Festering Wounds

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

Version 2

Round 1

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There is an ugly evil previously left unchecked in Chendl. Now a mysterious stranger beckons you for the betterment of King and Country to take care of what lurks underneath Chendl. A One Round interactive set in Chendl, in the Kingdom of Furyondy, recommended for members of the Twilight Hunters. For APLS 2-12.

Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

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

Tracking

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

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

(CR of Animal — left-side label spanning the CR rows)

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a one-round Regional interactive adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next

adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

Thrommel's Necromancer minion is experimenting with easier ways of creating specialized undead. So far the best results have been in Chendl where a good supply of raw materials and a wide-spread *desecrate* effect have helped him and his research. The necromancer is rather well off and has slowly bought buildings over time to house his research, projects and raw materials. One of his projects is the use of non-goblinoid Bone drinkers (the biggest success so far).

Thrommel is in regular contact with the Necromancer and funds a part of his research as well as giving him leave to operate in the city. In return, the Necromancer helps with Thrommel's stockpiling of goods and resources. At this point in time, the Necromancer is a strong follower of Thrommel.

The second in command of the Twilight Hunters (e.g. Number Two) has been monitoring the situation at home in Chendl. He knows the real story with Chendl and has taken steps to get "Specialists" into the ranks of the Twilight hunters. Profit in Chendl, especially from the protection rackets, but also from other thieving activities, has gone down lately due to people being accosted by undead. Over the last two months Twilight Hunter spies and officers have been noticing a LOT more activity and odd behavior in a few places. These places have been marked down, and preparations for the simultaneous strike on this shadow organization have been made. Operatives have been tracking all the adventurers for "discrete mercenary work" and plan to deliver missives to them to let them know of a job they can't refuse.

Adventure Summary

PCs begin by being contacted by members of the Twilight Hunters. Assuming they agree to help the group, they gather together a team to assist with the task as proposed by the guild. The PCs meet at a tavern with others also participating in the assault and are assigned to a "target" (Encounter One). They are instructed to eliminate the undead or other threats to the city located there, as well as to gather any information they can obtain. At this point, the Interactive Coordinator (Triad) assigns each group to a branch of the interactive. There are three branches. All have a similar structure but are focused on different locations or targets. The three branches are:

1. A Hextor Vamp Theme (Urban Assault A)
2. An experiment gone wrong Bone drinker theme (Urban Assault B)
3. Sewer theme (Sewer Caverns)

As GM, you will also be informed of whether you should run the "streets" encounter (A) before or after the actual assault on the target. Half of the groups will run before and the other half afterwards. This allows use of the master maze (for the main portion of the exploration) by most of the players. Upon arrival at the target, the PCs encounter a trap (B). They explore further and fight the door guard (C). Finally, they reach their mission and fight the main combat (D). At the main combat, they have a chance of uncovering important information which they may or may not chose to share with their employers. After all encounters A to D have been completed, they debrief and chose what to share. Information shared may affect future modules in the Running Blood series.

Preparation for Play

How this works:

1. We will allow some roleplay as players are entering and be handing out Players Handouts to get them to the Introduction.
2. The gathering (Introduction) will occur and Number Two makes some announcements to the group.
3. The coordinator (Triad) will track the missions given out and will assign a branch/mission as well as time the streets encounter (A) should be run. (see branch assignment section)
4. PCs will separate out into individual groups and attempt to complete their mission. Use only the section for your assigned branch.
5. After completion of the mission, there is one conclusion followed by XP and treasure summary. Keep in mind that because this is an interactive, PCs CANNOT earn XP at a higher APL than their level (except first level PCs since there is no APL at or below their PC level). For example, a level 6 PC who plays APL 8 earns XP and GP at APL6 (their level). That same PC earns XP and GP at APL4 if that is what they play. Likewise, a level 5 PC playing APL6 earns XP and GP for APL 4, and so on. If you have questions, clarify with the Triad.
6. Stat Blocks are separated by branch and APL. Maps are in the very back. The primary map you will need is that outlining the trap location of trigger, etc but to decrease confusion a general map of the remainder of the target is back there as well. Make sure you are using the map for the appropriate branch (DM Aid # will match the branch #).

Before beginning, determine whether any PCs at your table are members of the Twilight Hunters.

Introduction

A few GMs will move among the players outside the interactive area, with handouts which read:

"The Kingdom of Furyondy needs you, come to the warehouse on Queen and Maple within one hour"

If asked, they are shadowy figures dressed in black studded leather and wearing a hood and a black veil as well as a belt that has many pouches. Motion for the PCs to follow you. Bring in groups of six or so at once (marshaled groups).

Since the players need to follow the mysterious figure to play in the interactive, if she needs to she can motion to the Kings Seal on the letter. One or

two other GMs can portray the guards at the gate of the city, checking people in. Basically, restricting access to players not accompanied by a GM but a couple extra GMs (if present) can be out there commenting on things like them taking cuts, etc. (A pig farmer yelling at the group: *"What the heck you think your doing taking cuts? I been waiting in this line for three hours..."* is cut short by a deathly glare from the escort).

The "guard" or guards will have at least one judge there who is "detained" any they are giving a hard time about the contents of his cart. As a group goes through, the guard will stop them with: *"Halt! What makes you lot thinking you can go around and cut corners?"* In a soft voice, the escort replies: *"Because where there is light there is always a shadow..."* The guard will then allow passage.

The PCs will be taken to an area, and the GM will explain it is a large warehouse. The GM knocks on the door (or designated wall) 5 times, is greeted and PCs may make a DC 23 Listen check to hear: "*Purity is not the only weapon*".

Once everyone is in, the GMs will all re-enter to portray various members of the Twilight Hunters. The GM playing Number Two will give his speech:

"Thank you all, I appreciate you all coming here on such short notice. Just so we are upfront about this, since this is on behalf of the King, we will be coming around and checking a ...few characteristics. This is necessary due to the sensitive nature of this ...gathering. If you have a problem with that I suggest you leave now. If there are – special circumstances I should be aware of please step to the side and I will be over to speak with you shortly. My associates will be asking you all questions in orderly fashion so the rest of you should line up at the back there. By the way, you can call me "Number 2."

The associates are clerics and a few paladins from various orders, who are trusted by the Twilight Hunters to be discrete. The clerics are casting *zone of truth* while the paladins *detect evil*. If any one wants to resist the *zone of truth* they need to make four DC 16 Will saves.

PCs who come up to discuss special circumstances (like I detect as evil but I'm really not, or I am wanted for crime of desertion, I have a possessing entity, I'm the love child of Iuz, etc) the Twilight Hunters will be very reluctant to accept their

help. Only if they have at least two influence points with the Military or Noble's of Furyondy for each certed "difficulty" can they proceed with the mission. Otherwise, players must select another PC to participate. PCs who do not come forward but are instead found out due to the questioning and detect evil need at least three influence points per certed "difficulty" in order to continue with the mission. During the questioning, a couple GMs are checking out the PCs using mirrors. (Players who notice this may make a DC 10 Knowledge – religion check to realize they are probably checking for vampires).

Once the PCs are cleared, they are asked the following questions by one of the clerics:

1. What is your true name?

2. Do you pledge not to speak of this event?

3. Are you now, or have you ever been, a minion of Old Wicked?

4. What god do you worship?

5. Do you have ill intent towards the Kingdom of Furyondy?

6. Any thing else we need to know?

After the questioning is complete, players are referred to the quartermaster or Mishka until all the questioning is done. At the beginning of the time, those two can make themselves available to people at the end of the line to move things along. Also the GMs doing the questioning (should be at least three to move things quickly) should ask players to make sure they have a group set and then to pick a representative to come forward for the mission at the appropriate time.

Once all PCs have been cleared to participate, Number Two again stands up to make an announcement. Mishka stands with him, while the quartermaster should be some distance away.

"Before you all receive your missions I have to warn you, what you may go up against may be undead like you've never seen before. Maybe some of you seasoned adventures have encountered what we want you to "dispose of". In order to show you that you will be rewarded and that we do want you to succeed I would like to make available for purchase up front an array of items and tools that may let your mission go "smoother". Please see the scruffy guy in the corner by the crates if you are interested and you have not already done so."

Point out the quartermaster. Then continue with reference to Mishka:

"This is Mishka; he is one of our specialists who deals with some of the things you may come across that we have reported seeing. See him if you have any questions about any thing pertaining to what you may face."

Quartermaster: has the following available for purchase: (see Appendix for character info)

- +1 Bane: Undead Silver Morning Star, (8398 gp)
- +1 Bane: Undead Silver rapier (8410 gp)
- +1 Bane: Undead Silver longsword (8405 gp)
- +1 Bane: Ooze Rapier (8320 gp)

Mishka (see Appendix for character info). Mishka will answer questions he can; he has the following information:

- Advanced knowledge of any undead in the Monster Manual. PCs must be specific in naming the creature, then he will give general info but also can answer specific questions.

- Potential "Bone drinkers" been spotted at some of the sights. This sort of undead are created and may be especially deadly in Chendl.

- If any one mentions who this organization is he will smile and nod and not answer.

- If asked about the target areas he will mention that stealth is a good option

If players insist they need to know more about who they are working for, refer them to Number 2. He will relate the following:

"I understand your desire to make absolutely sure you are doing the right thing by participating in this operation. I will relate to you the following then. We are the organization known to hunt in the twilight. Between you and me and I know you won't tell another soul this because I have your file right here. Yes, we followed every single person in this room for some time and did a lot of reference checking to make sure you are not under the 'influence'. There are undead at these sites. Something nefarious is happening and we do not know

exactly what, although each of us has our suspicions."

A DC 15 Knowledge (Local [Iuz Border States]) reveals them to be Furyondy's thieves guild.

Branch Assignment

Once Number Two has introduced Mishka he waits maybe five minutes tops then will announce the following:

"Would each group please send up a representative to my first lieutenant to receive their mission? Thank you for your patience, please remember you are not to speak of this to any one. This must all happen with the utmost secrecy. Those who succeed will be rewarded."

At this point in time each representative will receive a mission envelope and be assigned a Gm and taken to their table to begin. The GM will be told by the coordinator whether they should run the Street encounter before or after the "main event."

The following is in the envelope:

- A small map showing the target area and how to get there. For Branch 3, it includes directions by landmark and by measure.

- A second sealed envelope that says "Mission"

- A note with the seal of Furyondy. Sealed with the emblem on the King, on the front saying "Give this to authorities if you need help".

In the Mission envelope are instructions, as outlined below:

Mission: Urban Renewal: (Branch One or Two)

Instructions: Go to the marked building on the map. It is highly imperative you go straight to the target site, enter through any means necessary and take care of business. Find and collect any useful information. Once you are finished come to the old orange building on Fourth and Wendell. Say the code "Light in a dark night" and you will be able to enter. Good luck!

Mission: Sewer Hunting

Instructions: Your group is headed to the sewer entrance point located on the map. Understand that there will be water involved. Follow the map and hurry, time is of the essence. Hit the

target area and gather information about activities of the operation at that area. Once you have hit the target area, go to the indicated exit point to street level and head over to the yellow stone building on Foxrun and Second. Say the code "Light in a dark night" and you will be able to enter. Good luck!

Development: Once the PCs are ready, proceed to the assigned Branch as designated by the coordinator. If the warm up is happening first, proceed to Encounter A. If the PCs are going directly to the "main course," proceed to Encounter B.

Branch One

Encounter 1A: Streets of Chendl

This encounter may take place either before or after the "main course".

The dimly lit noon streets of Chendl are unnatural and unnerving. In the distance you only see shadows playing in the light. Random thoughts keep coming to mind: they had the King's Seal…what is this strange organization that can use the King's Seal in a pinch? Those thoughts vanish; however, as you look behind you and notice some things coming into view that need to be dealt with....maybe you will get some practice with that new weapon you bought!

REMEMBER: All of Chendl is under the permanent effect of a *desecrate* spell. Since the entire interactive occurs within the city, these effects should be taken into account throughout. Any turn attempts within this area take a -3 profane penalty, and all undead in the desecrated area gain a +1 profane bonus on attack rolls, damage rolls, and saving throws. Undead created within or summoned into such an area gains +1 hit point per HD. ELs at the lower APLs are increased by one to account for this effect, so remember to take it into account. Extra dimensional movement (e.g. dimension door, teleport, etc.) is also not possible.

APL 2 (EL 3)

Human Warrior Skeletons (6): hp 7 ea; see *Monster Manual* page 226.

APL 4 (EL 5)

Shadow: hp 22; *see Monster Manual* page 221.

Human Warrior Skeletons (6): hp 7 ea; see *Monster Manual* page 226.

APL 6 (EL 7)

Shadow (4): hp 22; *see Monster Manual* page 221.

APL 8 (EL 9)

Greater Shadow: hp 67 ea; see *Monster Manual* page 221.

Shadow (3): hp 22; *see Monster Manual* page 221.

APL 10 (EL 11)

Greater Shadow (3): hp 67; *see Monster Manual* page 221.

APL 12 (EL 13)

Greater Shadow (6): hp 67; *see Monster Manual* page 221.

Tactics: These creatures have been sent by Thrommel to wreak havoc in the city. They are attacking whatever living creatures they encounter in the city.

Development: Once the combat is complete, proceed to Encounter 2B or to the Conclusion if you have already completed the "main course."

Encounter 1B: X marks the spot

Read the following as the players arrive at the target building.

The old Chendl street was probably much happier years ago before the accursed shield blotted out the sunlight. Maybe that Trithereon preacher you were drinking and sharing stories with last night at the pub was right and "those that sacrifice freedom for safety deserve neither". Bringing your mind back to the task at hand, you note you have arrived at your target, a white stone building that in this light looks eerie and foreboding.

Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18 (APLs 2 to 6) or 26 (APL 8 to 12).

The door is locked, with an average lock (Open Lock DC 25). At higher APLs, there is furniture piled in front of the door, increasing the break DC. When the door opens read the following below:

*The Inside of the building is covered in a thin layer of dust. (*At APLs 8 and above add: *Wooden fragments of broken furniture are scattered in front of the door). Furniture to the left and right of the door is covered by white sheets. The smell in the air is stale and with a hint of something that may have died underneath the floor boards.*

A little ways in (see Map), the PCs encounter a trap. Read the following:

A little ways in is an odd sight. There are four tiny corpses that look funny. Rats maybe?

PCs must approach to get any more information on the corpses as well as to move down the stairs. Draw the area on the battle map and have the party move around. See the map in DM Aid 1 for specifics on the trap location and other items in the room. Once PCs step onto one of the designated squares, the trap goes off (barring location/disablement by a rogue, *dispel magic*, or other means).

Trap description: The trap has an auto reset apl dependent

APL 2 (EL 2)

Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset (5 rounds); spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

APL 4 (EL 4)

Inflict Serious Wounds Trap: CR 4; magic device; touch trigger; automatic reset (5 rounds); spell effect (*inflict serious wounds*, 5th-level cleric, 3d8+5, DC 14 Will save half damage); Search DC 28; Disable Device DC 28.

APL 6 (EL 6)

Inflict Light Wounds – Mass Trap: CR 6; magic device; touch trigger; automatic reset (5 rounds); spell effect (*inflict light wounds – mass*, 9th-level cleric, 1d8+9, DC 17 Will save half damage); Search DC 30; Disable Device DC 30.

APL 8 (EL 8)

Inflict Serious Wounds – Mass Trap: CR 8; magic device; touch trigger; automatic reset (5 rounds); spell effect (*inflict serious wounds – mass*, 13th-level cleric, 3d8+13, DC 20 Will save half damage); Search DC 32; Disable Device DC 32.

APL 10 (EL 10)

Inflict Serious Wounds – Mass (Empowered) Trap: CR 10; magic device; touch trigger; automatic reset (3 rounds); spell effect (*inflict serious wounds – mass*, 17th-level cleric, [3d8X1.5] +19, DC 20 Will save half damage); Search DC 34; Disable Device DC 34.

APL 12 (EL 12)

Inflict Critical Wounds – Mass (Maximized) Trap: CR 12; magic device; touch trigger; automatic reset (3 rounds); spell effect (*inflict critical wounds [maximized],* 17th-level cleric, 49

damage, DC 22 Will save half damage); Search DC 36; Disable Device DC 36.

Development: Once the PCs decide to move down the stairs, and the effects (if any) of the trap have been clarified, continue with Encounter 1C.

Encounter 1C: The Basement

PCs explore deeper into the house as requested. As they begin down the stairs, continue with the text below. Modify as needed if the PCs did not set off the trap above.

Descending the staircase, you note that the wooden steps do not give a single creak. The smell is getting stronger and more pungent as you head down to the basement, gagging you.

The basement of this building is very dank. Smells of mildew fill your nostrils and almost cause you to sneeze, but with a quick movement of your finger you prevent the simple disaster from happening. Looking around you see that some one has been using this area for their own devices. You walk forward hoping to avoid another "land mine".

When the players get to the room for the encounter read the following.

You notice something else in the room, and motion to your party with fervent hand signals to prepare for battle.

APL 2 (EL 2)

Dread Guard of Hextor: hp 47; see *Branch One, Appendix One.*

APL 4 (EL 4)

Dread Guard of Hextor (2): hp 47; see *Branch One, Appendix Two.*

APL 6 (EL 6)

Dread Guard of Hextor (4): hp 47; see *Branch One, Appendix Two.*

APL 8 (EL 8)

Blood Golem of Hextor: hp 130; see *Branch One, Appendix Three.*

Dread Guard of Hextor (2): hp 47; see *Branch One, Appendix Three.*

APL 10 (EL 11)

   Blood Golem of Hextor (3): hp 130; see *Branch One, Appendix Four*.

APL 12 (EL 12)

   Advanced Blood Golem of Hextor: hp 226; see *Branch One, Appendix Five*.

Tactics: These are door guard(s). They fight until destroyed, attacking in a straight-forward and fairly mindless fashion. The blood golem uses its reservoir of blood as needed for Constitution during combat. It uses its flail for attacks unless the flail is destroyed, in which case it uses slam attacks.

Once the battle is complete, and PCs indicate they are moving forward, proceed to Encounter 1D.

Encounter 1D: Main course

This is the main combat. The bad guys are waiting for them as they heard the fighting in the previous room.

With the last of the minions of darkness vanquished, you look around the room for more. Putting your mind back to business you try not to wonder what a stupid alias "Number 2" is and continue delving. Around the corner you can make out something, maybe if your fast enough you can get the drop on them!

APL 2 (EL 4)

   Testindatri: hp 17; see *Branch One, Appendix One*.

   Trogdolyte Zombie (2): hp 33; see *Monster Manual p 266*.

APL 4 (EL 6)

   Testindatri: hp 31; see *Branch One, Appendix Two*.

   Bugbear Zombie (2): hp 48; see *Monster Manual p 267*.

APL 6 (EL 8)

   Testindatri: hp 31; see *Branch One, Appendix Two*.

   Vampire Spawn (3): hp 33; see *Monster Manual*.

APL 8 (EL 10)

   Testindatri: hp 59; see *Branch One, Appendix Three*.

   Vampire Spawn (4): hp 33; see *Monster Manual*.

APL 10 (EL 11)

   Testindatri: hp 77; see *Branch One, Appendix Four*.

   Vampire Spawn (4): hp 33; see *Monster Manual*.

APL 12 (EL 14)

   Testindatri: hp 109; see *Branch One, Appendix Five*.

   Binwair: hp 77; see *Branch One, Appendix Five*.

   Enhanced Vampire Spawn (4): hp 33; see *Branch One, Appendix Five*.

Tactics: At APL 8 and above, Testindatri prefers to use spells or slam attacks. Also, at APL 12, Testindatri commands the vampire Binwair as well as having enhanced spawn. Check the Appendix on the special enhancements for the spawn at APL 12.

At APLs 8 and above, once the vampire is defeated read the following:

The last of the fiends are vanquished and you notice their gaseous forms going into a crumbling sewer grate in the floor.

The gate is crumbling and can easily be muscled through. Below is a 20x20 room filled side to side with the number of coffins as PCs fought vampires. Remember that since vampires are helpless when reduced to 0 and take about an hour to gain a hit point, it is easy for PCs to finish off the vampires should they come down and chose to do so.

Development: Further investigation of the room above reveals a desk. PCs who open the drawers find some very interesting bits of intelligence indeed. In the desk are many different papers and files on different people of note, (members of the Kingsmen or the Royal stable boy. Other files and books list Guard schedules and shift changes. Another book has a list of addresses and a symbol of the Royal House in red. This is the sort of information the PCs were requested to obtain. Verify what they are doing with it, as this affects favors gained, etc.

   If PCs have already fought the undead in the Street Encounter, proceed to the appropriate conclusion. If not, proceed to that encounter before going to the conclusion.

Branch Two

Encounter 2A: Streets of Chendl

This encounter may take place either before or after the "main course".

The dimly lit noon streets of Chendl are unnatural and unnerving. In the distance you only see shadows playing in the light. Random thoughts keep coming to mind: they had the King's Seal…what is this strange organization that can use the King's Seal in a pinch? Those thoughts vanish; however, as you look behind you and notice some things coming into view that need to be dealt with....maybe you will get some practice with that new weapon you bought!

REMEMBER: All of Chendl is under the permanent effect of a *desecrate* spell. Since the entire interactive occurs within the city, these effects should be taken into account throughout. Any turn attempts within this area take a -3 profane penalty, and all undead in the desecrated area gain a +1 profane bonus on attack rolls, damage rolls, and saving throws. Undead created within or summoned into such an area gains +1 hit point per HD. Since consecrate would require two hours to cast, it is unlikely that PCs would be able to gain such a benefit. ELs at the lower APLs are increased by one to account for this effect, so remember to take it into account. Extra dimensional movement (e.g. dimension door, teleport, etc.) is also not possible.

APL 2 (EL 3)

Human Commoner Zombie (4): hp 18 ea; see *Monster Manual* page 266.

APL 4 (EL 5)

Shadow: hp 22; *see Monster Manual* page 221.

Human Commoner Zombie (2): hp 18 ea; see *Monster Manual* page 266.

APL 6 (EL 7)

Ghast (4): hp 33; *see Monster Manual* page 119.

APL 8 (EL 9)

Wraith (4): hp 37; *see Monster Manual* page 258.

APL 10 (EL 11)

Spectre (4): hp 52; *see Monster Manual* page 232.

APL 12 (EL 13)

Spectre (4): hp 52; *see Monster Manual* page 232.

Dread Wraith: hp 120; *see Monster Manual* page 232.

Tactics: These creatures have been sent by Thrommel to wreak havoc in the city. They are attacking whatever living creatures they encounter in the city.

Development: Once the combat is complete, proceed to Encounter 2B or to the Conclusion if you have already completed the "main course."

Encounter 2B: X marks the spot

Read the following as the players arrive at the target building.

The old Chendl street was probably much happier years ago before the accursed shield blotted out the sunlight. Maybe that Trithereon preacher you were drinking and sharing stories with last night at the pub was right and "those that sacrifice freedom for safety deserve neither". Bringing your mind back to the task at hand, you note you have arrived at your target, a white stone building that in this light looks eerie and foreboding.

Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18 (APLs 2 to 6) or 26 (APL 8 to 12).

The door is locked, with an average lock (Open Lock DC 25). At higher APLs, there is furniture piled in front of the door, increasing the break DC. When the door opens read the following below:

The Inside of the building is covered in a thin layer of dust. (At APLs 8 and above add: Wooden fragments of broken furniture are scattered in front of the door). Furniture to the left and right of the door is covered by white sheets. The smell in the air is stale and with a hint of something that may have died underneath the floor boards.

Draw the area on the battle map and have the party move around. See the map in DM Aid 2 for specifics

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on the trap location and other items in the room. Once PCs step onto one of the designated squares, the trap goes off (barring location/disablement by a rogue, *dispel magic*, or other means).

APL 2 (EL 2)

Burning Hands Trap: CR 2; magic device; touch trigger; automatic reset (5 rounds); spell effect (*burning hands*, 2nd-level wizard, 2d4, DC 12 Reflex save half damage); Search DC 26; Disable Device DC 26.

APL 4 (EL 4)

Fireball Trap: CR 4; magic device; touch trigger; automatic reset (5 rounds); spell effect (*fireball*, 5th-level wizard, 5d6, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 6 (EL 6)

Flame Strike Trap: CR 6; magic device; touch trigger; automatic reset (5 rounds); spell effect (*flame strike*, 9th-level cleric, 9d6, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

APL 8 (EL 8)

Maximized Fireball Trap: CR 8; magic device; touch trigger; automatic reset (5 rounds); spell effect (*fireball*, 8th-level wizard, 48 fire, DC 19 Reflex save half damage); Search DC 32; Disable Device DC 32.

APL 10 (EL 10)

Wall of Fire Trap (2): CR 5; magic device; proximity trigger (*alarm*); automatic reset (10 rounds); spell effect (*wall of fire*, 8th-level wizard, [lasts 9 rounds] 2d6+8 fire if passing through or in wall/2d4 fire within 10 ft of fire/1d4 within 20 ft of fire, no save); Search DC 29; Disable Device DC 29.

Evard's Black Tentacles Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset (10 rounds); spell effect (*Evard's black tentacles*, 7th-level wizard, Grp +15 [grappled creatures automatically take 1d6+4 damage on subsequent rounds], all targets within 20ft radius spread; Search DC 29; Disable Device DC 29.

APL 12 (EL 12)

Empowered Wall of Fire Trap (2): CR 7; magic device; proximity trigger (*alarm*); automatic reset (10 rounds); spell effect (*wall of fire*, 11th-level wizard, [lasts 12 rounds] 2d6+11X1.5 fire if passing through or in wall/2d4X1.5 fire within 10 ft of fire/1d4X1.5 within 20 ft of fire, no save); Search DC 31; Disable Device DC 31.

Maximized Evard's Black Tentacles Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset (10 rounds); spell effect (*Evard's black tentacles*, 11th-level wizard, [10 bludgeon, tentacle] Grp +19 [grappled creatures automatically take damage on subsequent rounds], Search DC 29; Disable Device DC 29.

Tactics: The *walls of fire*, when triggered, point inward. The first round, the *wall of fire* in front of the trigger goes up. The second round, the other *wall of fire* goes up. The third round, *Evard's Tentacles* come into play and attack. Note that once both *walls of fire* are up, all squares in the room are within range for 2d4 damage per round. PCs may choose to leave via the stairway (if they are not grappled), wait out the spell or attempt to dispel one of the walls. Once the PCs chose to go down the stairs, proceed to Encounter 2C.

Encounter 2C: The Basement

PCs explore deeper into the house as requested. As they begin down the stairs, continue with the text below. As the PCs arrive in the basement, they encounter the door guard.

You descend the staircase; the wooden steps do not creak. The smell is getting stronger and more pungent as you head down to the basement.

When the players get to the room for the encounter read the following.

You notice something in the room that looks like they (it) might have once been an elf or Halfling. You motion to your party with fervent hand signals.

APL 2 (EL 3)

Ghoul (2): hp 15 ea; see *Monster Manual* page 119.

APL 4 (EL 5)

Lesser Bonedrinker: hp 66; *see Branch Two, Appendix One*.

Ghoul: hp 15 ea; see *Monster Manual* page 119.

APL 6 (EL 7)

Lesser Bonedrinker (3): hp 66; *see Branch Two, Appendix One*.

APL 8 (EL 9)

    Bone Drinker (3): hp 104; *see Branch Two, Appendix Two.*

APL 10 (EL 11)

    Bone Drinker (6): hp 104; *see Branch Two, Appendix Two.*

APL 12 (EL 13)

    Bone Drinker (6): hp 104; *see Branch Two, Appendix Three.*

    Devourer: hp 90; *see Monster Manual p. 58.*

Tactics: At APL 2, the door guard attack mindlessly whomever enters. At APLs above two, the door guards are intelligent in their use of tactics to guard the door. In any case, the creatures attack until destroyed.

Encounter 2D: Main course

This is the main combat. The bad guys are waiting for them as they heard the fighting in the previous room. Continue below, adjusting as needed if PCs did not set off the trap above.

With the last of the minions of darkness vanquished, you look around the room for more. Putting your mind back to business you try not to wonder what a stupid alias "Number 2" is and continue delving.

The basement of this building is very dank, smells of mildew fill your nostrils and almost cause you to sneeze, but with a quick movement of the finger you prevent the simple disaster from happening. Looking around you see that some one has been using this area for their own devices. You walk forward hoping to avoid another "land mine".

APL 2 (EL 4)

    Ghast: hp 33 ea; see *Monster Manual* page 119.

    Ghoul: hp 15 ea; see *Monster Manual* page 119.

APL 4 (EL 6)

    Ghast: hp 33 ea; see *Monster Manual* page 119.

    Boneclaw: hp 115; *see Branch Two, Appendix One.*

APL 6 (EL 8)

    Boneclaw (3): hp 115; *see Branch Two, Appendix One.*

APL 8 (EL 10)

    Advanced Boneclaw (2): hp 201; *see Branch Two, Appendix Two.*

APL 10 (EL 12)

    Advanced Boneclaw (4): hp 201; *see Branch Two, Appendix Two.*

APL 12 (EL 14)

    Boneyard: hp 144; *see Branch Two, Appendix Three.*

Tactics: Hide then hit hard. At APL 12, unless the PCs were particularly stealthy, the boneyard has already summoned skeletons to assist. It then seeks to bite and subsume the bones of its foes. If it can start a grapple, it pulls the victim directly into its mass.

Development: A quick review of the room indicates a door to another room. In the corner of the other room is an old chest and a lab table full of all sort of concoctions. Another chest full of something smelling like rotten bacon and red-stained is on the other side of the lab table. PCs who Search (DC 10) the chests find a lab journal titled "Bone Drinker Experiment." Inside are some details of creating bone drinkers, written in several different languages (mostly goblin) with diagrams and what parts to use for what. A note in common reading *'Elves and Halflings work best*". A careful Search of the book (DC 20) finds a passage reading: "*My prince will be pleased!"* This is the sort of information the PCs were requested to obtain. Verify what they are doing with it, as this affects favors gained, etc. Also in the room are a few bodies of recently slain adventurers with various items the PCs can loot (see Treasure summary).

If PCs have already fought the undead in the Street Encounter, proceed to the appropriate conclusion. If not, proceed to that encounter before going to the conclusion.

Branch Three

Encounter 3A: Streets of Chendl

This encounter may take place either before or after the "main course".

The dimly lit noon streets of Chendl are unnatural and unnerving. In the distance you only see shadows playing in the light. Random thoughts keep coming to mind: they had the King's Seal…what is this strange organization that can use the King's Seal in a pinch? Those thoughts vanish; however, as you look behind you and notice some things coming into view that need to be dealt with....maybe you will get some practice with that new weapon you bought!

REMEMBER: All of Chendl is under the permanent effect of a *desecrate* spell. Since the entire interactive occurs within the city, these effects should be taken into account throughout. Any turn attempts within this area take a -3 profane penalty, and all undead in the desecrated area gain a +1 profane bonus on attack rolls, damage rolls, and saving throws. Undead created within or summoned into such an area gains +1 hit point per HD. Since consecrate would require two hours to cast, it is unlikely that PCs would be able to gain such a benefit. ELs at the lower APLs are increased by one to account for this effect, so remember to take it into account. Extra dimensional movement (e.g. dimension door, teleport, etc.) is also not possible.

APL 2 (EL 3)

Owlbear Skeleton: hp 37 ea; see *Monster Manual* page 226.

APL 4 (EL 5)

Ghast: hp 33 ea; see *Monster Manual* page 119.

Wolf Skeleton: hp 15 ea; see *Monster Manual* page 226.

APL 6 (EL 7)

Ghast (3): hp 33; *see Monster Manual* page 119.

Troll Skeleton: hp 45 ea; see *Monster Manual* page 227.

APL 8 (EL 9)

Ghast (3): hp 33; *see Monster Manual* page 258.

Mohrg: hp 105; *see Monster Manual* page 189.

APL 10 (EL 11)

Mohrg (3): hp 105; *see Monster Manual* page 189.

APL 12 (EL 13)

Mohrg (3): hp 105; *see Monster Manual* page 189.

Devourer: hp 100; *see Monster Manual* page 58.

Tactics: These creatures have been sent by Thrommel to wreak havoc in the city. They are attacking whatever living creatures they encounter in the city.

Development: Once the combat is complete, proceed to Encounter 3B or to the Conclusion if you have already completed the "main course."

Encounter 3B: Sewer Stalking

The PCs arrive at the target sewer grate. Ask the players what they are doing. A DC 15 Knowledge (dungeoneering) or Intelligence check of tells the party they need to cover their nose and mouth with something to avoid nausea. PCs who do not do so, must make a DC 10 Fort save or be sickened upon entering the sewer. The effect lasts as long as they are in the sewer. Note that it is dark in the sewer, and PCs without darkvision need some method of seeing while down there. Establish a marching order, then continue. The sewer switches from 5 to 10 ft in width, so allow PCs to establish a marching order for either instance, as well as any "standard operating procedure" they wish to.

The Sewer grate is before you, which would have been locked with a padlock, but fortunately for you, someone else has taken the time out of their day to open it with a sledge hammer. You drop into the sewer feet first. The heinous odor slips into your nostrils and is getting to your eyes. It's going to take a little time to get to the target area in this mess.

A long sewer passage is illuminated with your light. It's almost as if you're getting used to the smell – or perhaps there is fresher air blowing up ahead. The target area isn't that far and you wonder what you may encounter down here.

It takes the PCs about a half an hour to reach the location noted below.

You take a left, then a right, then a left again and go on and on. If seems like the passage keeps moving forever. The stench is permeating your armor and outfit. Rats scurry away from you. Then, after making another left turn you come up on some dryer ground...

The trap is triggered 10 feet into the "dry ground". See the map in DM Aid 3. At APLs 6 and above, there is a "friend" located at the bottom of the pit, which the PCs encounter if they fall down there. The "friend" is listed below the trap. Keep in mind appropriate penalties apply for any PCs who are sickened.

APL 2 (EL 2)

Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent five foot squares); Search DC 24; Disable Device DC 19.

APL 4 (EL 4)

Camouflaged Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent five foot squares); Search DC 25; Disable Device DC 17.

APL 6 (EL 6)

Camouflaged Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent five foot squares); Search DC 25; Disable Device DC 18.

Gelatinous Cube: hp 54 ea; see *Monster Manual* page 202.

APL 8 (EL 8)

Camouflaged Pit Trap: CR 7; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent five foot squares); Search DC 27; Disable Device DC 18.

Ochre Jelly: hp 69 ea; see *Monster Manual* page 202.

APL 10 (EL 10)

Wide-Mouth Pit Trap: CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all

target in ten foot by ten foot area); Search DC 25; Disable Device DC 25.

Black Pudding: hp 115 ea; see *Monster Manual* page 201.

APL 12 (EL 12)

Well Camouflaged Wide-Mouth Pit Trap: CR 11; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all target in ten foot by ten foot area); Search DC 32; Disable Device DC 34.

Black Pudding: hp 115 ea; see *Monster Manual* page 201.

Development: Once the PCs indicate they are moving forward, proceed to Encounter 3C.

Encounter 3C: Ominous Signs

Determine whether PCs wish to adjust their marching order, then proceed with the box text below.

The sewers keep descending and the stonework looks newer. Then the passage levels out and opens up into what looks like a natural cavern (if you have a dwarf he can confirm you are deeper underground - 40 or 50 feet). ***The mud on the on the cave floor muffles some of the sound as your party passes through. It looks as if the sewer constructors reached a natural cavern. Odd that you'd never heard of this before…***

The air in the cave seems to have a nice cool breeze, which is then interrupted by the smell of something awful. The dripping of the cavern echoes and then a shape appears before you up ahead. Looks like trouble...and looks like this isn't going to be boring after all.

APL 2 (EL 3)

Human Commoner Zombies (4): hp 18 ea; see *Monster Manual* page 266.

APL 4 (EL 5)

Wight: hp 30 ea; see *Monster Manual* page 255.

Ghast: hp 33 ea; see *Monster Manual* page 119.

APL 6 (EL 7)

Wight (4): hp 30 ea; see *Monster Manual* page 255.

APL 8 (EL 9)

Slaughter Wight: hp 153; *see Branch Three, Appendix Three.*

Wight (3): hp 30 ea; see *Monster Manual* page 255.

APL 10 (EL 11)

Slaughter Wight (3): hp 153; *see Branch Three, Appendix Three.*

APL 12 (EL 13)

Evolved Slaughter Wight (4): hp 153; *see Branch Three, Appendix Three.*

Tactics: The door guards are intelligent in their use of tactics to guard the door. At APL 12, the evolved slaughter wights begin by casting their spell before closing for melee. In any case, the creatures attack until destroyed.

Encounter 6: What the heck are these doing here?

This is the main combat. The bad guys are waiting for them as they heard the fighting in the previous room. Continue below, adjusting as needed if PCs did not set off the trap earlier.

The innards of the cavern are very dank. Smells of mildew fill your nostrils and almost cause you to sneeze, but a quick movement of the finger prevents that simple disaster from happening. Looking around you see that some one has been using this area for their own devices. You walk forward hoping to avoid another trap.

As soon as the PCs move into the room to be able to see the creatures, read the following. Do not tell the players what they are (although you can allow Knowledge checks as their action once combat begins, per the rules in the PHB). Remember that necrothanes and rot reavers are not undead!

The room has a few gnarly looking dirty brutes that are eyeing you with contempt…

APL 2 (EL 4)

Ghast: hp 33; see *Monster Manual* page 119.

APL 4 (EL 6)

Rot Reaver: hp 65 ea; see *Branch Three, Appendix Two.*

APL 6 (EL 8)

Rot Reaver (2): hp 65 ea; see *Branch Three, Appendix Two.*

APL 8 (EL 10)

Rot Reaver (2): hp 65 ea; see *Branch Three, Appendix Three.*

Grey Render Zombie (2): hp 153 ea; see *Monster Manual,* page 267.

APL 10 (EL 12)

Necrothane: hp 170; see *Branch Three, Appendix Three.*

Troglodyte Zombie (2): hp 33 ea; see *Monster Manual, pg. 266.*

APL 12 (EL 14)

Necrothane (2): hp 170; see *Branch Three, Appendix Three.*

Troglodyte Zombie (4): hp 33 ea; see *Monster Manual, pg. 266.*

Tactics: The rot reavers and necrothanes attack the undead when they are injured in order to heal themselves through their special ability.

As the combat winds to a close, PCs who succeed at a DC 10 Listen check hear "Help us! Help us!" Approaching the sound, they see cages, and a few of them have live prisoners! One of the five prisoners is a talkative Halfling. If questioned about who did this, he replies: *"Well, those things were guarding us. There was also this big nasty looking guy, wearing black robes and a mask that looked like a skull. He smelled awful. And he would prod us then choose someone for his "hobby". Funny thing is he muttered 'Let's try Elf!' or 'Llet's try Halfling!'. He always preferred Grey Elves ... he drooled over them like a peasant drools over steak. He took blood samples from us sometimes."* If asked further about the man, he replies: *"He had this weird crest that he wore as an amulet around his neck, it looked like the seal of Furyondy.. but it was red...he was a weird creepy fella..."*

Further searching in the area (Search DC 10) reveals a few bodies of recently slain adventurers which the PCs can loot (see Treasure summary). Verify what the PCs are doing with any information gathered from the prisoners as well as the prisoners themselves, as this affects favors gained, etc.

If PCs have already fought the undead in the Street Encounter, proceed to the appropriate conclusion. If not, proceed to that encounter before going to the conclusion.

Conclusion

Before reading the conclusion, take a brief moment to complete the Critical Event Summary and hand it in to the interactive coordinator. Then proceed to the appropriate conclusion. After reading the conclusion, turn to the end of the interactive for information on awarding PCs experience.

If PCs successful, bring back evidence and relay all relevant information and evidence to their contact:

You come to the safe house. You knock and a gruff voice comes from inside: "What do you want? Go away!" After repeating the countersign you were given earlier, "Light in a dark night," the door opens. A man comes out, looks at you and invites you in. As you enter, you get a better look at the man and recognize the lieutenant who gave you the mission. You are led to a room and the lieutenant then says, "Now, tell me what you've discovered." He listens carefully to your story, asking questions about what you seen and taking any evidence you have. After the entire affair is over he says: "Good job; go back to the warehouse," then escorts you out and slams the door.

You scurry to the warehouse where your fellow adventurers are coming back from various tasks. One party is covered in blood, another in sewage and yet another party looks like they need to get some color in their faces.

Number 2 speaks "Ladies and gentlemen, thank you for your efforts, we will not know what all has happened today for some time. Please step over to our dear quartermaster and he will make arrangements for you. Thanks your services will help our dear kingdom! And by the way, you will not see me again, but rest assured we are keeping your names on file and will provide a certain amount of help for you to fight the darkness".

If the party failed:

You come to the safe house. You knock and a gruff voice comes from inside: "What do you want? Go away!" After repeating the countersign you were given earlier, "Light in a dark night," the door opens. A man comes out, looks at you and invites you in. As you enter,

you get a better look at the man and recognize the lieutenant who gave you the mission. You are led to a room where a second man awaits you, casting a spell on your arrival. The lieutenant then says, "Now, tell me what you've discovered." He listens carefully to your story, asking questions about what you seen and taking any evidence you have. After the entire affair is over he says: "What a waste of time." He debriefs you, reminding you never to speak of this, then escorts you out and slams the door.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 1A/2A/3A

Defeat the undead in the city streets

APL2 45 xp

APL4 75 xp

APL6 105 xp

APL8 135 xp

APL10 165 xp

APL12 195 xp

Encounter 1B/2B/3B

Disable or Survive the trap (no XP if it is avoided altogether or not encountered).

APL2 30 xp

APL4 60 xp

APL6 90 xp

APL8 120 xp

APL10 150 xp

APL12 180 xp

Encounter 1C/2C/3C

Defeat the door guard

APL2 30 xp

APL4 60 xp

APL6 90 xp

APL8 120 xp

APL10 150 xp

APL12 180 xp

Encounter 1D/2D/3D

Defeat the creatures in the "main course"

APL2 60 xp

APL4 90 xp

APL6 120 xp

APL8 150 xp

APL10 180 xp

APL12 210 xp

Story Award

Recover the information:

APL2 60 xp

APL4 52 xp

APL6 45 xp

APL8 37 xp

APL10 30 xp

APL12 22 xp

Total possible experience:

APL2 225 xp

APL4 337 xp

APL6 450 xp

APL8 562 xp

APL10 675 xp

APL12 787 xp

Treasure Summary

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

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

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

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

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

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

Special

Invitation to join the Twilight Hunters: The entry requirements and TUs are waved for your entry into the Twilight Hunters. You may think about this offer till February 1st 2006; after that it is withdrawn (and this invitation is voided).

Favor of the Twilight Hunters: For your dutiful help in the simultaneous assault in Chendl, Mishka

agrees to train you in one of the following feats from *Libris Mortis*: *Ghost Scarred, Sacred Vitality, Sacred Vengeance*. You may instead chose to learn one of the following spells from a contact within the Twilight Hunters: *conjure ice beast IV* (FB), *curse of impending blades* (MH), *undeniable gravity* (MH). Normal costs of learning the spell still apply and normal requirements of the feats must still be met. Circle the option chosen from those listed above.

Skull Clan Hunter Access: Mishka also agrees to teach you the ways of hunting undead. This counts as campaign access to the Prestige class *Skull Clan Hunter* (MH). You must spend 2 TUs prior to taking any levels in the class, unless you are a member of the *Twilight Hunters.*

Perks with the Twilight Hunters: Your help to the Twilight Hunters is remembered. The next time you adventure in Chendl you may do so with free Luxury Lifestyle, or you may have free High Lifestyle for the next three Furyondy regional events. In addition, you gain one influence point with the Twilight Hunters.

Twilight Hunters: Members of the Twilight Hunters MO gain access: Adventure Bloodwine (LM, up to 4 doses). At APL 6 and above, they may upgrade their weapon with the *ghost strike* enhancement (LM) and at APL 10 and above they may upgrade their armor with the *ghost ward* enhancement (LM).

Items for the Adventure Record

Item Access

APL 2:

- Wand of Lesser Vigor (Adventure, CL 1, CD, 750gp)
- Bracers of Armor +2 (Adventure, DMG, 4000gp)
- **+**1 Bane: Undead Silver Morning Star, (Adventure, DMG, 8398 gp)
- **+**1 Bane: Undead Silver rapier (Adventure, DMG, 8410 gp)
- **+**1 Bane: Undead Silver longsword (Adventure, DMG, 8405 gp)
- +1 Bane: Ooze Rapier (Adventure, DMG, 8320 gp)

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

- Mithril Breastplate (Adventure, DMG, 4200gp)

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

- Bracers of Armor +3 (Adventure, DMG, 9000gp)

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

- Mithril Breastplate +1 (Adventure, DMG, 5200gp)

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

- Ring of Protection +2 (Adventure, DMG, 8000gp)

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

- Mithral Breastplate +2 (Adventure, DMG, 8200gp)

Encounter 1C

Dread Guard of Hextor: CR 3; Medium Construct; HD 5d10+20, hp 47; Init +0; Spd 20ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +6/+6; Atk +6 melee (1d8+3 mw flail); Full Atk +6 melee (1d8+3 mw flail); SQ Cold Resistance 10, Construct Traits, Fire Resistance 10; AL N; SV Fort +1, Ref +1, Will +2; Str 17, Dex 11, Con -, Int 6, Wis 13, Cha 2.

Skills and Feats: Spot +9 Power Attack, Cleave.

Construct Traits: Low-light vision; 60 ft. darkvision; Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects; not subject to critical hits, nonlethal damage, death from massive damage; cannot be healed.

Possessions: Full plate +1, mw heavy flail.

Encounter 1D

Testindatri: Male human Clr2 (Hextor); CR 2; Medium humanoid (human); HD 2d8+4; hp 17; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; BAB/Grp: +1/+2; Atk: +2 melee (1d8+1 heavy mace); Full Atk: +2 melee (1d8+1 heavy mace); SA Spontaneous casting (inflict), rebuke undead; AL LE; SV Fort +5, Ref +0, Will +6; Str 12, Dex 10, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +7, Heal +8, Knowledge (religion) +6, Spellcraft +6; Endurance, Diehard.

Possessions: heavy metal shield, heavy mace, full plate.

Spells Prepared (4/3+1 base DC = 13 + spell level): 0—*cure minor wounds (4)*; 1st—*bane, cause fear, obscuring mist, protection from chaos*.*

*Domain spell. *Domains:* [Law (Cast Law spells at +1 caster level); Evil (Cast evil spells at +1 level)].

Encounter 1C

Dread Guard of Hextor: CR 3; Medium Construct; HD 5d10+20, hp 47; Init +0; Spd 20ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +6/+6; Atk +6 melee (1d8+3 mw flail); Full Atk +6 melee (1d8+3 mw flail); SQ Cold Resistance 10, Construct Traits, Fire Resistance 10; AL N; SV Fort +1, Ref +1, Will +2; Str 17, Dex 11, Con -, Int 6, Wis 13, Cha 2.

Skills and Feats: Spot +9 Power Attack, Cleave.

Construct Traits: Low-light vision; 60 ft. darkvision; Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects; not subject to critical hits, nonlethal damage, death from massive damage; cannot be healed.

Encounter 1D

Testindatri: Male human Clr4 (Hextor); CR 2; Medium humanoid (human); HD 4d8+8; hp 31; Init +4; Spd 30 ft.; AC 20, touch 10, flat-footed 20; BAB/Grp: +3/+4; Atk: +4 melee (1d8+1 heavy mace); Full Atk: +4 melee (1d8+1 heavy mace); SA Spontaneous casting (inflict), rebuke undead; AL LE; SV Fort +5, Ref +0, Will +6; Str 12, Dex 10, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Heal +10, Knowledge (religion) +8, Spellcraft +8; Endurance, Diehard, Improved Initiative.

Possessions: heavy metal shield, heavy mace, full plate.

Spells Prepared (5/4+1/3+1 base DC = 13 + spell level): 0—*cure minor wounds* (5); 1st—*bane, cause fear, cure light wounds, obscuring mist, protection from chaos*; 2nd—*darkness, hold person, shatter, calm emotions*.

*Domain spell. *Domains:* [Law (Cast Law spells at +1 caster level); Evil (Cast evil spells at +1 level)].

Encounter 1C

Dread Guard of Hextor: CR 3; Medium Construct; HD 5d10+20, hp 47; Init +0; Spd 20ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +6/+6; Atk +6 melee (1d8+3 mw flail); Full Atk +6 melee (1d8+3 mw flail); SQ Cold Resistance 10, Construct Traits, Fire Resistance 10; AL N; SV Fort +1, Ref +1, Will +2; Str 17, Dex 11, Con -, Int 6, Wis 13, Cha 2.

Skills and Feats: Spot +9 Power Attack, Cleave.

Construct Traits: Low-light vision; 60 ft. darkvision; Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects; not subject to critical hits, nonlethal damage, death from massive damage; cannot be healed.

Blood Golem of Hextor: CR 8; Large Construct; HD 10d10+30; hp 130; Init -1; Spd 20f.; AC 26, touch 8, flat-footed 26; Base Atk/Grp: +7/+17; Atk +13 melee (1d10+6, mw heavy flail) or melee +12 melee (1d8+6 slam); Full Atk +13/+13 melee (1d10+6, mw heavy flail) or +12/+12 melee (1d8+6 slam); Space/Reach: 10ft./10 ft.; SA: Blood Siphon, Whirlwind of Death; SQ Blood dependency, blood reservoir, construct traits, DR 10/adamantine, magic armor, magic immunity, rust vulnerability; AL LE; SV Fort +3, Ref +2, Will +3; Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -

Construct Traits: Low-light vision; 60 ft. darkvision; Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects; not subject to critical hits, nonlethal damage, death from massive damage; cannot be healed.

Blood Siphon (Su): A blood golem can suck blood out of a helpless creature or a body that has died within the last hour, dealing Constitution damage at the rate of 1 point per full round, which can be used directly or placed in the reservoir. Both the golem and victim must remain motionless for this to happen.

Whirlwind of Death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. This lets it attack all creatures with in reach as if it had the whirlwind attack feat. In a round after it makes this special attack, it can only move or perform a single attack action.

Blood Dependency: This golem needs blood to live day to day.

Blood Reservoir: The golem has reservoir filled with blood equivalent to 20 Constitution (healing five hp per Constitution point). It can draw blood from its reservoir as a free action and often does so during combat.

Magic Immunity: The golem is immune to all spells and supernatural effects except as follows: A *gentle repose* spell acts as a slow spell for 3 rounds with no saving throw. *Regenerate* restores one hit point of damage per caster level. *Horrid wilting* does half or one quarter damage if the golem fails of succeeds on its save.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or rusting grasp spell. If its armor is destroyed in this manner the golems AC drops (to 17) and it makes slam attacks instead of flail attacks. Once the armor is gone it looses its blood reservoir.

Possessions: Full plate +1, mw heavy flail.

Encounter 1D

Testindatri: Male vampire Clr6 (Hextor); CR 8; Medium undead (augmented human); HD 6d12+6+6; hp 59; Init +6; Spd 30 ft.; AC 27, touch 12, flat-footed 25; BAB/Grp: +4/+8; Atk: +9 melee (1d8+4 heavy mace) or +9 (1d6+5+energy drain, slam); Full Atk: +9 melee (1d8+5 heavy mace) or +9 melee (1d6+5+energy drain, slam); SA Spontaneous casting (inflict), rebuke undead, blood drain, children of the night, dominate, create spawn, energy drain; SQ alternate form, fast healing 5, gaseous form, cold resistance 10,

electric resistance 10, spider climb, turn resistance, DR 10/silver and magic; AL LE; SV Fort +8, Ref +7, Will +10; Str 18, Dex 14, Con -, Int 14, Wis 19, Cha 14.

Skills and Feats: Bluff +10, Concentration +9, Heal +13, Hide +10, Knowledge (religion) +11, Listen +14, Move Silently +10, Search +12, Sense Motive +12, Spellcraft +11, Spot +12; Alertness(B), Combat Reflexes(B), Diehard, Dodge(B), Endurance, Great Fortitude, Improved Initiative(B), Improved Toughness, Lightning Reflexes(B).

Possessions: heavy metal shield +1, heavy mace, *mithril breastplate +1.*

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

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

Dominate (Su) Testindatri can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that he must use a standard action, and those merely looking at it are not affected. Anyone Testindatri targets must succeed on a Will save (DC 15) or fall instantly under his influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

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

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

Alternate Form (Su): Testindatri can assume the shape of a bat as a standard action. This ability is similar to a polymorph spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and can only change to one form. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

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

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

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

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

Spells Prepared (5/4+1/4+1/3+1 base DC = 14 + spell level): 0—*guidance* (5); 1st—*bane, cause fear, cause light wounds, obscuring mist, protection from chaos*;* 2nd—*darkness, hold person* (2), *shatter, calm emotions*;* 3rd—*blindness, animate dead, magic circle against good, magic circle against chaos*.*

*Domain spell. *Domains:* [Law (Cast Law spells at +1 caster level); Evil (Cast evil spells at +1 level)].

Encounter 1C

Blood Golem of Hextor: CR 8; Large Construct; HD 10d10+30; hp 130; Init -1; Spd 20f.; AC 26, touch 8, flat-footed 26; Base Atk/Grp: +7/+17; Atk +13 melee (1d10+6, mw heavy flail) or melee +12 melee (1d8+6 slam); Full Atk +13/+13 melee (1d10+6, mw heavy flail) or +12/+12 melee (1d8+6 slam); Space/Reach: 10ft./10 ft.; SA: Blood Siphon, Whirlwind of Death; SQ Blood dependency, blood reservoir, construct traits, DR 10/adamantine, magic armor, magic immunity, rust vulnerability; AL LE; SV Fort +3, Ref +2, Will +3; Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -

Construct Traits: Low-light vision; 60 ft. darkvision; Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects; not subject to critical hits, nonlethal damage, death from massive damage; cannot be healed.

Blood Siphon (Su): A blood golem can suck blood out of a helpless creature or a body that has died within the last hour, dealing Constitution damage at the rate of 1 point per full round, which can be used directly or placed in the reservoir. Both the golem and victim must remain motionless for this to happen.

Whirlwind of Death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. This lets it attack all creatures with in reach as if it had the whirlwind attack feat. In a round after it makes this special attack, it can only move or perform a single attack action.

Blood Dependency: This golem needs blood to live day to day.

Blood Reservoir: The golem has reservoir filled with blood equivalent to 20 Constitution (healing five hp per Constitution point). It can draw blood from its reservoir as a free action and often does so during combat.

Magic Immunity: The golem is immune to all spells and supernatural effects except as follows: A *gentle repose* spell acts as a slow spell for 3 rounds with no saving throw. *Regenerate* restores one hit point of damage per caster level. *Horrid wilting* does half or one quarter damage if the golem fails of succeeds on its save.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or rusting grasp spell. If its armor is destroyed in this manner the golems AC drops (to 17) and it makes slam attacks instead of flail attacks. Once the armor is gone it looses its blood reservoir.

Possessions: Full plate +1, mw heavy flail.

Encounter 1D

Testindatri: Male vampire Clr8 (Hextor); CR 10; Medium undead (augmented human); HD 8d12+8+8; hp 77; Init +6; Spd 30 ft.; AC 29, touch 14, flat-footed 27; BAB/Grp: +6/+10; Atk: +11 melee (1d8+5 heavy mace) or +11 (1d6+5+energy drain, slam); Full Atk: +11/+6 melee (1d8+5 heavy mace) or +11/+6 melee (1d6+5+energy drain, slam); SA Spontaneous casting (inflict), rebuke undead, blood drain, children of the night, dominate, create spawn, energy drain; SQ alternate form, fast healing 5, gaseous form, cold resistance 10, electric resistance 10, spider climb, turn resistance, DR 10/silver and magic; AL LE; SV Fort +9, Ref +7, Will +12; Str 18, Dex 14, Con -, Int 14, Wis 20, Cha 14.

Skills and Feats: Bluff +10, Concentration +11, Heal +14, Hide +10, Knowledge (religion) +13, Listen +15, Move Silently +10, Search +12, Sense Motive +14, Spellcraft +13, Spot +13; Alertness(B), Combat Reflexes(B), Diehard, Dodge(B), Endurance, Great Fortitude, Improved Initiative(B), Improved Toughness, Lightning Reflexes(B).

Possessions: heavy metal shield +1, heavy mace, *mithril breastplate +1, ring of protection +2.*

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

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

Dominate (Su) Testindatri can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that he must use a standard action, and those merely looking at it are not affected. Anyone Testindatri targets must succeed on a Will save (DC 16) or fall instantly under his influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

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

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

Alternate Form (Su): Testindatri can assume the shape of a bat as a standard action. This ability is similar to a polymorph spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and can only change to one form. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

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

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

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

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

Spells Prepared (6/5+1/4+1/4+1/3+1 base DC = 15 + spell level): 0—*guidance* (5), *detect magic*; 1st—*bane, cause fear, cause light wounds, obscuring mist, protection from good, protection from chaos*;* 2nd—*darkness, hold person* (2), *shatter, calm emotions*;* 3rd—*animate dead, blindness, dispel magic, magic circle against good, magic circle against chaos*;* 4th—*dismissal, divine power, dimensional anchor, *orders wrath.*

*Domain spell. *Domains:* [Law (Cast Law spells at +1 caster level); Evil (Cast evil spells at +1 level)].

Encounter 1C

Advanced Blood Golem of Hextor: CR 12; Huge Construct; HD 26d10+30; hp 226; Init +0; Spd 20ft.; AC 30, touch 8, flat-footed 30; Base Atk/Grp: +19/+39; Atk +27 melee (2d8+11, *heavy flail +1*) or melee +26 melee (2d6+11 slam); Full Atk +27/+27 melee (2d8+11, *heavy flail +1*) or +26/+26 melee (2d6+11 slam); Space/Reach: 15ft./15 ft.; SA: Blood Siphon, Whirlwind of Death; SQ Blood dependency, blood reservoir, construct traits, DR 10/adamantine, magic armor, magic immunity, rust vulnerability; AL LE; SV Fort +6, Ref +6, Will +7; Str 30, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -

Construct Traits: Low-light vision; 60 ft. darkvision; Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects; not subject to critical hits, nonlethal damage, death from massive damage; cannot be healed.

Blood Siphon (Su): A blood golem can suck blood out of a helpless creature or a body that has died within the last hour, dealing Constitution damage at the rate of 1 point per full round, which can be used directly or placed in the reservoir. Both the golem and victim must remain motionless for this to happen.

Whirlwind of Death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. This lets it attack all creatures within reach as if it had the whirlwind attack feat. In a round after it makes this special attack, it can only move or perform a single attack action.

Blood Dependency: This golem needs blood to live day to day.

Blood Reservoir: The golem has reservoir filled with blood equivalent to 20 Constitution (healing five hp per Constitution point). It can draw blood from its reservoir as a free action and often does so during combat.

Magic Immunity: The golem is immune to all spells and supernatural effects except as follows: A *gentle repose* spell acts as a slow spell for 3 rounds with no saving throw. *Regenerate* restores one hit point of damage per caster level. *Horrid wilting* does half or one quarter damage if the golem fails of succeeds on its save.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or rusting grasp spell. If its armor is destroyed in this manner the golems AC drops (to 17) and it makes slam attacks instead of flail attacks. Once the armor is gone it looses its blood reservoir.

Possessions: Full plate +1, mw heavy flail.

Encounter 1D

Testindatri: Male vampire Clr8/Master Vampire 2 (Hextor); CR 12; Medium undead (augmented human); HD 10d12+10+10; hp 109; Init +6; Spd 30 ft.; AC 30, touch 14, flat-footed 28; BAB/Grp: +7/+11; Atk: +12 melee (1d8+5 heavy mace) or +12 (1d6+5+energy drain, slam); Full Atk: +12/+7 melee (1d8+5 heavy mace) or +12/+7 melee (1d6+5+energy drain, slam); SA Spontaneous casting (inflict), rebuke undead, blood drain, children of the night, dominate, create spawn, energy drain; SQ alternate form, fast healing 5, gaseous form, cold resistance 10, electric resistance 10, spider climb, turn resistance, more spawn, enhanced spawn, DR 10/silver and magic; AL LE; SV Fort +12, Ref +7, Will +15; Str 18, Dex 14, Con -, Int 14, Wis 20, Cha 14.

Skills and Feats: Bluff +12, Concentration +13, Heal +14, Hide +10, Knowledge (religion) +13, Listen +15, Move Silently +10, Search +12, Sense Motive +16, Spellcraft +13, Spot +15; Alertness(B), Combat Reflexes(B), Diehard, Dodge(B), Endurance, Great Fortitude, Improved Initiative(B), Improved Toughness, Lightning Reflexes(B), Mobility.

Possessions: heavy metal shield +1, heavy mace, *mithril breastplate +2, ring of protection +2.*

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

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

Dominate (Su) Testindatri can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that he must use a standard action, and those merely looking at it are not affected. Anyone Testindatri targets must succeed on a Will save (DC 17) or fall instantly under his influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

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

More Spawn (Su): As a Master Vampire, Testindatri can get more spawn per day.

Enhanced Spawn (Su): Spawn created by Testindatri gain +2 to Strength and Dexterity while the master is alive. Once Testindatri is slain, use vampire spawn statistics from the Monster Manual.

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

Alternate Form (Su): Testindatri can assume the shape of a bat as a standard action. This ability is similar to a polymorph spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and can only change to one form. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home

within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

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

Turn Resistance (Ex): A vampire has +4 turn resistance. As a master vampire, Testindatri's turn resistance is increased by one for each spawn within 60 ft.

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1 base DC = 15 + spell level): 0—*guidance* (5), *detect magic*; 1st—*bane, cause fear, cause light wounds, obscuring mist, protection from good, protection from chaos*;* 2nd—*darkness, hold person* (2), *shatter* (2), *calm emotions*;* 3rd—*animate dead, blindness, dispel magic, magic circle against good, magic circle against chaos*;* 4th—*dismissal, divine power, dimensional anchor, *orders wrath;* 5th—s*lay living* (2), *dispel good*.*

*Domain spell. *Domains:* [Law (Cast Law spells at +1 caster level); Evil (Cast evil spells at +1 level)].

Binwair: Male vampire Clr8 (Hextor); CR 10; Medium undead (augmented human); HD 8d12+8+8; hp 77; Init +6; Spd 30 ft.; AC 27, touch 12, flat-footed 25; BAB/Grp: +6/+10; Atk: +11 melee (1d8+5 heavy mace) or +11 (1d6+5+energy drain, slam); Full Atk: +11/+6 melee (1d8+5 heavy mace) or +11/+6 melee (1d6+5+energy drain, slam); SA Spontaneous casting (inflict), rebuke undead, blood drain, children of the night, dominate, create spawn, energy drain; SQ alternate form, fast healing 5, gaseous form, cold resistance 10, electric resistance 10, spider climb, turn resistance, DR 10/silver and magic; AL LE; SV Fort +9, Ref +7, Will +12; Str 18, Dex 14, Con -, Int 14, Wis 20, Cha 14.

Skills and Feats: Bluff +10, Concentration +11, Heal +14, Hide +10, Knowledge (religion) +13,

Listen +15, Move Silently +10, Search +12, Sense Motive +14, Spellcraft +13, Spot +13; Alertness(B), Combat Reflexes(B), Diehard, Dodge(B), Endurance, Great Fortitude, Improved Initiative(B), Improved Toughness, Lightning Reflexes(B).

Possessions: heavy metal shield +1, heavy mace, *mithril breastplate +1.*

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

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

Dominate (Su): Binwair can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that he must use a standard action, and those merely looking at it are not affected. Anyone Binwair targets must succeed on a Will save (DC 16) or fall instantly under his influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

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

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

Alternate Form (Su): Binwair can assume the shape of a dire wolf as a standard action. This ability is similar to a polymorph spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and can only change to one form. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it the natural weapons

and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

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

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

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

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

Spells Prepared (6/5+1/4+1/4+1/3+1 base DC = 15 + spell level): 0—*guidance* (5), *detect magic*; 1st—*bane, cause fear, cause light wounds, obscuring mist, protection from good, protection from chaos*;* 2nd—*darkness, hold person* (2), *shatter, calm emotions*;* 3rd—*animate dead, blindness, dispel magic, magic circle against good, magic circle against chaos*;* 4th—*dismissal, divine power, dimensional anchor, *orders wrath.*

*Domain spell. *Domains:* [Law (Cast Law spells at +1 caster level); Evil (Cast evil spells at +1 level)].

Enhanced Spawn: CR 4; Medium undead; HD 4d12+3; hp 33; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; BAB/Grp: +2/+6; Atk: +7 melee (1d6+5+energy drain, slam); Full Atk: +6 melee (1d6+5+energy drain, slam); SA blood drain, domination, energy drain; SQ +2 turn resistance, darkvision 60ft., fast healing 2, gaseous form, cold resistance 10, electricity resistance 10, spider climb, undead traits, DR 5/silver; AL LE; SV Fort +2, Ref +7, Will +6; Str 18, Dex 16, Con -, Int 13, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Climb +9, Diplomacy +4, Hide +11, Jump +9, Listen +11, Move Silently +11, Profession (farmer) +4, Search +8, Sense Motive +11, Spot +11; Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Profession farmer), Toughness.

Special Quality: see p. 254 Monster Manual.

Encounter 2C

Lesser Bonedrinker; CR 4; Small Undead; HD 7d12+14+7; hp 66; Init: +3; Spd: 30 ft.; AC: 16 touch 15, flat-footed 12; Base Atk/Grp: +3/+5; Atk: +5 melee (1d8+3 Tentacle); Full Atk: +6/+6 melee (1d8+3, tentacles) and +1/+1 melee (1d6+2, claw); Space/Reach: 5ft/5ft (tentacles up to 10 ft.); SA: Bonedrink, improved grab, pounce; SQ: Darkvision 60 ft, resistance to cold 5, fire 5, and sonic 5, scent, undead traits, unholy toughness; AL CE; SV: Fort +3, Ref +7, Will +7; Str 15, Dex 18, Con-, Int 8, Wis 12, Cha 15.

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

Bonedrink (Ex): Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple check. If it pins its foes, it fastens onto the creature with its horrendous fangs. It then secrets a painful toxin into the victim that deals 1d6 points of Constitution damage. Creatures reduced to 0 die, as their majority of their bones become too brittle to support their bodies and they collapse into a sack of loose flesh. Creatures without Constitution scores are immune to this special attack.

Improved Grab (Ex): To use this ability the Bonedrinker must hit with the tentacle attack. It can then as a free action with out provoking attacks of opportunity to start a grapple as a free action. If it wins the grapple check, it establishes a hold and deals automatic claw or tentacle damage to the grappled victim. It deals claw or tentacle damage each round it maintains the grapple, if the victim is pinned then it can start a Bonedrink.

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

Encounter 2D

Boneclaw: CR 6; Large Undead; HD 10d12+40 +10; hp 115; Init +8; Spd 40 ft.; AC 16, touch 13, flat-footed 12; Base Atk/Grp: +5/+14; Atk: +8 melee (2d6+8 claw)*; Full Attack: +8/+8 melee (2d6+8 claws)*; Space/Reach: 10ft./20 ft.; SA:

Reaching Claws; SQ: +2 turn resistance, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits, unholy toughness; AL CE; SV Fort +4, Ref +8, Will +10; Str 21, Dex 18, Con -, Int 14, Wis 14, Cha 19

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

*Includes adjustment for Power Attack feat.

Reaching Claws (Ex): A Bone Claw's attack can reach immediately up to 20ft. It can threaten more squares then its size normally allows.

Encounter 2C

Bonedrinker: CR 7; Medium undead; HD 11d12+22+11; hp 104; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp: +5/+14; Atk: +11 melee (1d10+6 Tentacle); Full Atk: +11/+11 melee (1d10+6 tentacles) and +6/+6 melee (1d8+3 claws); Space/Reach: 5ft/5ft (tentacles up to 10 ft.); SA Bonedrink, improved grab, pounce; SQ Damage reduction 5/silver or good, darkvision 60 ft, resistance to cold 10, fire 10, and sonic 10, scent, undead traits, unholy toughness; AL CE; SV Fort +4, Ref +7, Will +10; Str 21, Dex 16, Con-, Int 8, Wis 14, Cha 15

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

Bonedrink (Ex): Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple check. If it pins its foes, it fastens onto the creature with its horrendous fangs. It then secrets a painful toxin into the victim that deals 1d6 points of Constitution damage. Creatures reduced to 0 die, as their majority of their bones become too brittle to support their bodies and they collapse into a sack of loose flesh. Creatures with out Constitution scores are immune to this special attack.

Improved Grab (Ex): To use this ability the Bonedrinker must hit with the tentacle attack. It can then as a free action with out provoking attacks of opportunity to start a grapple as a free action. If it wins the grapple check, it establishes a hold and deals automatic claw or tentacle damage to the grappled victim. It deals claw or tentacle damage each round it maintains the grapple, if the victim is pinned then it can start a Bonedrink.

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

Encounter 2D

Advanced Boneclaw: CR 8; Large Undead; HD 14d12+84+14; hp 201; Init +9; Spd 40 ft.; AC 18, touch 14, flat-footed 13; Base Atk/Grp: +7/+19; Atk: +15 melee (2d6+8 claw); Full Attack: +15/+15 melee (2d6+8 claws); Space/Reach: 10ft./20 ft.; SA: Reaching Claws; SQ: +2 turn resistance, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits, unholy toughness; AL CE; SV Fort +4, Ref +9, Will +12; Str 26, Dex 20, Con -, Int 14, Wis 16, Cha 22.

Skills and Feats: Hide +20, Intimidate +22, Listen +21, Move Silently +21, Search +18, Spot +19, Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Improved Natural Armor, Power Attack

Reaching Claws (Ex): A Bone Claw's attack can reach immediately up to 20ft. It can threaten more squares then its size normally allows.

Encounter 2C

Bonedrinker: CR 7; Medium undead; HD 11d12+22+11; hp 104; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp: +5/+14; Atk: +11 melee (1d10+6 Tentacle); Full Atk: +11/+11 melee (1d10+6 tentacles) and +6/+6 melee (1d8+3 claws); Space/Reach: 5ft/5ft (tentacles up to 10 ft.); SA Bonedrink, improved grab, pounce; SQ Damage reduction 5/silver or good, darkvision 60 ft, resistance to cold 10, fire 10, and sonic 10, scent, undead traits, unholy toughness; AL CE; SV Fort +4, Ref +7, Will +10; Str 21, Dex 16, Con-, Int 8, Wis 14, Cha 15

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

Bonedrink (Ex): Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple check. If it pins its foes, it fastens onto the creature with its horrendous fangs. It then secrets a painful toxin into the victim that deals 1d6 points of Constitution damage. Creatures reduced to 0 die, as their majority of their bones become too brittle to support their bodies and they collapse into a sack of loose flesh. Creatures with out Constitution scores are immune to this special attack.

Improved Grab (Ex): To use this ability the Bonedrinker must hit with the tentacle attack. It can then as a free action with out provoking attacks of opportunity to start a grapple as a free action. If it wins the grapple check, it establishes a hold and deals automatic claw or tentacle damage to the grappled victim. It deals claw or tentacle damage each round it maintains the grapple, if the victim is pinned then it can start a Bonedrink.

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

Encounter 2D

Boneyard: CR 14; Huge Undead; HD 17d12+17+17; hp 144; Init +6; Spd: 20 ft., fly 60ft (good); AC 30, touch 10, flat footed 28; Base Atk/Grp: +8/+26; Atk +17 melee (2d8+16+ bone subsumption/19-20, bite); Full Atk +17 melee (2d8+16+bone subsumption/19-20, bite); Space/Reach:15ft/10ft; SA Bone subsumption, improved grab, summon skeletons, utter subsumption; SQ Damage reduction 10/-, darkvision 60ft, fast healing 10, immunity to cold; inescapable craving, undead traits; SR 24; AL CE; SV: Fort +8, Ref +10, Will +16; Str 31, Dex 14, Con -, Int 18, Wis 20, Cha 18.

Skills and Feats: Balance +22, Climb +30, Hide +22, Jump +30, Listen +25, Move Silently +22, Search +24, Spot +25; Combat Reflexes, Dodge, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Toughness, Lightning Reflexes.

Bone Subsumption (Su): Whenever the boneyard successfully bites a foe, the victim must make a DC 22 Fort save (except undead victims which make Will saves). On a failed save, the victims bones begin to melt away. The victim takes 2d4 points of damage to Constitution, Dexterity, and Strength. This only works on creatures with a skeletal structure.

Improved Grab (Ex): If the boneyard hits with its bite attack, it can start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to utterly subsume the victim's body.

Inescapable Craving: Must eat bones to live.

Summon Skeletons: A boneyard can summon once a day 3-6 troll skelletons or 2-4 young adult red dragon skeletons. The undead arrive in 1d10 rounds and serve for one hour or until they are re - absorbed back into the boneyard.

Utter Subsumption (Su): If a boneyard wins a grapple check after using the improved grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a victim still pinned and makes one more successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

Encounter 3D

Rot Reaver: CR 6; Medium Aberration; HD 10d8+20; hp 65; Init +6; Spd 30 ft., climb 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk/Grp: +7/+9; Atk: +11 melee (1d6+3a/X4, *cleaver +1*); Full Atk: +9/+9/+4 melee (1d6+3a/X4, *cleaver +1*); SA Cleaver mastery, rebuke undead (+3, 2d6+13, 10th), wound rot; SQ Animate dead, Darkvision 60ft., drain unlife, immunity to energy drain; AL NE; SV Fort +7, Ref +5, Will +8; Str 15, Dex 14, Con 15, Int 7, Wis 12, Cha 16.

Skills and Feats: Climb +10, Listen +6, Sense Motive +4, Spot +6; Great Fortitude, Improved Initiative, Two Weapon Fighting, Weapon Focus (handaxe).

Cleaver Mastery (EX): A rot reaver's cleavers are identical in appearance to +1 handaxes except that in a reaver's hands, these cleavers deal quadruple damage on a critical hit (rather than a handaxe's triple damage).

Rebuke Undead (SU): A rot reaver can rebuke undead as an evil cleric of 10th level. The creature can control any undead of 5 Hit Dice or less when it successfully affects the undead with its rebuke ability; and it can command up to 10 Hit Dice worth of undead at any time.

Wound Rot (SU): Any time a rot reaver damages a living creature with one of its cleavers in melee, it can immediately make a touch attack with one of its black, cancerous tongues (Atk +9). If the touch attack succeeds, the creature takes 1 point of Constitution damage and becomes vulnerable to the rot reaver's animate dead ability. Creature's immune to ability damage are immune to this special attack.

Animate Dead (SU): As a standard action, a rot reaver can animate any dead creature within 60 feet that was affected by it's wound rot ability within the last 24 hours. Creatures animated by a rot reaver rise as zombies.

A rot reaver can animate a number of Hit Dice of creatures equal to its own Hit Dice. Any attempt to animate a creature whose HD would cause this limit to be exceeded automatically fails. These animated undead are under the command of the rot reaver, and they do not count against the total number of Hit Dice of undead that a rot reaver can control using its rebuke undead ability.

Drain Unlife (SU): Any time a rot reaver damages an undead creature with one of its cleaver attacks, it heals a number of hit points equal to the damage dealt.

Immunity to Energy Drain (SU): Rot reavers are immune to energy drain attacks.

Encounter 3C

Slaughter Wight: CR 8; Medium Undead; HD 18d12+18+18; hp 153; Init +9; Spd 30 ft.; AC 19, touch 15, flat-footed 14; Base Atk/Grp: +9+16; Atk +12 melee (1d8+16+energy drain/17-20, slam); Full Atk +12 melee (1d8+16 +energy drain/17-20, slam); SA create spawn, energy drain; SQ Augmented Critical, inescapable craving, undead traits, vicious slammer, darkvision 60ft.; AL CE; SV Fort +7, Ref +12, Will +12; Str 24, Dex 21, Con -, Int 11, Wis 10, Cha 16.

Skills and Feats: Climb +17, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +13, Daunting Presence*, Death Master*, Eviscerator*, Improved critical, Improved initiative, Improved toughness*, Power Attack.

Note: A slaughter Wight uses its full power attack when attacking.

Augmented Critical (Ex): A slaughter Wight's threat range is increased to 17-20.

Create Spawn (Su): Any humanoid slain by a slaughter Wight becomes a normal Wight in 1d4 rounds under control of the slaughter Wight.

Energy Drain (Su): A living creature hit by the slaughter wight's natural attack gains a negative level. Removing it requires a DC 21 Fort save. The Slaughter Wight gains 5 hp each time this negative level gets bestowed.

Daunting Presence*: The Slaughter Wight may take an action to awe an opponent. Opponent must be with in 30 feet and have an Int score. If opponent fails a Will save DC 22 the opponent is shaken for 10 minutes.

Death Master*: Whenever the slaughter wight successfully hits a living being with a critical attack, the victim becomes shaken for ten rounds. This is a mind affecting fear affect.

Eviscerator*: Whenever the slaughter Wight successfully hits a living being with a critical attack, all allies within 30 ft. of the target are shaken. This is a mind affecting fear affect.

Encounter 3D

Rot Reaver: CR 6; Medium Aberration; HD 10d8+20; hp 65; Init +6; Spd 30 ft., climb 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk/Grp: +7/+9; Atk: +11 melee (1d6+3a/X4, *cleaver +1*); Full Atk: +9/+9/+4 melee (1d6+3a/X4, *cleaver +1*); SA Cleaver mastery, rebuke undead (+3, 2d6+13, 10th), wound rot; SQ Animate dead, Darkvision 60ft., drain unlife, immunity to energy drain; AL NE; SV Fort +7, Ref +5, Will +8; Str 15, Dex 14, Con 15, Int 7, Wis 12, Cha 16.

Skills and Feats: Climb +10, Listen +6, Sense Motive +4, Spot +6; Great Fortitude, Improved Initiative, Two Weapon Fighting, Weapon Focus (handaxe).

Cleaver Mastery (Ex): A rot reaver's cleavers are identical in appearance to +1 handaxes except that in a reaver's hands, these cleavers deal quadruple damage on a critical hit (rather than a handaxe's triple damage).

Rebuke Undead (Su): A rot reaver can rebuke undead as an evil cleric of 10th level. The creature can control any undead of 5 Hit Dice or less when it successfully affects the undead with its rebuke ability; and it can command up to 10 Hit Dice worth of undead at any time.

Wound Rot (Su): Any time a rot reaver damages a living creature with one of its cleavers in melee, it can immediately make a touch attack with one of its black, cancerous tongues (Atk +9). If the touch attack succeeds, the creature takes 1 point of Constitution damage and becomes vulnerable to the rot reaver's animate dead ability. Creature's immune to ability damage are immune to this special attack.

Animate Dead (Su): As a standard action, a rot reaver can animate any dead creature within 60 feet that was affected by it's wound rot ability within the last 24 hours. Creatures animated by a rot reaver rise as zombies.

A rot reaver can animate a number of Hit Dice of creatures equal to its own Hit Dice. Any attempt to animate a creature whose HD would cause this limit to be exceeded automatically fails. These animated undead are under the command of the rot reaver, and they do not count against the total

number of Hit Dice of undead that a rot reaver can control using its rebuke undead ability.

Drain Unlife (Su): Any time a rot reaver damages an undead creature with one of its cleaver attacks, it heals a number of hit points equal to the damage dealt.

Immunity to Energy Drain (Su): Rot reavers are immune to energy drain attacks.

Encounter 3C

Slaughter Wight: CR 8; Medium Undead; HD 18d12+18+18; hp 153; Init +9; Spd 30 ft.; AC 19, touch 15, flat-footed 14; Base Atk/Grp: +9+16; Atk +12 melee (1d8+16+energy drain/17-20, slam); Full Atk +12 melee (1d8+16 +energy drain/17-20, slam); SA create spawn, energy drain; SQ Augmented Critical, inescapable craving, undead traits, vicious slammer, darkvision 60ft.; AL CE; SV Fort +7, Ref +12, Will +12; Str 24, Dex 21, Con -, Int 11, Wis 10, Cha 16.

Skills and Feats: Climb +17, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +13, Daunting Presence*, Death Master*, Eviscerator*, Improved critical, Improved initiative, Improved toughness*, Power Attack.

Note: A slaughter Wight uses its full power attack when attacking.

Augmented Critical (Ex): A slaughter Wight's threat range is increased to 17-20.

Create Spawn (Su): Any humanoid slain by a slaughter Wight becomes a normal Wight in 1d4 rounds under control of the slaughter Wight.

Energy Drain (Su): A living creature hit by the slaughter wight's natural attack gains a negative level. Removing it requires a DC 21 Fort save. The Slaughter Wight gains 5 hp each time this negative level gets bestowed.

Daunting Presence*: The Slaughter Wight may take an action to awe an opponent. Opponent must be with in 30 feet and have an Int score. If opponent fails a Will save DC 22 the opponent is shaken for 10 minutes.

Death Master*: Whenever the slaughter wight successfully hits a living being with a critical attack, the victim becomes shaken for ten rounds. This is a mind affecting fear affect.

Eviscerator*: Whenever the slaughter Wight successfully hits a living being with a critical attack, all allies within 30 ft. of the target are shaken. This is a mind affecting fear affect.

Encounter 3D

Necrothane: CR 12; Medium aberration; HD 20d8+80; hp 170; Init +6; Spd 20 ft.(in full plate; base Spd 40 ft), climb 15ft (in full plate, base climb 20 ft); AC 28, touch 11, flat-footed 27; Base Atk/Grp: +15/+18; Atk: +20 melee (1d6+4/X4 *cleaver +1*); Full Atk: +18/+18/+13/+8 melee (1d6+4/X4 *cleaver +1*); SA Cleaver mastery, rebuke undead (+4, 2d6+24, 20th), wound rot; SQ Animate dead, Darkvision 60ft., drain unlife, immunity to energy drain; AL NE; SV Fort +12, Ref +8, Will +14; Str 17, Dex 15, Con 19, Int 12, Wis 14, Cha 18.

Skills and Feats: Climb +6, Diplomacy +6, Listen +25, Sense Motive +25, Spot +25; Combat Expertise, Extra Turning, Great Fortitude, Improved Initiative, Two Weapon Defense, Two Weapon Fighting, Weapon Focus (handaxe).

Cleaver Mastery (Ex): A necrothane's cleavers are identical in appearance to +1 handaxes except that in a necrothane's hands, these cleavers deal quadruple damage on a critical hit (rather than a handaxe's triple damage).

Rebuke Undead (Su): A necrothane can rebuke undead as an evil cleric of 20th level. The creature can control any undead of 10 Hit Dice or less when it successfully affects the undead with its rebuke ability; and it can command up to 20 Hit Dice worth of undead at any time.

Wound Rot (Su): Any time a necrothane damages a living creature with one of its cleavers in melee, it can immediately make a touch attack with one of its black, cancerous tongues (attack bonus +18). If the touch attack succeeds, the creature takes 1 point of Constitution damage and becomes vulnerable to the necrothane's animate dead ability. Creature's immune to ability damage are immune to this special attack.

Animate Dead (Su): As a standard action, a necrothane can animate any dead creature within 60 feet that was affected by it's wound rot ability within the last 24 hours. Creatures animated by a necrothane rise as zombies.

A necrothane can animate a number of Hit Dice of creatures equal to its own Hit Dice. Any attempt to animate a creature whose HD would cause this limit to be exceeded automatically fails. These

animated undead are under the command of the necrothane, and they do not count against the total number of Hit Dice of undead that a necrothane can control using its rebuke undead ability.

Drain Unlife (Su): Any time a necrothane damages an undead creature with one of its cleaver attacks, it heals a number of hit points equal to the damage dealt.

Immunity to Energy Drain (Su): Necrothane are immune to energy drain attacks.

Encounter 3C

Evolved Slaughter Wight: CR 8; Medium Undead; HD 18d12+18+18; hp 153; Init +9; Spd 30 ft.; AC 20, touch 15, flat-footed 15; Base Atk/Grp: +9+17; Atk +12 melee (1d8+16+energy drain/17-20, slam); Full Atk +12 melee (1d8+16 +energy drain/17-20, slam); SA create spawn, energy drain, *haste* or *unholy blight*; SQ Augmented Critical, inescapable craving, undead traits, vicious slammer, darkvision 60ft., fast healing 3; AL CE; SV Fort +7, Ref +12, Will +12; Str 26, Dex 21, Con -, Int 11, Wis 10, Cha 18.

Skills and Feats: Climb +17, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +13, Daunting Presence*, Death Master*, Eviscerator*, Improved critical, Improved initiative, Improved toughness*, Power Attack.

Note: A slaughter Wight uses its full power attack when attacking.

Augmented Critical (Ex): A slaughter Wight's threat range is increased to 17-20.

Create Spawn (Su): Any humanoid slain by a slaughter Wight becomes a normal Wight in 1d4 rounds under control of the slaughter Wight.

Energy Drain (Su): A living creature hit by the slaughter wight's natural attack gains a negative level. Removing it requires a DC 21 Fort save. The Slaughter Wight gains 5 hp each time this negative level gets bestowed.

Daunting Presence*: The Slaughter Wight may take an action to awe an opponent. Opponent must be with in 30 feet and have an Int score. If opponent fails a Will save DC 23 the opponent is shaken for 10 minutes.

Death Master*: Whenever the slaughter wight successfully hits a living being with a critical attack, the victim becomes shaken for ten rounds. This is a mind affecting fear affect.

Eviscerator*: Whenever the slaughter Wight successfully hits a living being with a critical attack, all allies within 30 ft. of the target are shaken. This is a mind affecting fear affect.

Haste or *Unholy Blight*: Due to their evolved nature, half of the slaughter wights are able to cast haste once daily as an 18th level caster, the other half are able to cast unholy blight (save DC 18).

Encounter 3D

Necrothane: CR 12; Medium aberration; HD 20d8+80; hp 170; Init +6; Spd 20 ft.(in full plate; base Spd 40 ft), climb 15ft (in full plate, base climb 20 ft); AC 28, touch 11, flat-footed 27; Base Atk/Grp: +15/+18; Atk: +20 melee (1d6+4/X4 *cleaver +1*); Full Atk: +18/+18/+13/+8 melee (1d6+4/X4 *cleaver +1*); SA Cleaver mastery, rebuke undead (+4, 2d6+24, 20th), wound rot; SQ Animate dead, Darkvision 60ft., drain unlife, immunity to energy drain; AL NE; SV Fort +12, Ref +8, Will +14; Str 17, Dex 15, Con 19, Int 12, Wis 14, Cha 18.

Skills and Feats: Climb +6, Diplomacy +6, Listen +25, Sense Motive +25, Spot +25; Combat Expertise, Extra Turning, Great Fortitude, Improved Initiative, Two Weapon Defense, Two Weapon Fighting, Weapon Focus (handaxe).

Cleaver Mastery (Ex): A necrothane's cleavers are identical in appearance to +1 handaxes except that in a necrothane's hands, these cleavers deal quadruple damage on a critical hit (rather than a handaxe's triple damage).

Rebuke Undead (Su): A necrothane can rebuke undead as an evil cleric of 20th level. The creature can control any undead of 10 Hit Dice or less when it successfully affects the undead with its rebuke ability; and it can command up to 20 Hit Dice worth of undead at any time.

Wound Rot (Su): Any time a necrothane damages a living creature with one of its cleavers in melee, it can immediately make a touch attack with one of its black, cancerous tongues (attack bonus +18). If the touch attack succeeds, the creature takes 1 point of Constitution damage and becomes vulnerable to the necrothane's animate dead ability. Creature's immune to ability damage are immune to this special attack.

Animate Dead (Su): As a standard action, a necrothane can animate any dead creature within 60 feet that was affected by it's wound rot ability within the last 24 hours. Creatures animated by a necrothane rise as zombies.

A necrothane can animate a number of Hit Dice of creatures equal to its own Hit Dice. Any attempt to animate a creature whose HD would cause this limit to be exceeded automatically fails. These animated undead are under the command of the necrothane, and they do not count against the total number of Hit Dice of undead that a necrothane can control using its rebuke undead ability.

Drain Unlife (Su): Any time a necrothane damages an undead creature with one of its cleaver attacks, it heals a number of hit points equal to the damage dealt.

Immunity to Energy Drain (Su): Necrothane are immune to energy drain attacks.

DM Aid: NPC Information

First Named NPC: "Number 2"

Real Name: Ian Gallagher.

Position: 3rd in charge of the Twilight Hunters.

Class levels: 5th Bard, 4th MindSpy, 4th Spymaster

Background and Motivations: Ian was sneaky bard, until he got captured by Iuz's Forces north of Gull Keep a long time ago. A group of Twilight Hunters freed him from his capture and death. In this group was a person named Margo Effretti, who personally risked her life to get him out of harms way. Owing a life debt (he is Rhenee after all) to Margo, Ian took up the vocation of Spy and studies under Margo. Ian is a good friend and pupil of Margo and after many years of long service, Ian was put in charge of the Specialist Squad. He has served many years and has provided outstanding performance of duties. He does not know who runs the Twilight Hunters at this time nor does he care to know. All he knows is that his skills of lying and cheating are for the betterment of Furyondy from Iuz and the forces of evil.

Game Plan: Ian is in Disguise; he is also a 4th level Mind Spy and always has a *detect thoughts* up in a radius as per the special ability. He is wearing a *helm of telepathy* so he can use detect thoughts as a free action. He can relate the following information to PCs:

- He does not mention the organization he represents except to say "we are the ones who hunt in Twilight".
- Ever since the "Shield" has been in place life has been miserable in Chendl, and profits are down.
- The Shield sounded like a good idea at first, but its repercussions are horrible.
- There is another shadowy organization working in Chendl, and this mission will put a big stop in their goings on.
- Any Undead Questions should be directed to Mishka.
- If the party is successful in their missions other opportunities might open up
- There is a standard NDA enforced by the crown on this mission.
- After the mission is over, we may offer an invite to join our humble organization
- Also in regards to trust, he will mention that he does have a dossier on the person in question and read off some facts about them if that person has had any adventures in Furyondy. (They are a spy agency)
- He has 6 body guards, 2 are visible and 4 and invisible (Greater Invisibility). At the first sign of trouble (he reads minds) he teleports away with his *boots of teleportation*. If any one attacks him they get struck in the back with a nasty dagger with a nasty poison (see the coordinator for effect); PCs should be given a Spot check to notice the body guards and reconsider…
- If anyone is wearing any sort of *ring of mind shielding* or *amulet of non-detection* he waves over some people to interrogate those people further. He cites the reason as "Precautions against Doppelgangers" but really it's because he can't read their mind.

Second Named NPC: The Quartermaster

Real Name: Alexander Furgesson

Position: Quartermaster of the Twilight Hunters for the Specialist Squad.

Class levels: 10th level Expert, human of Suel decent.

Background and Motivations: Alexander is really good with numbers and supplies. He can find the best bargain on anything legal or illegal. This is a job that pays well and keeps him gainfully employed. He also

likes Bards, since so many times in his life Bards have helped him and his family troubles with the law. And in fact it was a bard (Ian) who recognized his ability for numbers. He moved from the war torn north to Chendl and handles supplies and logistics for the Specialist Squad and their special missions.

Game Plan:.

The Quartermaster and his crew have the current Items for sale (standard DMG prices):

+1 Bane: Undead Silvered Morning Star

+1 Bane: Undead Silvered Longsword

+1 Bane Undead Silvered Rapier

+1 Bane Ooze Rapier

Third Named NPC: "Mishka"

Real Name: "Mishka"

Position: Sub-Contractor to the Twilight Hunters

Class levels: 4th level rogue 2nd level Hunter of the Dead 7th level Skull Clan Hunter, human of Rhenee decent.

Background and Motivations: Mishka was a Rhenee Rogue with tomb robbing in mind when he had his close encounter with a wight. Recovering from the wretched experience, he vowed to hunt down and slay every undead he came across. For many years Mishka hunted down undead across the lands on Oerth. Recently his deeds got the attention of Number 2, who offered him a deal: Help kill off the Undead problem in the city and he would not only get the satisfaction of killing undead, but also be able to make progress in the crusade against unlife.
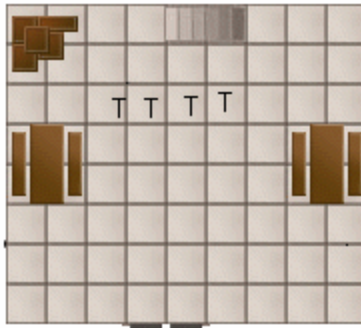
Game Plan: If the party chooses to talk to Mishka Role-play it out with a Russian accent. Mishka is a Skull Clan Hunter and despises undead. Have him relate the following:

- Mishka also knows there are potentially "Bone drinkers" that have been spotted at some of the sights. He will relate that this sort of Undead are created and may be especially deadly in Chendl.

- If any one mentions who this organization is he will smile and nod and not answer. They will be refered to Number 2

- If asked about the target areas he will mention that stealth is a good option, but carefulness is a good idea as well.

- Mishka has TONS of knowledge on Undead, and has a Knowledge Religion +19. He is also Familiar with Tomb Wardens and Master Vampire Undead Prestige classes out of Libris Mortis.
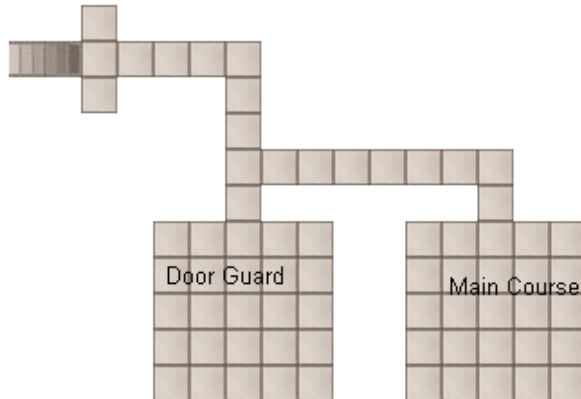
DM Aid 1: Maps for Branch One

Map of the inside of first room, showing the location of the trap and stairs:

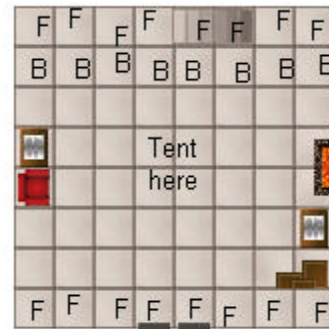Map of the lower, basement level:

Building A

DM Aid 2: Maps for Branch Two

Map of the inside of first room. The pressure plates are located in the squares upon which the tent is resting. This is also the center point for the trap effects, with the exception of the *wall of fire* at high APLs. The *wall of fire* appears where noted as "F."

F == Wall of fire
B == Trigger area
Tent here = Center Tentacles here

Map of the lower, basement level:
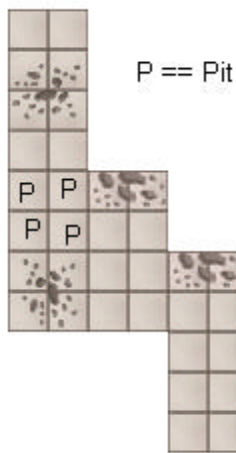
Building B

Main Course
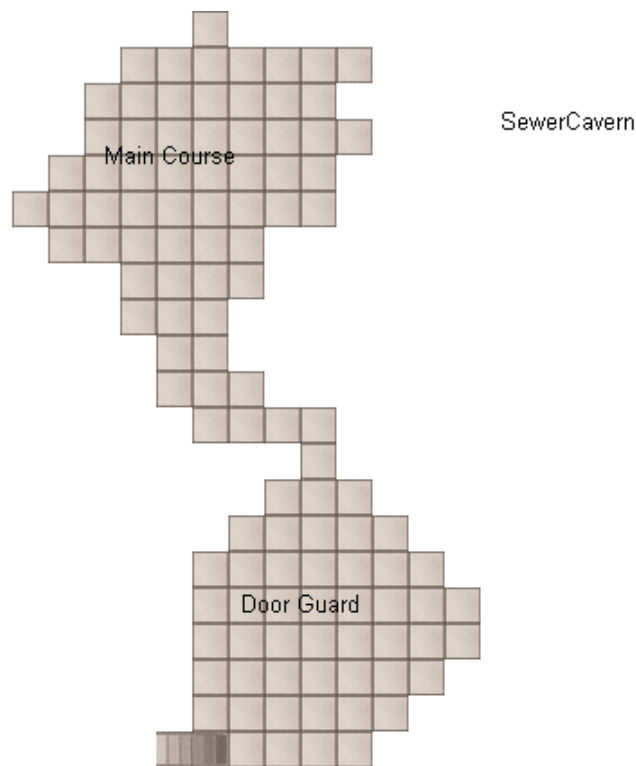
Door Guard Area

Enter Here

DM Aid 2: Maps for Branch Three

Map of trap area:

P == Pit

P P
P P

Map of rest of combat area:

SewerCavern

Main Course

Door Guard

Critical Events Summary

1. Did the PCs eliminate the opponent in the "main course"?   Yes   No

2. Which Branch did the PCs run?

___   Urban Assault A, branch 1 (go to question #3)

___   Urban Assault B, branch 2 (go to question #4)

___   Sewers, branch 3 (go to question #5)

3. For Urban Assault A,

   a. Did the PCs discover the papers and books from the desk?   Yes   No;   (if   yes,
      continue below.

   b. What did the PCs do with the papers and files on important personages?

      _____

   c. What did the PCs do with the information on guard schedules?

      _____

   d. What did the PCs do with the book with the Royal house seal?

      _____

4. For Urban Assault B,

       a.   Did the PCs find the lab journal? Yes   No (If yes, continue below)

       b.   Did the PCs find the reference to the prince?   Yes   No

       c.   What did the PCs do with the book?

           _____

       d.   Who did PCs tell about the passage, if they found it:

           _____

5.   For the Sewers

       a.   Did the PCs recover the prisoners alive? N/A   Yes   No

Player Handout #X

[Player handouts go in this section. Use page breaks between each. If you don't have any handouts, remove this section by cutting from the title to the end of the section. Remove this paragraph.]