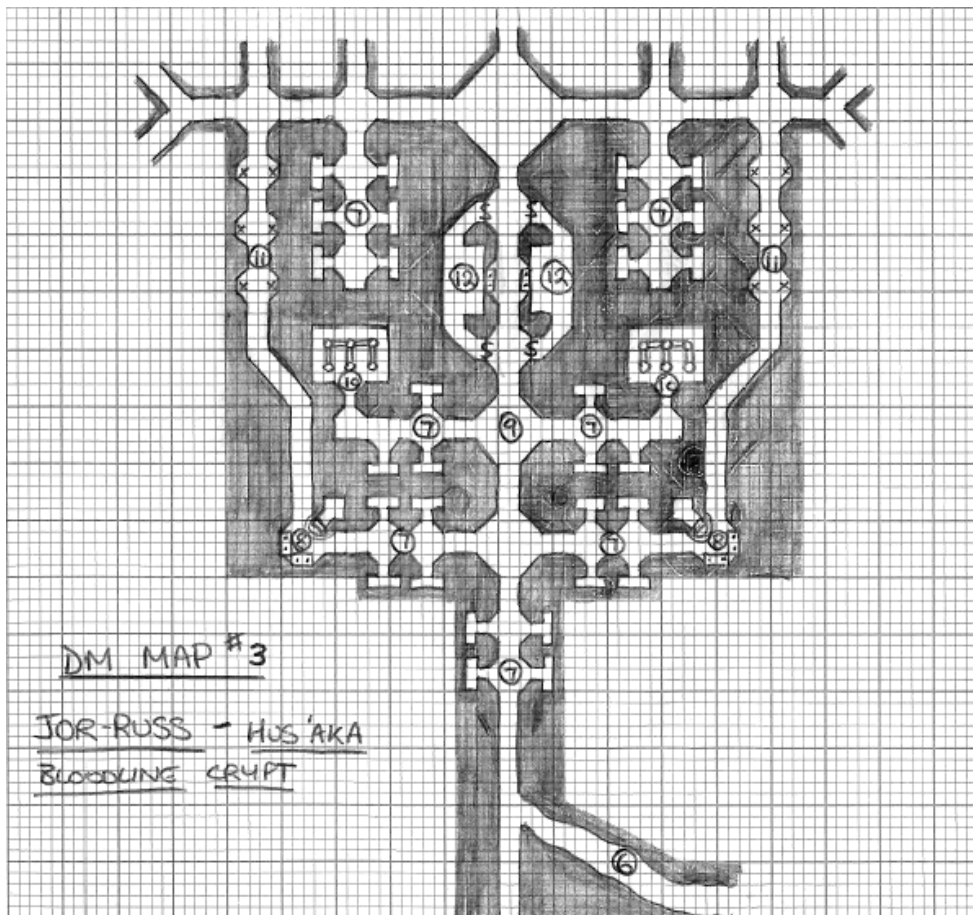
DM Map #2 – Encounter 5

(1 sq = 5 ft)



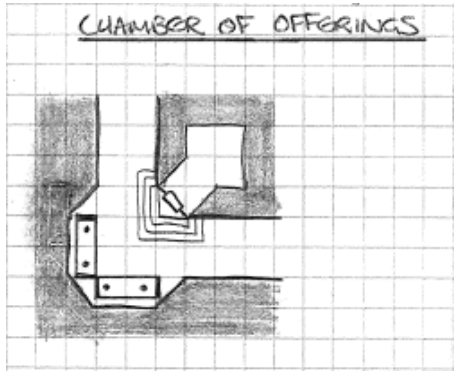
DM Map #3 - Encounters 6-12

(1 sq = 5 ft)



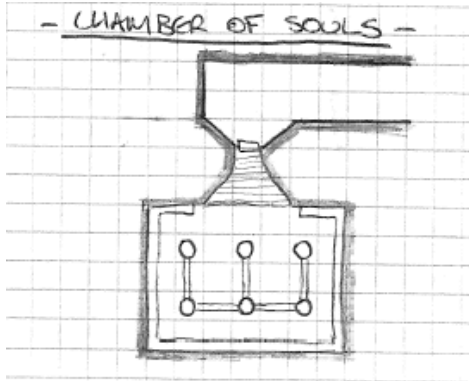
DM Map #4 – Encounter 8

(1 sq = 5 ft)



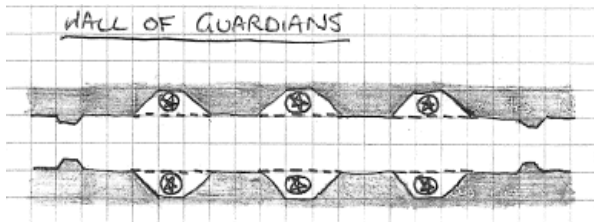
DM Map #6 – Encounter 10

(1 sq = 5 ft)



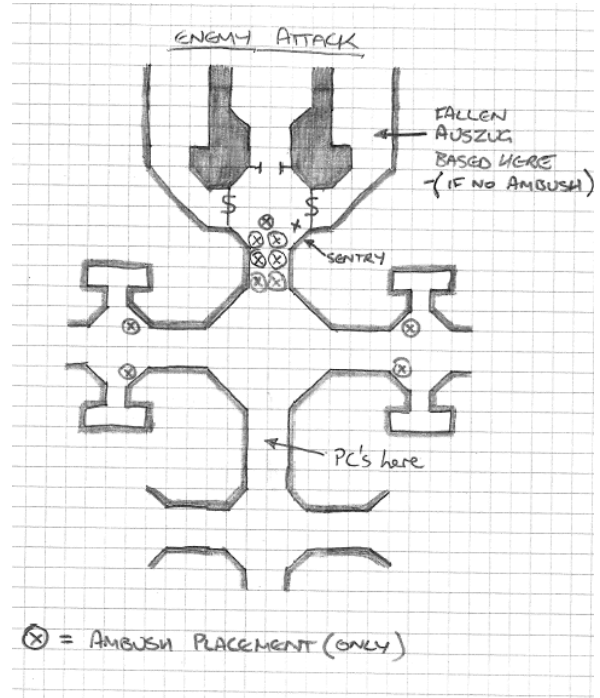
DM Map #7 – Encounter 11

(1 sq = 5 ft)



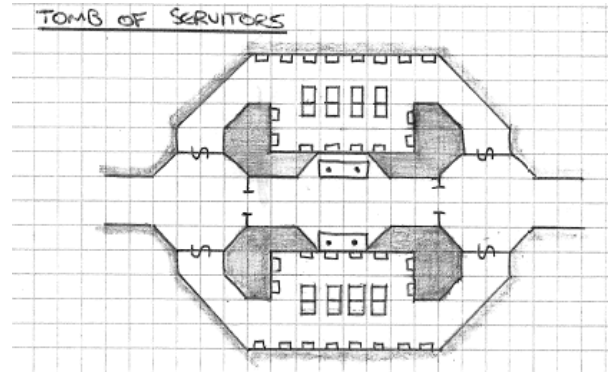
DM Map #5 – Encounter 9

(1 sq = 5 ft)



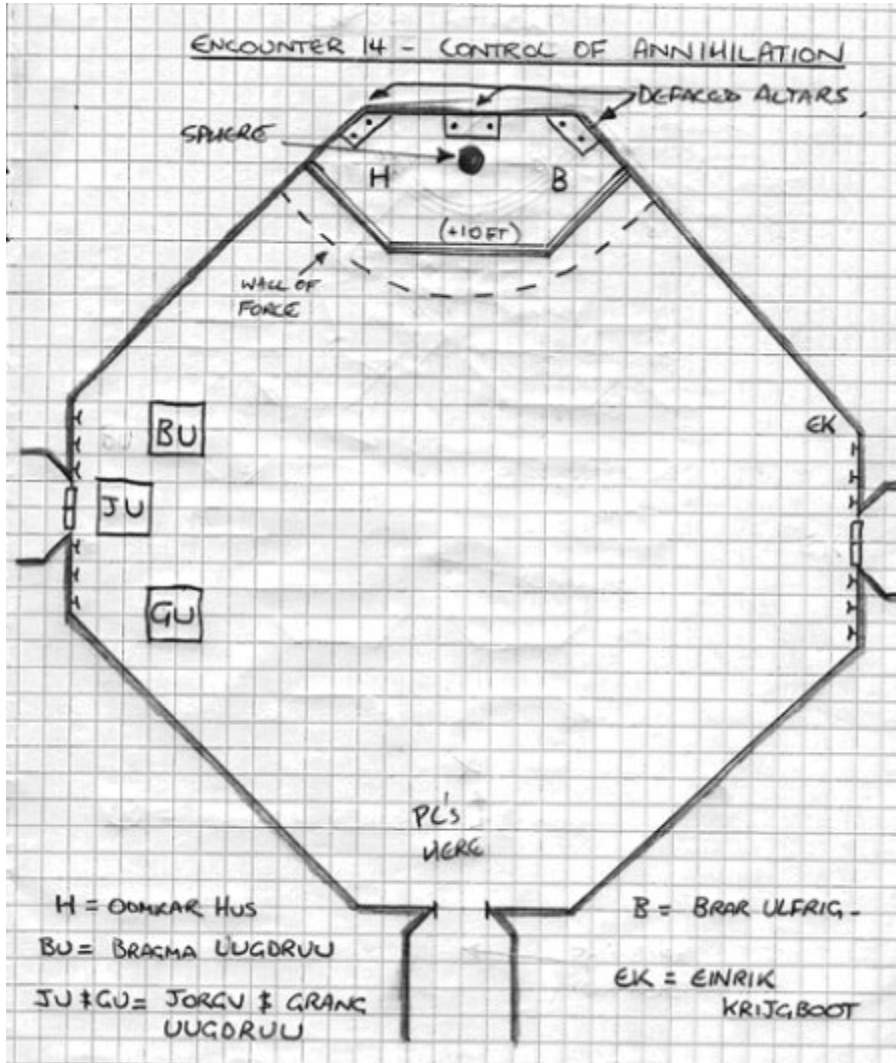
DM Map #8 – Encounter 12

(1 sq = 5 ft)



DM Map #9 – Encounter 14

(1 sq = 5 ft)



Player Handout #1 – The Letter signed Null

Comrades,

Forgive the nature of this request, but as you know we live in the gravest of times.

The Voormann has urgent need of your services. If you have the time and the inclination could you please make your way to the merchant ship De Hearz Aus Stahl (The Heart of Steel) at midnight tonight so that the nature of the business at hand can be put to you.

Null.

Player Handout #2 – Symbol of HUS



Judge Aid One Perrenland Specific Effects

The Eruption of Mount Hellspaar

In PER4-06 The Hollows Unveiled, the previously dormant volcano Mount Hellspaar erupted. This has spread volcanic ash high into the air over Perrenland and is currently causing the following effects for Perrenland regional adventures:

Hell's Gloom: These effects occur in all Perrenland regional adventures.

- Daylight hours in Perrenland have been shortened. In *eastern* Perrenland (Traft, Clatspurgen, Kershane, Sepia Uplands and Quagfludt), dawn has all but been blocked out and it is not until 2pm that the sun appears below the cloud of smoke in the west. The sun disappears again at 6pm. Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.
- Altitudes greater than 6000 ft. (St Cuthbert's Monastery, Yatilskaad, Don Craggen Keep, Kloetzenburg and Tielmannschlauss) are above this low lying layer of smoke and ash and are not subject to this effect.
- During these Gloom hours, creatures that are negatively affected by sunlight (such as orcs, vampires, spectres and the like) can walk openly under the skies without penalty!

The Nightmare: Many folk, including the PCs, are having vivid nightmares of their friends and loved ones being slaughtered and rising as undead to fight in the legions of the Famine Queen (Iggwilv). At the start of each adventure, each PC has this nightmare the night before play begins. If they fail a DC 15 Willpower save they suffer a -1 profane penalty to all saving throws for the next two days. This is a fear effect and may be suppressed or dispelled (caster level 10) in the normal manner.

The Freeze of the Famine Queen:

Winter has descended early on the Quaglands and has not lifted. This has the following effects on this regional adventure.

- The southern and eastern coastal fringe and shallow areas of Lake Quag out to about 2 miles are frozen into a layer of ice and all ports with the exception of Clatsberg City are frozen shut. The freeze in the west currently extends to just north of Hugelrote.
- Ice skimmer is now the only way to re-supply and unload what shipping is still operating.
- Small icebergs now litter Lake Quag creating navigational hazards.
- Crops that were set for harvest have been blighted. Most of Perrenland has not been able to harvest any food since last season. Southern Quagfludt, the Kershane Pass and Northern Yattenheid are the only places that have produced a harvest.
- The shortage of food is creating widespread hunger across Perrenland and many fear famine.
- Hoarding has become common but has yet to be outlawed.
- The price of all food items has doubled and the price of any item from the Player's Handbook (PHB) has increased by 150% (except during initial character creation and intro adventures) in all Perrenland regional adventures.
- Lifestyle and up-keep costs have also doubled except where a PC is granted free up-keep. If a PC is using a lifestyle discount of some form, the discount applies after the costs have been doubled. i.e. Adventurers standard at 50% discount would cost 12 gp rather than 6gp.
- The survival DC for PCs who live off the land has risen to 25.

- PCs who pay for upkeep who instead voluntarily declare at the start of the game that they have donated their up-keep to the needy do not suffer negative Charisma effects. Instead they gain the same Charisma bonus they would normally have gained as if they had paid the appropriate lifestyle as they are deemed to be a generous patron of the folk. However they begin the game suffering from the effects of fatigue due to hunger and with subdual damage equal to 1/3 of their hit-point total rounded down. See PHB p 308 for fatigue effects. Note: As well as resting for 8 hours in game, PCs must also eat an appropriate meal to remove these effects.
- PCs who can cast *create food and water* or *heroes feast* can declare at the start of the game that they have done so to help the needy. These PCs gain charisma benefits from this act of generosity as if they had paid for the next higher lifestyle. This PC is assumed to have cast these spells immediately before the adventure introduction begins.

Divination spells within Perrenland

At some stage the PCs may decide to cast some form of divination magic. The following divination spells will no longer function correctly in a Perrenland regional adventure. They can still be cast but the follow effects occur instead.

Speak with dead: The corpse lets out a deep groan and says the following “**Your doom is at hand mortal!**” and then implodes and turns to dust.

Divination: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Sending: Works normally if sent from the sanctified temple of the caster’s god to another temple of the caster’s god. Otherwise it instead delivers a *Sonic Burst* spell instead of a message.

Commune with Nature: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *Doom* spell cast at 9th level and an overwhelming feeling that the land is being blighted.

Dream: The PC suffers the effects of *Nightmare* at their caster level.

Commune: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Scrying and *Scrying, Greater:* The PC’s sensor ends up in an unexpected place, the Scryer’s Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of Iuz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

APL 2: *Summon Monster II* (Fiendish monstrous spider, Medium); see below.

APL 4: *Summon Monster IV* (Howler); see *Monster Manual* pg 154.

APL 6: *Summon Monster VI* (Fiendish monstrous spider, Huge); see below.

APL 8: *Summon Monster VII* (Babau); see *Monster Manual* pg 40.

APL 10: *Summon Monster VIII* (Vrock); see *Monster Manual* pg 48.

APL 12: *Summon Monster IX* (Hezrou); see *Monster Manual* pg 44.

The PCs get no XP for this encounter as they could have avoided it. The summoned monster will stay for APL + 5 rounds.

Contact other plane: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

Whispering Wind: The spell causes a loud popping when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

Fiendish Medium Monstrous Spider: CR 1; Medium magical beast (Augmented Vermin, Extraplanar); HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14 (touch 13, flat-footed 11); BAB/GRP +1/+1; Atk +4 melee (1d6 plus poison, bite); Full Att +4

melee (1d6 plus poison, bite); Face/Reach 5 ft./5 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 5, darkvision 60 ft., spell resistance 7, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse^B). * See *Monster Manual* pg 288 for notes.

Fiendish Huge Monstrous Spider: CR 7; Huge magical beast (Augmented Vermin, Extraplanar); HD 8d8+16; hp 52; Init +3; Spd 30 ft., climb 20 ft.; AC 16 (touch 11, flat-footed 13); BAB/GRP +6/+18; Atk +9 melee (2d6+6 plus poison, bite); Full Att +9 melee (2d6+6 plus poison, bite); Face/Reach 15 ft./10 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 10, damage reduction 5/magic, darkvision 60 ft., spell resistance 13, tremorsense 60 ft., vermin traits; AL NE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide -1*, Jump +4*, Spot +4*). * See *Monster Manual* pg 288 for notes.

Critical Events Summary – Death’s Fury

1) Did the PCs accept the nature of the mission? Y N

Comments

2) Did the PCs save Oomkar Hus? Y N

Comments

3) Did the PCs manage to Kill Brar Ulfrig? Y N

Comments

4) Did a PC get annihilated by the Sphere as an act of self-sacrifice? Y N

Comments

If So PCs name and contact email of person. _____

5) Did Brar get attacked by the PCs ? Y N

Comments

If so name of PCs name and contact email of person who hit or damaged him in some way

6) Was this adventure enjoyable to DM? Y N

Comments

7) Was this adventure enjoyable to play? Y N

Comments

8) Any suggested improvements?

Comments

Please send to

<http://au.groups.yahoo.com/group/perrenlandtriad>

Thank-you for playing Living Greyhawk.