

IUZ3-02

Experimentation

A One-Round D&D LIVING GREYHAWK[®] Iuz's Border States Regional Adventure

Version 1.0

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Something bad has happened. Something very bad... and no one seems to be left to tell you the sequence of events. It's up to you to solve the mystery and find the source. Just try to avoid falling prey to something bad; something very bad. Part 2 of the Machinations plot line. An adventure for investigative PCs, levels 5-13.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Iuz's Border States. Characters native to Bandit Kingdoms, Furyondy, Highfolk, Perrenland or Shield Lands pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

There is a small town in the northeast Bandit Kingdoms. Just outside the Fellreev Forest, this small trade outpost sits on the border (if such a thing exists) of the Empire of Iuz. It is a dangerous location, of that there is no doubt, but Needlebough has managed to stay underneath the radar of Iuz's forces. Until now...

The Old One and his ever scheming Bonehearts have developed a nefarious plan and the methodology to put it into action. The current minions of Iuz – men, orcs, and undead – would not be able to withstand the vigors of this plan. Because of this, the Old One has ordered his most trusted advisors to develop a form of creature that would be useful to him and completely loyal to his cause. His advisors setup a research facility somewhere deep in Iuz's lands. It is devoted to manufacturing hideous breeds of demonic undead. These 'demundead' hold great promise for the Old One's armies, but they remained untested.

The Master of the research facility has decided that it is time to put all of the hard work to a test. Needlebough fits the requirements for a testing ground: it's not so big that anyone would immediately notice its utter destruction, and not so small that it would be a cakewalk for his sinister creations. It's really quite perfect.

The Master sent Aeron Comitrax along with a small coterie of minions and a sampling of 'demundead' to destroy the small Fellreev outpost. Less than one day before the PCs arrival, Aeron launched his attack against Needlebough. The experiment was a rousing success.

Adventure Summary

The PCs begin the adventure on a rather boring caravan escort mission to a small Fellreev outpost known as Needlebough. The merchant, Jaedric, and his bodyguard, Halon, are actually members of a secret organization, a group bent on the banishment of Iuz from the land of Oerth.

They arrive at Needlebough early in the night, an hour or so after sunset. A storm has grown throughout the day, reaching its peak just as the wagon they are guarding breaks an axle. The PCs can camp there, or attempt to push on for the outpost.

The PCs are free to investigate the town, which they find empty of life. There are many locations for them to explore, which paint a picture of the events for the party. There is one resident who remains alive. He is Fischer, a trapper living a short distance from the outpost proper. He is completely insane, but is a useful aid in gaining knowledge about the 'demundead' and the events that took place. (See DM's Aid: Fischer)

The PCs return to the wagon to camp for the night having explored the outpost as best as they could. Jaedric

is there, and prompts the PCs to explain their delay. He is very intrigued and appalled by what the PCs have to report.

That night the PCs are attacked by minions sent by Aeron. Dispatching the assailants, the PCs find a small map on one of them. The map leads to Aeron's base of operations, a small gorge/cave in the forest.

Following the map, the PCs locate the base, and explore it. It is mostly empty at this point, and the PCs are free to search it.

When the PCs arrive back at the wagon, they find Aeron speaking with Jaedric and Halon under duress. The PCs have the opportunity to ambush Aeron. He cannot leave any witnesses to his experimentation, and will fight them to their deaths. He also has with him a small number of the 'demundead' involved in the experiment, the *criança*.

After defeating Aeron and the 'demundead', the PCs return to Rookroost, and Jaedric reveals that he works for "The Organization".

Introduction

For the purposes of this module, it is the 18th of Planting, the time of the new moon. There is no visible moonlight, effectively leaving all PCs without darkvision blind after the sun goes down.

The rain has been coming down steadily for days now, dripping down through the boughs of pine, fir, and lustrous black sablewood. Cold and wet, you've trudged through the Fellreev Forest on your escort mission from Rookroost. The lone night under the cover of a wayward pine has been the only respite.

It's a simple mission, really. But Jaedric, the wily merchant who duped you into taking the boring job, had spoken words of great adventure, great deeds, and great rewards. This trip has been far from a great adventure. Your greatest deed thus far has been successfully starting a fire in wet weather with wet wood. The fifty gold Halon, Jaedric's bodyguard, gave you is the greatest reward you've seen. As you draw nearer to your destination – the small trade outpost known as Needlebough – you are beginning to realize that this trip may end as boring as it began.

Rain. Straight. Unyielding. Saturating. The words to describe it are many, but one stands out among them: constant. Like the humdrum of your escort, the rain has painted the world a murky grey, making even the sights of the forest dull and uninteresting. Only your companions and the notion that your destination isn't much farther have kept you slogging through the rain soaked land.

Allow the players a chance to introduce their PCs to one another, as they have been on the road for almost one week together.

☞ **Jaedric:** Male human Rog14, Cha 17. *Traits:* Friendly, glib, confident. Jaedric is a dark skinned man with a broad nose and a friendly face. Dark, tossed hair caps his head.

☞ **Halon:** Male human Ftr6, Str 18, Cha 12. *Traits:* loyal, friendly, hot-tempered. Halon is a short, well muscled man. His hair is close cropped and ruddy, complimenting his rather pale, freckled face.

Jaedric and Halon are both members of the mysterious organization from IUZ3-01 Across the Border, and are aware of the situation in Needlebough, though they do not disclose this information to the PCs. They are escorting the party to the outpost so the PCs can investigate. Both are wearing brown leathers with a gray cloak pulled tightly against the unrelenting rain and wearing high mudstained boots.

The caravan consists of one large wagon, drawn by a quad of broad-chested draft horses. It contains the following:

1. One extra harness for the four horses.
2. Two crates containing four bolts of fine dyed linen each.
3. One crate of dried and salted jerky.
4. Two small crates containing tobacco.
5. Eight barrels of fine wine and ale.
6. 200 ft. of hemp rope.
7. Thirty-two pints of lamp oil.
8. Enough dried rations for each member of the escort to eat for one week, with some to spare.
9. Two barrels of drinking water.
10. Three crates containing three months worth of ingredients for baking for a village.

It is drawing on towards sunset as Halon suggests they camp for the night.

In the same friendly voice you've grown accustomed to over the past several days, and at about the same time as last night (and the night before, and every night since your departure) Halon shifts his quarterstaff from one hand to the other and begins to speak, "Perhaps we should be lookin' at makin' camp, ya? The night does be comin' fast upon us, ya know."

From his seat up on the wagon, Jaedric scowls. "Needlebough's just a stone's throw away, I tell you. It'd be silly fer us to camp here, when a warm bed and a cool ale err just over the next hill, there."

Jaedric and Halon continue to argue for a few moments, before turning to the PCs to make the decision. Should the PCs decide to make camp, read or paraphrase the following:

"Eh?" Jaedric looks around at the trees for a quick moment before snapping the reins, and spurring the broad workhorses on. "Der ain't any reason for us to stay out here!" he shouts back at you as he pulls ahead towards Needlebough.

Should the PCs decide to press on, Jaedric gives Halon an I-told-ya-so-wink and continues on.

Either outcome leads the PCs to Encounter One.

All APLs – coin-(50 gp)

Encounter One A Cold Welcome

It appears as though Needlebough and dry warmth weren't as close as Jaedric believed. Well over an hour has passed since the sun dipped below the horizon, shrouding the forest – and you – in rainy darkness.

"It'd be just around the next bend, there. I know it!" Jaedric repeated. Each time you or Halon mentioned resting the evening, Jaedric scoffed and pushed on.

A small groan and a loud whoosh are the only warning you have as the wagon tumbles to the side, cracking against the cold ground with a great snap. The sound echoes slightly off the trees surrounding you, before fading away and leaving you in the humdrum whisper of falling rain.

"Well now," Jaedric mumbles, picking himself up. "I don't suppose it could be any worse than that." A great slap of thunder answers the merchant's words as the rain falls its hardest yet. "Velnius, he is laughing at us. Or telling us to camp."

The darkness, compiled with the rain reduces visibility for all creatures with Darkvision or a light source to 5 ft.

The wagon has fallen into a sinkhole caused by the unending rain. One wheel has fallen into the hole, shattering the axle into hundreds of various splinters.

If the PCs are capable of magically fixing the axle (via *make whole* or similar spells), they are free to do so.

Jaedric and Halon want to setup camp around the wagon. Their supplies are too valuable to leave for bandits or other denizens of the night. They encourage the PCs to camp down as well, but do not object if the PCs decide to set out for Needlebough.

With the limited visibility, and lack of experience in Needlebough, the party will have a difficult time maneuvering the trees and getting to the outpost. Such a

task requires an Intuit Direction check (DC 15 + APL). You should make this roll secretly. The darkness, compiled with the rain reduces visibility for all creatures with Darkvision or a light source to 5 ft.

Whether the PCs camp the night, or succeed an Intuit Direction check, proceed to Encounter Two. Remember to adjust the text appropriately for the situation.

Encounter Two City of the Dead

Read or paraphrase the following. Adjust the text where appropriate.

The day is cold and grey as you finally make your way into Needlebough. But the rain has broken, lifting a great weight from the air. The well-constructed buildings, a dulled golden wood, rest in haphazard pattern centered around a green pelt of waterlogged grass. All of it – the buildings, the trees, the winding road, the whole outpost – are overwhelmed by a feeling of stillness. No breeze moves the trees. No movement breaks the solid mosaic stretched out before you. The smell of the town has even been stomped down by the rain.

There, in the center of the sparse patch of green grass, something catches your eye. A sign maybe?

This is a location based encounter. There is much to do in the empty Needlebough. It is up to the judge how long each part of this encounter takes and when Encounter 3 (nightfall and the resuming rain) occurs. Allow some room for the heroes to realize what's going on, yet remember any time limits both in and out of game.

Location A -- The Green

Drawing closer, you quickly realize the green bears no sign. Instead, it plays host to a large wooden post. From the post, hangs an unmoving elven man swathed in wizardly robes; his features are contorted in pain. The elf's mouth hangs open in a silent groan of some unknown, unending agony. Its source may be the piton brutally thrust through the center of his chest, holding a large folded parchment against the elf.

Removing the elf from the post is a simple matter of removing him from the piton from which he hangs by his clothes.

The following information can be determined through a successful Heal check:

DC 15: The elven body has been dead less than 24 hours. Strangely, his tongue has been removed.

DC 20: He appears to have died of some magical effect. Success at this level allows the PCs to attempt a Spellcraft check (DC 26) to determine that death was caused by an enervation spell.

DC 25: It is apparent that the life energy was sucked out of the elf, leaving nothing but an empty husk. Success at this level allows the PCs to attempt a Spellcraft check (DC 24) to determine that death was caused by an enervation spell.

Aeron removed the elf's tongue to prevent communication via speak with dead. The PCs are free to cast the spell. It will be successful, but the body is unable to communicate in anyway with the party.

Should the PCs remove the note from the elf and open it, read or paraphrase the following:

There is a brief flash of light, followed by the acrid smell of smoke. Quickly, a green wispy cloud forms above the parchment. Almost indiscernible is the shape of a face. What could only be called a mouth opens, and an urgent whisper escapes, caressing your ears. "Death lives here. All who trespass shall suffer his wrath."

This is a magic mouth spell left here by Aeron as a diversionary tactic. He hopes it will keep meddlesome do-gooders from exploring the town too quickly and catching him.

Location B – Grier's Pub and Inn

This stout two-story building is obviously an inn. A warped sign, with a large foaming mug painted upon it. Underneath, is carved the word 'Grier's'.

The inn is broken into two main areas, the first floor (B1) and the second floor (B2). Each floor is then broken down into rooms: B1a (Common Room), B1b (Kitchen), B2a (Guest rooms), B2b (Living Quarters). The PCs enter on the first floor, into the common room (if they enter through the front door) or into the kitchen (if they enter from the back).

Location B1a – Grier's Pub and Inn (Common Room)

Opening the door and stepping through, a scene of destruction greets your eyes. Tables are overturned, mugs lay broken on shelves behind a bar slick with ale or blood; you're not sure. In the center of it all, a longsword stands point in the floor near a torn and ripped pile of white cloth.

This is the common room. It is the site of Frederiech Grier's last stand against the 'demundead'. The longsword is mundane, and the white cloth is actually the late innkeeper's apron. The apron covers a large pile of fine black ash – the remains of Frederiech.

The stairs here lead to the second floor. There is also a door to the kitchen.

All APLs–loot(26 gp)

Location B1b – Grier's Pub and Inn (Kitchen)

Abandoned work is all about this tiny kitchen. Unlit kindling litters the bottom of the wall long fireplace. A table, covered in flour and weevils, bears a huge lump of what can only be uncooked bread dough. At the back of the kitchen, the thick wooden door to the outside hangs crooked in the frame.

There is a trap door in the corner closest to the door. It is not hidden, as it leads down to a larder half full of supplies.

Outside the kitchen, on the backyard of the house, is a large scorch mark. It is approximately two paces across. Examining it allows PCs to make a Spot check (DC 15), Wilderness Lore check (DC 15) or a Knowledge(nature) check (also DC 15) to determine that the center of the scorch is coated with a fine, wet layer of black ash. It is almost indiscernible against the brown muddy ground.

Treasure: There is a small hidden compartment underneath the floor boards of this kitchen. It can be located with a Search check (DC 20 + APL). Inside is a small savings of 283gp, 48sp, and 20cp.

All APLs–coin(48gp)

Location B2a – Grier's Pub and Inn (Guest Rooms)

There are two guest rooms opposite the hall from each other. The left room is unlocked. It contains a single bed, a table and chair, and a small open chest. The room shows no signs of having been used for multiple days.

The right room is unlocked as well. It contains the same things as the left room, in the same arrangement. This room, though, shows signs of a recent tenant. The white washbasin is filled with room temperature water, the bedsheets are rumpled, and the chest is closed and locked.

The chest can be opened (Open Locks DC 20 or Break DC 22). It contains one adventurer's outfit for a man of average height and weight. It also contains a masterwork silvered dagger.

All APLs–loot(26 gp)

Location B2b – Grier's Pub and Inn (Living Quarters)

This area consists of three rooms: the master bedroom, the children's room, and the parlor.

The master bedroom and the parlor contain things normal to a room of the appropriate nature. Otherwise, there is nothing of interest.

The children's bedroom sports one bunk and a third bed. All three are well made. There is also a large chest here, divided into three sections. Each has two outfits for the same child.

A Search check (DC 10 + APL) will discover a loosely bound book hidden in a slash in the straw mattress of the third, lone bed. This book is Madeleine Grier's diary. Show the PCs Player Handout #1

Location C – Needlebough General

Outside, this building appears to be on it's last legs. It's tilted at an odd angle, strongly lending to the idea that it might topple if the wind were to pick up. Nailed tightly above the door is a broadly painted sign containing two lines of text. The first reads in Common: General Store.

If there are any PCs who can understand the Dwarven language, they can read the second line. It says the same—General Store.

Inside, the building is a different picture. Everything here has its place, and everything here is in its place. Arranged in the store are three straight rows of shelves perfectly perpendicular to the back counter. One scar marks the immaculate perfection of this store: one set of mud-covered footprints leads from the door, to a now empty barrel, by the counter, and back out the door.

This store carries three of everything that can be found from the Adventuring Gear section of PH Table 7-7: Goods except the following: chain, locks (any type), manacles (any type), and spyglasses. The store used to carry a supply of thunderstones (in the now empty barrel), but they have been purchased.

Every item is labeled in Dwarven and then Common, and all prices are 50% more than PH market value.

The tracks were left by Fischer, as he gathered the thunderstones for his protection. A Track check (DC 6) can determine that the tracks belong to a medium-sized human who was in quite a hurry. The tracks can be followed with a Track check (DC 27) to Location G.

Behind the counter is the pile of dust formerly known as Master Lauwderthump, proprietor of Needlebough General.

Development: Should any PC attempt to leave without paying at the counter for the gear, the ghost of Byron, will appear and demand payment. Byron does not assault the PCs at anytime, disappearing to the ethereal if he is assaulted. PCs that steal from or assault the dwarf are stricken with the *Curse of Byron Lauwderthump* (as described in the **Treasure** section).

Byron Lauwderthump: male dwarf ghost, Ftr8/Rog3/Exp2. *Traits:* Greedy, shrewd, unforgiving. The ghost of Byron is short and stout, just as he was in life. He bears a long, braided beard and is dressed in well cut peasant clothes.

Byron is completely dillusional. He died during the assault, but refuses to acknowledge it. Any attempt to make him aware of this, fails. He does not leave his shop. He can venture out onto the porch, but does not leave it.

Location D – ‘The House’

There is something about the small building you stand before. It is plain, just like any other building here. It's peaceful – not the silent, morbid peace of the rest of the town, but something truly peaceful. The partially open door even seems to invite you in.

When the party enters, read or paraphrase the following:

This room is a simple one, with two beds at the end, a woodstove centered on the back wall and a table with a great silvered water basin resting on it. Underneath it all, though, the peace of this place has been violated. Scorch marks mar the walls and even the ceiling of this place. The smell of burnt flesh and wood seep into your nose and permeate your skin. A small, pale skinned child lies naked on his belly at the head of the room. Short, black feathery wings sprout from his back. Close by, two silvery pendants lie in piles of fine black ash next to an ironshod quarterstaff and finely made trident.

This building was Needlebough's temple. Two priests maintained it; one of Fharlanghn and the other of Trithereon. Both died, but not before killing one of the 'demundead'.

The two silvery pendants are the holy symbols of the clerics. A Knowledge(religion) check (DC 10) can easily identify the two deities.

The child is the 'demundead'. It is a hideous fanged eunuch with feathery black wings and milky red eyes. A

Heal check (DC 15) reveals that the child has been dead for many months. Around the creature's neck is a brass amulet with some arcane symbol. A Knowledge(arcana) check (DC 20) will identify the mark as one commonly used in cataloging species. The amulet is a Pendant of Breath (see the Treasure section).

The basin is actually a holy water font. PCs can recognize this with a Knowledge(religion) check (DC 15). It is filled with water, and the PCs are free to fill vials with the liquid. The water in it, though, has been cursed. It acts in a manner opposite to that of holy water, healing undead and evil outsiders.

All APLs-loot-(80gp), pendant of breath-(88gp)

Location E – Family Residence

This burned, smoldering building was at one time a residence for four families. It was one of the first sites to be attacked, and has been reduced to a pile of blackened wood.

Location F – The Wagoneer

Pushing the wide barn-like doors of the wagoneer's workshop open reveals a horrifying sight. Next to a wooden work bench stands a man made entirely of blackened ash. His hands are thrown over his face protectively; his mouth and eyes are wide with fear; the air around him still smells of urine and feces.

Touching the ash man causes him to crumble into a pile like all the others. This man was held via a hold person spell which interacted strangely with the Incinerate ability of the criança.

A Search check (DC 15) or a Profession(teamster) check (DC 10) can be made to locate the proper materials for repairing the caravan wagon.

Location G – Fischer's Cabin

Following the winding trail from the empty hamlet of Needlebough leads you a half hour's walk out to a small log cabin in a small clearing. The smell here is cleaner, though still full of wood smoke. The doors and windows are closed, but, unlike the rest of Needlebough, this building doesn't feel empty.

Stepping closer, you are startled by a loud shout coming from somewhere around the cabin. In a low, strained voice a man cries out "Boom!!! Go away!!!"

The man, Fischer, is hiding underneath his cabin in a small crawl space. He refuses to come out, unless the PCs promise they are not flying demons and they succeed a Diplomacy check (DC 15 + APL). Until then he continually shouts "Boom!" and threatens to use his thunderstones and holy water.

🔪 **Fischer:** mixed male human, Rgr7. See DM's Aid #1
Traits: Stark, raving mad. Fischer was always a little on the loopy side, but the destruction of Needlebough, his love Madeleine, and all he's ever known has pushed him over the edge. His insanity is natural, and incurable. His green eyes gleam with insane wisdom. He has ruffled dusty blonde hair and is wearing dark leather armor underneath a dark brown and green cloak. He is wearing high boots, coated with mud. At his belt rests a longsword and a short sword. He tends to accompany his words with big, fast gestures.

Once the PCs coerce Fischer out from under his cabin, he is willing to answer questions.

What did this to the town?

It was horrible!! These big giant flying bats came down and made the whole town light up! Then, these little flaming children ran through the town. There were hundreds of them! All running together in groups of six or seven! Big bulging muscles, and red malicious eyes.

When did this happen?

Yesterday morning! Right before sunrise. They attacked the Kozmani house first, burning it to the ground with the foul magics of the wizard.

What wizard?

There was a wizard with them. He has dark hair, and work a blue vest. Like the afternoon sky. When it's not raining. He was the one who killed the mayor and pinned him to the post in the green.

How did you survive?

I'm smart! I scared them away with my holy water and thunderstones. And then, when they were gone, I ran into town and bought the rest of Byron's thunderstones. Then I ran back here and hid underneath my cabin. Until you came to save me.

You scared them away?

Yep! Yep! The fliers, they zoom all over and make things light up. I scared them with my thunderstone. And my flaming sword didn't work so well against the little children, but they were afraid of the holy water. When I got one good, they all ran away.

Fischer is quite the fellow. He proceeds to attach himself to the PC who succeeded the Diplomacy check. If multiple PCs aided in the check, Fischer follows the PC with the highest Charisma.

Location H – The Watchtower

This once square and solid tower of wood has since toppled. Now, it's nothing more than a tent shaped mass of splintered wood, dead bodies, and smoldering ash.

There are three bodies, sprawled around the toppled watchtower. A Heal check (DC 15) reveals that the bodies died of head trauma and severe burns.

PCs searching through the wreckage of the tower find nothing, but rouse the basilisks who've taken shelter from the wet weather in among the warm smoldering heat.

PCs can attempt to move through the rubble of the tower. Doing so, the character takes 1d6 points of fire damage from the smoldering rubble and must succeed a Balance check (DC 15) or fall prone.

APL 6 (EL 5)

🔪 **Basilisk:** hp 45; see Monster Manual.

APL 8 (EL 6)

🔪 **Basilisk, Advanced:** hp 76; see Appendix II.

APL 10 (EL 7)

🔪 **Basilisk (2):** hp 45, 52; see Monster Manual.

APL 12 (EL 8)

🔪 **Basilisk, Advanced (2):** hp 78, 81; see Appendix IV

Encounter Three Explain It To Me

Darkness falls as you make your way back to camp. The trip is mostly silent, as you try to process what you've seen. An empty town, scorched buildings, and the ramblings of an obviously insane man.

Coming upon the wagon, you can see that Jaedric and Halon have finally managed to move the wagon out of its trap. They have also taken the opportunity to setup tents for everyone, just in case the rain begins again. Glancing up at the sky, you can tell that it just might.

"Hello there," Jaedric shouts in greeting, standing from the small fire he was tending. "We were beginning to worry about you, don't ya know. Come, sit. I'm cookin' right now."

Halon's nose curls as he glances over at you. "You do be smellin' of death and smoke. What was in Needlebough? We expected you back early."

This is a role-playing encounter. Jaedric and Halon escorted the PCs here, knowing the town would be decimated. Rather than risk their own persons exploring it, they recruited the unknowing PCs to reconnoiter for them. Now, they are going to get what information from the party they can.

They'll ask appropriate questions at the proper times. They are especially interested in Fischer, if he is with the party. Fischer, though, only embellishes the words of another PC. He does not answer questions directed at him.

Encounter Four Bump In The Night

The night is totally dark. Only PCs with blindsight, darkvision or a light source are able to see.

At this point, layout the camp and setup a watch order. During the third watch a squad of Aeron's minions attack the camp. The rogues enter under the effect of a *potion of invisibility*.

Have the PCs on watch roll Listen checks. Those who beat the rogues' Move Silently checks have the opportunity to act on the surprise round.

APL 6 (EL 8)

☛ Rada & Grat: hp 18, 18; see Appendix I.

APL 8 (EL 10)

☛ Rada & Grat: hp 30, 30; see Appendix II.

APL 10 (EL 12)

☛ Rada & Grat: hp 37, 37; see Appendix III.

APL 12 (EL 14)

☛ Rada & Grat: hp 49, 49; see Appendix IV.

Tactics: The rogues are well aware of the advantages they have by staying in the trees 30 feet outside of camp and launching ranged attacks every round. They do not come out of the trees until they are near death, and only then to run. The PCs must find a way to locate the rogues in the trees and eliminate them.

Both Rada and Grat have already consumed *potions of darkvision*, *potions of cat's grace* and *potions of heroism*. They open the encounter by firing *sleep arrows*.

APL 6—loot-(59 gp), sleep arrow [x2]-(11 gp each)

APL 8—loot-(59 gp), sleep arrow [x2]-(11 gp each), potion of heroism [x2]-(75 gp each), +1 arrows of frost [x10] (13.9 gp each)

APL 10—loot-(59 gp), sleep arrow [x2]-(11 gp each), potion of heroism [x2]-(75 gp each), +1 arrows of frost [x10] (13.9 gp each), slaying arrow(human) [x2]-(190 gp each)

APL 12—loot-(57 gp), sleep arrow [x2]-(11 gp each), potion of heroism [x2]-(75 gp each), +1 arrows of frost [x10] (13.9 gp each), slaying arrow(human) [x2]-(190 gp each), +1 flaming shock arrows [x6]-(31 gp each), +1 mithral shirt of silent moves [x2]-(425 gp each)

Development: One of the rogues, Rada, is new to Aeron's coeterie. He is still carrying a map leading to the wizard's hideout. Searching the assailants, the PCs will discover this. Using the map, the PCs can move to Aeron's hideout and stop him before he leaves to rejoin his master.

Should the PCs capture one of the rogues alive, getting information from them is simple. They aren't aware of much, other than the location of the hideout. They do know that Aeron has two winged children with him.

Encounter Five The Crime

Slinking through the pines and firs, you're thankful for the drizzle of rain. It helps to silence your approach as you move up to the small gully identified by the map as the source of Needlebough's Tragedy. There, at the bottom of the depression, you can see a small hovel set into a hill.

There is no one here at this point. Aeron has taken his 'demundead' through Needlebough to assail the 'pesky trapper' who has evaded him thus far.

Slipping down the shallow slope, and into the dirt-walled cave, an interesting area opens up before you. Humid and warm this small cave forks immediately into two areas. In one, you can see a group of cages set back into the dirt wall. In the other, you can catch a glimpse of a folding table.

The two areas here are quite simple. The left area is home to the storage cages for the 'demundead'. There are also two bedrolls stretched out here. The rogues were forced to sleep with the strange demon creatures. There is also a small compartment hidden in the wall of this chamber. It can be located with a Search check (DC 15 + APL). Inside is a musty, leatherbound spellbook and a large gem. The value of the gem varies according to APL.

APL 6 – 150 gp; APL 8 – 1200 gp; APL 10 & 12 – 3000 gp;

The right area sports a simple folding table and chair, a chest, and a bedroll. The table and chair are bare. All of Aeron's papers have been sealed in the chest, which is trapped.

APL 6 (EL 2)

↗ **Flame burst trap:** CR 2; 10ft. radius flame burst (3d6); Reflex save for half (DC 14); Search (DC 25); Disable Device (DC 26), Caster level 7.

APL 8 (EL 3)

↗ **Flame burst trap:** CR 3; 10ft. radius flame burst (5d6); Reflex save for half (DC 15); Search (DC 26); Disable Device (DC 27), Caster level 8.

APL 10 (EL 4)

↗ **Flame burst trap:** CR 4; 10ft. radius flame burst (7d6); Reflex save for half (DC 16); Search (DC 27); Disable Device (DC 28), Caster level 9.

APL 12 (EL 5)

↗ **Flame burst trap:** CR 5; 10ft. radius flame burst (9d6); Reflex save for half (DC 17); Search (DC 28); Disable Device (DC 29), Caster level 10.

If the PCs set off the trap, the papers contained within the chest are consumed in the flames. If the PCs successfully disable/dispel the trap, give them Player Handout #2.

APL 6-loot(25 gp); coin(25 gp);

APL 8-loot(36 gp); coin(200 gp);

APL 10-loot(45 gp); coin(500 gp);

APL 12-loot(56 gp); coin(500 gp);

When the PCs return to camp, proceed to Encounter Six.

Encounter Six The Punishment

This encounter occurs as the party arrives back at the wagon. Aeron has returned from Fischer's hut to investigate who eliminated his band of minions. If the PCs were unable to lure Fischer from underneath his hut, Aeron has killed him.

Read or paraphrase the following, unless it is contrary to the player's actions. Allow the players to interrupt this boxed text at anytime. Doing so allows the criança to act on the surprise round.

Ghosting through the trees, you can catch a glimpse of the makeshift camp where you slept as well as you could. There, Jaedric and Halon are strapped to the wagon wheel. Their captor, a tall man with long dark hair and a horrid shirt of bone armor speaks. The words are barely audible through the trees. Stepping out of the cover of a tree, a grey-skinned teenager wreathed in orange flame looks in your direction and locks his milky red eyes with yours.

At this point, the PCs can take a surprise round.

APL 6 (EL 9)

➤ **Aeron:** hp varies; see Appendix I.

➤ **Criança, Nosvilup (2):** hp 39; see Appendix VII.

APL 8 (EL 11)

➤ **Aeron:** hp varies; see Appendix II.

➤ **Criança, Volo (2):** hp 65; see Appendix VII.

APL 10 (EL 13)

➤ **Aeron:** hp varies; see Appendix III.

➤ **Criança, Respirafuoco (2):** hp 65; see Appendix VII.

APL 12 (EL 15)

➤ **Aeron:** hp varies; see Appendix IV.

➤ **Criança, Pieno (2):** hp 78; see Appendix VII.

Tactics: Before leaving his hideout, Aeron took the time to cast numerous spells on himself from scrolls and on the two criança he has with him. At all APLs he has the following spells up: *endure elements (fire, cold, sonic, acid and electricity)* [1st level caster], *extended mage armor* [3rd level caster], *empowered fox's cunning*, *empowered endurance*, *empowered false life*, *empowered bull's strength*, and *extended fly* [all at 7th level caster].

At APLs 8+ he has also cast *stoneskin* and *empowered cat's grace* on himself [7th level caster].

Aeron's tactics are that of a coward. He opens combat by casting *negative energy wave* to bolster the criança and then takes to the safety of the air. He keeps his distance, applying his touch spells via *spectral hand*. He alternates casting offensive and defensive spells, unless he has an obvious advantage. The criança play well into this, putting themselves between him and the party. In addition to bolstering them, Aeron often uses his *negative energy* spells to heal the 'demundead' creatures. If the combat begins to slide against him, Aeron will flee, first back to his hideout to gather his things and then to the North. At higher APLs he simply teleports away.

The criança are smart undead; it is important they are played as such. They make efficient use of their spell-like abilities and the *pendant of breath* they each wear.

Conclusion

The ride back is just as uneventful as the ride out. You've got a story to chat about, but even that gets boring in the nearly constant rain. It is just as unyielding as it was just a few days ago.

Finally reaching Rookroost, Jaedric and Halon purchase one last meal for you. "It's the least we can do, ya know?" the merchant says, shrugging. "Ya done so much fer us, dat it wouldn't be right if we just sentcha off without some food, don't ya know."

The meal is quiet, much like the majority of your time with the merchant and his companion. The inn is loud, much unlike all of your trip. After a good meal, a few drinks, and a rousing song, Jaedric and Halon stand. The wily merchant tosses a few wooden chips on the table. Each is carved with an odd symbol.

"Thank ya," he says, throwing his cloak over his shoulders. "The Shade said you'd be good," he continues, his accent disappearing and his face growing serious. "And she was right. You've done our organization a great help, and that chip is payment. Enjoy it." Before you can get a word in, Jaedric and Halon disappear out the door of the bustling inn, leaving you to pay the bill.

The End

Experience Point Summary

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

Encounter Two

Defeating the Basilisks

APL6 150 xp; APL8 180 xp; APL10 210 xp; APL12 240 xp;

Story Award: Convincing Fischer to come out

APL6 30 xp; APL8 40 xp; APL10 50 xp; APL12 60 xp;

Encounter Four

Defeating the rogues

APL6 240 xp; APL8 300 xp; APL10 360 xp; APL12 420 xp;

Encounter Five

Encountering the trap

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

Story award: Recovering the papers.

APL6 60 xp; APL8 80 xp; APL10 100 xp; APL12 120 xp;

Encounter Six

Defeating the Aeron and the 'kindling'.

APL6 270 xp; APL8 330 xp; APL10 390 xp; APL12 450 xp;

Discretionary roleplaying award

APL6 90 xp; APL8 105 xp; APL10 120 xp;

APL12 135 xp;

Total possible experience:

APL6 900 xp; APL8 1125 xp; APL10 1350 xp;

APL12 1575xp;

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Introduction

All APLs: L: 0 gp; C: 50 gp; M: 0 gp

Encounter Two

All APLs: L: 132 gp; C: 48 gp; M: 88 gp

Encounter Four

APL 6: L: 59 gp; C: 0 gp; M: 110 gp
APL 8: L: 59 gp; C: 0 gp; M: 399 gp
APL 10: L: 59 gp; C: 0 gp; M: 779 gp
APL 12: L: 57 gp; C: 0 gp; M: 1813 gp

Encounter Five

APL 6: L: 25 gp; C: 25 gp; M: 0 gp
APL 8: L: 36 gp; C: 200 gp; M: 0 gp
APL 10: L: 45 gp; C: 500 gp; M: 0 gp
APL 12: L: 56 gp; C: 500 gp; M: 0 gp

Encounter Six

APL 6: L: 0 gp; C: 0 gp; M: 275 gp
APL 8: L: 0 gp; C: 0 gp; M: 275 gp
APL 10: L: 0 gp; C: 0 gp; M: 325 gp
APL 12: L: 0 gp; C: 0 gp; M: 325 gp

Total Possible Treasure

APL 6: L: 216 gp; C: 123 gp; M: 463 gp - Total: 800 gp
APL 8: L: 227 gp; C: 298 gp; M: 762 gp - Total: 1250 gp
APL 10: L: 236 gp; C: 598 gp; M: 1192 gp - Total: 2026 gp
APL 12: L: 245 gp; C: 598 gp; M: 2226 gp - Total: 3000 gp

Special

Pendant of Breath: This small bone amulet is engraved with some wicked, undecipherable symbol. It hangs around the neck from what appears to be a thick braid of cat gut. Once per week, the bearer may utter the word "mortevita" to gain the power of unlife. This grants the bearer 1d10+10 temporary hit points. This effect immediately ends if the pendant is removed, but otherwise lasts 10 hours or until all of the hit points are gone. If a character gains the benefit of this pendant more than once in a one week period, the character instead suffers 1 point of permanent constitution damage. *Caster Level:* 10th; *Prerequisites:* Craft Wondrous Item, *false life*, *Market Price:* 1500 gp; *Weight:* --; *Frequency:* Adventure.

Curse of Byron Lauwderthump: As punishment for stealing from the dead dwarf's general store, he has chosen to haunt you and all of your business transactions. Whenever you attempt to sell an item, Byron appears, and frightens the buyer out of buying from you. Because of this, you can only sell items at well below the normal price. Any and all items you sell are only sold at 30% (rounded down) of the normal Market Value. This curse can only be lifted by journeying back to the ruins of Needlebough and leaving monetary compensation for

the items stolen on the back counter of Needlebough General. (This involves the expenditure of 4 TUs and 150% of the value of the items stolen in gold pieces. The GM should record the value of the goods taken in the notes section above).

Aeron's Spellbook: This musty tome is covered in black, dry leather. Its spine is lined with the small bones of some long dead animal. At APL 6 it contains the following spells: 0-*detect magic*, *disrupt undead*, *read magic*, *prestidigitation*, *flare*, 1st-*chill touch*, *negative energy ray**; *ray of enfeeblement*, *shield*; 2nd-*ghoul touch*, *mirror image*, *spectral hand*; 3rd-*displacement*, *negative energy burst**; *vampiric touch*; 4th-*enervation*, *negative energy wave**. At higher APLs it include the following spells (cross off the spells not present):

APL 8: 4rd- *fear*; 5th-*shadow evocation*, *spiritwalk**

APL 10: 5th - *bigby's interposing hand*; 6th-*circle of death*

APL 12: 6th - *repulsion*; 7th-*finger of death*

Market Value: APL 6: 295 gp; APL 8: 35 gp; APL 10: 545 gp; APL 12: 675 gp; *Frequency:* Adventure. (* indicates a spell from *Tome and Blood*. You must have this guidebook at the table in order to use these spells.)

Favor of Jaedric and Halon: This marker can be exchanged one time to increase the enhancement bonus on any one weapon by +1. For example, a masterwork weapon can be enchanted to +1, a +1 weapon can be enchanted to +2, etc. The PC must pay the difference in cost for the new item. Once redeemed, write the word 'used' across this favor.

Items for the Adventure Record

Item Access

APL 6:

Pendant of breath
Sleep Arrow
Aeron's Spellbook

APL 8:

APL 6 Items
Potion of heroism
+1 arrows of frost (50)

APL 10:

APL 6&8 Items
Slaying arrow (humans)

APL 12:

APL 6, 8 & 10 Items
+1 arrows of flaming shock (50)
+1 mithral chain shirt of silent moves

Appendix I (APL 6)

Encounter Four

☛ **Rada & Grat:** Male Human Rog3; Medium Humanoid ; HD 3d6+6; hp 18; Init +8 (+9); Spd 30; AC 16 (17) (+4 Dex, +2 leather); Atk +2 (+4) melee, +6 (+8) ranged (1d4, Dagger) or +2 (+4) melee (1d6, Rapier) or +8 (+10) ranged (1d6, shortbow); SA Sneak attack +2d6, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +7 (+8), Will +1; STR 10, DEX 18 (20), CON 14, INT 14, WIS 10, CHA 8.

Skills: Bluff +5, Climb +6, Disguise +5, Hide +10 (+12), Listen +6, Move Silently +10 (+11), Pick Pocket +10 (+11), Search +8, Sense Motive +6, Spot +6, Tumble +10 (+11). Feats: Improved Initiative, Point Blank Shot, Rapid Shot.

Possessions: masterwork shortbow, rapier, *sleep arrow* x3, leather armor, ~~*potion of cat's grace*~~, ~~*potion of heroism*~~, ~~*potion of darkvision*~~

Encounter Six

☛ **Aeron Comifax,** male human Nec6/PlMster1: CR 7: Medium-Size Humanoid (5 ft. 11 in. tall); HD 6d4+1d6+14 (+14); hp 37 (51 hp, 22 temp hp); Init +0; Spd 30 ft.; AC 12 (16) (+0 [+4] armor, +2 natural); Atks +2 (+5) base melee, +3 base ranged, +2 (+5) melee (1d6-1 (1d6+2) quarterstaff); SQ Bonemail +2; AL LE; SV Fort +6 (+8), Ref +2, Will +6; Str 8 (14), Dex 10, Con 14 (18), Int 19 (25), Wis 8, Cha 12.

Skills and Feats: Concentration +12 (+14), Escape Artist +5, Knowledge(arcana) +14 (+17), Knowledge(religion) +16 (+19), Spellcraft +14 (+17). Extend Spell, Greater Spell Focus (necromancy), Scribe Scroll, Skill Focus [Knowledge(religion)], Spell Focus (necromancy), Quicken Spell.

Possessions: ~~*scroll of empowered fox's cunning*~~, ~~*scroll of empowered endurance*~~, ~~*scroll of empowered false life*~~, ~~*scroll of extended mage armor (x3)*~~, ~~*scroll of bull's strength*~~, ~~*scroll of extended fly*~~, ~~*scroll of endure elements (x5)*~~, *potion of cure moderate wounds*

Spells Prepared (5/6/5/4/3; base DC = 14 + spell level; *fox's cunning* DC = 17 + spell level; Necromancy base DC = 18 + spell level; Necromancy *fox's cunning* DC = 21 + spell level) 0-*detect magic*, *disrupt undead**, *flare*, *prestidigitation*, *read magic*, 1st-*chill touch** x2, *negative energy ray** x2, *ray of enfeeblement**, *shield*, 2nd-*ghoul touch** x2, *mirror image*, *spectral hand** x2; 3rd-*displacement*, *negative energy burst**, *vampiric touch** x2; 4th-*enervation** x2, *negative energy wave**

* indicates Necromancy spell

Appendix II (APL 8)

Encounter 2, Location H

🐉 **Basilisk, Advanced**; CR 6; Medium Magical Beast (Reptilian); HD 9d10+27; hp varies; Init -2; Spd 20; AC 15 (-2 Dex, +7 natural); Atk +14 melee (1d8+6, Bite); SA: Petrifying gaze; AL N; SV Fort +11, Ref +4, Will +5; STR 19, DEX 6, CON 17, INT 2, WIS 14, CHA 14.

Skills: Hide -1*, Listen+11, Spot+11. Feats: Alertness, Great Fortitude, Ability Focus (petrifying gaze).

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude negates DC 18.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus to Hide checks in natural settings.

Encounter Four

🐱 **Rada & Grat**: Male Human Rog5; Medium Humanoid; HD 5d6+10; hp 30; Init +8 (+10); Spd 30; AC 16 (18) (+4 Dex, +2 leather); Atk +3 (+5) melee, +8 (+12) ranged (1d4, Dagger) or +3 (+5) melee (1d6, Rapier) or +9 (+13) ranged (1d6, shortbow); SA Sneak attack +3d6, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +8 (+10), Will +1; STR 10, DEX 19 (22), CON 14, INT 14, WIS 10, CHA 8.

Skills: Bluff +7, Climb +8, Disguise +7, Hide +12 (+14), Listen +8, Move Silently +12 (+14), Pick Pocket +12 (+14), Search +10, Sense Motive +8, Spot +8, Tumble +12 (+14). Feats: Improved Initiative, Point Blank Shot, Rapid Shot.

Possessions: masterwork shortbow, rapier, *sleep arrow* x3, leather armor, ~~*potion of cat's grace*~~, ~~*potion of heroism*~~, ~~*potion of darkvision*~~, *potion of heroism*

Encounter Six

🐉 **Aeron Comifax**, male human Nec6/PLMster1/LM2: CR 9; Medium-Size Humanoid (5 ft. 11 in. tall); HD 8d4+1d6+18 (+18); hp 47 (65 hp, 24 temp hp); Init +0; Spd 30 ft.; AC 12 (19) ([+4 armor, +3 Dex], +2 natural); Atks +3 (+5) base melee, +4 (+7) base ranged, +3 (+5) melee (1d6-1 (1d6+2) quarterstaff); SQ Bonemail +2, Secret Knowledge of Avoidance; AL LE; SV Fort +6 (+8), Ref +3 (+6), Will +9; Str 8 (14), Dex 10 (16), Con 14 (18), Int 20 (24), Wis 8, Cha 12.

Skills and Feats: Concentration +14 (+16), Escape Artist +6 (+9), Knowledge(arcana) +17 (+19), Knowledge(religion) +19 (+21), Spellcraft +17 (+19). Extend Spell, Greater Spell Focus (necromancy), Scribe Scroll, Skill Focus [Knowledge(religion)], Spell Focus (necromancy), Spell Mastery, Quicken Spell.

Possessions: ~~*scroll of empowered fox's cunning*~~, ~~*scroll of empowered cat's grace*~~, ~~*scroll of empowered endurance*~~, ~~*scroll of empowered false life*~~, ~~*scroll of*~~

~~*extended mage armor (x3)*~~, ~~*scroll of empowered bull's strength*~~, ~~*scroll of extended fly*~~, ~~*scroll of stonemail*~~, ~~*scroll of endure elements (x5)*~~, ~~*potion of cure moderate wounds*~~

Spells Prepared (5/7/6/5/4/3; base DC = 15 + spell level; *fox's cunning* DC = 17 + spell level; Necromancy base DC = 19 + spell level; Necromancy *fox's cunning* DC = 21 + spell level) 0-*detect magic*, *disrupt undead**, *flare*, *prestidigitation*, *read magic*, 1st-*chill touch** x2, *magic missile*, *negative energy ray** x2, *ray of enfeeblement** x2; 2nd-*ghoul touch** x3, *mirror image*, *spectral hand** x2; 3rd-*dispel magic*, *displacement*, *negative energy burst**, *vampiric touch** x2; 4th-*enervation** x2, *ice storm*, *negative energy wave**; 5th-*spiritwall**, *quicken shield*, *teleport*.

* indicates Necromancy spell

Appendix III (APL 10)

Encounter Four

🦋 **Rada & Grat:** Male Human Rog7; Medium Humanoid; HD 7d6+14; hp 37; Init +8 (+10); Spd 30; AC 16 (18) (+4 Dex, +2 leather); Atk +5 (+7) melee, +10 (+14) ranged (1d4, Dagger) or +5 (+7) melee (1d6, Rapier) or +11 (+15) ranged (1d6, shortbow); SA Sneak attack +4d6, Uncanny Dodge (Dex bonus to AC, Can't be flanked); AL CE; SV Fort +4 (+6), Ref +9 (+13), Will +4 (+6); STR 10, DEX 19 (22), CON 14, INT 14, WIS 10, CHA 8.

Skills: Bluff +9, Climb +10, Disguise +9, Hide +14 (+16), Listen +10, Move Silently +14 (+16), Pick Pocket +14 (+16), Search +12, Sense Motive +10, Spot +10, Tumble +14 (+16). *Feats:* Improved Initiative, Point Blank Shot, Rapid Shot, Iron Will.

Possessions: masterwork shortbow, rapier, dagger, sleep arrow x3, leather armor, ~~potion of cat's grace~~, ~~potion of heroism~~, ~~potion of darkvision~~, ~~potion of heroism~~, +1 frost arrows x5, slaying arrow(human)

Encounter Six

🦋 **Aeron Comifax**, male human Nec6/PLMster1/LM4: CR 11: Medium-Size Humanoid (5 ft. 11 in. tall); HD 10d4+1d6+22 (+22); hp 57 (79 hp, 24 temp hp); Init +0; Spd 30 ft.; AC 12 (19) ([+4 armor, +3 Dex], +2 natural); Atks +5 (+8) base melee, +6 (+9) base ranged, +5 (+8) melee (1d6-1 (1d6+2) quarterstaff); SQ Bonemail +2, Secret Knowledge of Avoidance, Weapon trick; AL LE; SV Fort +7 (+9), Ref +4 (+7), Will +10; Str 8 (14), Dex 10 (16), Con 14 (18), Int 20 (24), Wis 8, Cha 12.

Skills and Feats: Concentration +16 (+18), Escape Artist +7 (+10), Knowledge(arcana) +19 (+21), Knowledge(religion) +21 (+23), Spellcraft +19 (+21). Silent Spell, Greater Spell Focus (necromancy), Scribe Scroll, Skill Focus [Knowledge(religion)], Spell Focus (necromancy), Spell Mastery, Quicken Spell.

Possessions: ~~scroll of empowered fox's cunning~~, ~~scroll of empowered endurance~~, ~~scroll of empowered false life~~, ~~scroll of extended mage armor (x3)~~, ~~scroll of empowered bull's strength~~, ~~scroll of extended fly~~, ~~scroll of stonesskin~~, ~~scroll of endure elements (x5)~~, ~~potion of cure moderate wounds x3~~

Spells Prepared (5/7/6/6/5/4/2; base DC = 15 + spell level; fox's cunning DC = 17 + spell level; Necromancy base DC = 19 + spell level; Necromancy fox's cunning DC = 21 + spell level) 0-detect magic, disrupt undead*, flare, prestidigitation, read magic, 1st-chill touch*x2, magic missile, negative energy ray*x2, ray of enfeeblement*x2; 2nd-ghoul touch*x3, mirror image, spectral hand*x2; 3rd-dispel magic, displacement, negative energy burst*x2, vampiric touch*x2; 4th-enervation*x3, ice storm, negative

energy wave*, 5th-spiritwall*, quickened shield, quickened magic missile, shadow evocation; 6th-circle of death*, silent teleport

* indicates Necromancy spell

Appendix IV (APL 12)

Encounter 2, Location H

🐉 **Basilisk, Advanced**; CR 6; Medium Magical Beast (Reptilian); HD 9d10+27 (Magical Beast); hp varies; Init -2; Spd 20; AC 15 (-2 Dex, +7 natural); Atk +14 melee (1d8+6, Bite); SA: Petrifying gaze; AL N; SV Fort +11, Ref +4, Will +5; STR 19, DEX 6, CON 17, INT 2, WIS 14, CHA 14.

Skills: Hide -1*, Listen+11, Spot+11. *Feats:* Alertness, Great Fortitude, Ability Focus (petrifying gaze).

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude negates DC 18.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus to Hide checks in natural settings.

Encounter Four

🐉 **Rada & Grat**: Male Human Rog9; Medium Humanoid; HD 9d6+18; hp 49; Init +9 (+11); Spd 30; AC 20 (21) (+5 Dex, +5 armor); Atk +6/+1 (+8/+3) melee, +12/+7 (+16/+11) ranged (1d4, Dagger) or +6/+1 (+8/+3) melee (1d6, Rapier) or +14/+9 (+18/+13) ranged (1d6, shortbow); SA Sneak attack +5d6, Uncanny Dodge (Dex bonus to AC, Can't be flanked); AL CE; SV Fort +5 (+7), Ref +11 (+15), Will +5 (+7); STR 10, DEX 20 (24), CON 14, INT 14, WIS 10, CHA 8.

Skills: Bluff +11, Climb +12, Disguise +11, Hide +16 (+18), Listen +12, Move Silently +26 (+28), Pick Pocket +16 (+18), Search +14, Sense Motive +12, Spot +12, Tumble +16 (+18). *Feats:* Improved Initiative, Point Blank Shot, Rapid Shot, Iron Will, Weapon Focus(shortbow).

Possessions: masterwork shortbow, rapier, dagger, sleep arrow x3, ~~potion of cat's grace~~, ~~potion of heroism~~, ~~potion of darkvision~~, ~~potion of heroism~~, +1 frost arrows x5, slaying arrow(humans), +1 flaming shock arrows x3, +1 mithral shirt of silent moves

Encounter Six

🐉 **Aeron Comifax**, male human Nec6/PLMster1/LM6: CR 13: Medium-Size Humanoid (5 ft. 11 in. tall); HD 12d4+1d6+26 (+26); hp 67 (93 hp, 24 temp hp); Init +0; Spd 30 ft.; AC 12 (19) ([+4 armor, +3 Dex], +2 natural); Atks +6 (+9) base melee, +7 (+10) base ranged, +6 (+9) melee (1d6-1 (1d6+2) quarterstaff); SQ Bonemail +2, Secret Knowledge of Avoidance, Weapon trick, Lore of True Stamina; AL LE; SV Fort +9 (+11), Ref +5 (+8), Will +11; Str 8 (14), Dex 10 (16), Con 14 (18), Int 21 (24), Wis 8, Cha 12.

Skills and Feats: Concentration +18 (+20), Escape Artist +8 (+11), Knowledge(arcana) +21 (+23), Knowledge(religion) +23 (+25), Spellcraft +21 (+23).

Silent Spell, Greater Spell Focus (necromancy), Scribe Scroll, Skill Focus [Knowledge(religion)], Spell Focus (necromancy), Spell Mastery, Quicken Spell.

Possessions: ~~scroll of empowered fox's cunning~~, ~~scroll of empowered endurance~~, ~~scroll of empowered false life~~, ~~scroll of extended mage armor (x3)~~, ~~scroll of empowered bull's strength~~, ~~scroll of extended fly~~, ~~scroll of stonewood~~, ~~scroll of endure elements (x5)~~, ~~potion of cure moderate wounds x3~~

Spells Prepared (5/7/6/6/6/5/3/2; base DC = 15 + spell level; fox's cunning DC = 17 + spell level; Necromancy base DC = 19 + spell level; Necromancy fox's cunning DC = 21 + spell level) 0-detect magic, disrupt undead*, flare, prestidigitation, read magic, 1st-chill touch* x2, magic missile, negative energy ray* x2, ray of enfeeblement* x2; 2nd-ghoul touch* x3, mirror image, spectral hand* x2; 3rd-dispel magic, displacement, negative energy burst* x2, vampiric touch* x2; 4th-ervation* x3, ice storm x2, negative energy wave*, 5th-spiritwall*, quickened shield, quickened magic missile x2, shadow evocation; 6th-circle of death*, repulsion, silent teleport; 7th-finger of death* x2

* indicates Necromancy spell

Appendix V – Builderbook Feats and Spells as presented in *Tome and Blood*

Greater Spell Focus [General]

Choose a school of magic to which you already have applied the spell focus feat. Your magic spells of that school are now even more potent than before.

Prerequisite: Spell Focus

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from spell focus.

Special: you can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

False Life

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Effect: Living creature touched

Duration: 1 hour/level or until discharged (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You grant yourself limited power to avoid death. While this spell is in effect, you gain 1d10 temporary hit points, +1 per level (maximum 1d10+10).

Material Component: A amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting. These sigils cannot be seen once the alcohol or spirits evaporate.

Negative Energy Ray

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

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

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

maximum of 5d6 points of damage at 9th level or higher.

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

Material Component: A mirror, which you break.

Negative Energy Burst

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: 20-ft. radius burst

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

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

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

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

Negative Energy Wave

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: 50 ft.

Effect: 50-ft. radius burst, centered on you

Duration: Instantaneous (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You release a silent burst of negative energy from your body.

You can affect up to 1d6 HD worth of undead creatures per level (maximum 15d6). Those closest to you are affected first, among equidistant undead creatures, weaker ones are affected first. The spell can have one of two effects, which you select when you cast it.

Rebuked: The undead creatures cower as if in awe. (Treat them as stunned.) The effect lasts 10 rounds.

Bolstered: Undead creatures gain turn resistance of 1d4 + your Charisma modifier (minimum +1). The effect lasts 10 rounds.

Spiritwall

Necromancy

Level: Sor/Wiz5

Components: V, S, M

Casting Time: 1 action

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

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

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

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

Appendix VI –Pale Master Prestige Class Excerpt

As presented in *Tome and Blood*

Necromancy is usually a poor choice for arcane spellcasters—those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead but refuse to give up their arcane craft completely. Enter the pale master, who draws on a font of special lore that provides macabre power all its own.

Many pale masters still end up supplementing their arcane power with levels of divine magic. The mixture of ‘pale lore’ and clerical abilities sway, create, command, and destroy undead can be a potent one.

NPC pale masters head special strike groups comprising lesser undead, supplemented as needed with more powerful, summoned undead. Sometimes they server or act in collusion with powerful evil characters, such as true necromancers or divine spellcasters with Death as one of their domains. Wherever pale masters go, undead follow. Often it is difficult to tell a pale master from the undead he surrounds himself with.

Hit Dice: d6

Requirements

To qualify to become a pale master, a character must fulfill all of the following criteria.

Alignment: Any nongood.

Knowledge(religion): 8 ranks.

Feat: Skill Focus[Knowledge(religion)].

Spells: Ability to cast arcane spells of 3rd level or higher.

Special: The candidate must have spent three or more days locked in a tomb with animate undead. This contact may be peaceful or violent. A character who is slain by the undead and later raised still meets the requirement, although the resulting level loss may delay compliance with other prerequisites.

Class Skills

The pale master’s class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge[all] (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill points at Each Level: 2 + Int Modifier.

Class Features

All the following are class features of the pale master prestige class.

Weapon and Armor Proficiency: Pale masters gain no additional proficiency in any weapon or armor.

Spells per day: At every second level gained in the pale master prestige class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives for the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a pale master, he must decided to which class he adds the new level for purposes of determining spells per day.

Bonemail: The pale master has an instinctive feel for bone and can craft necromantic armor composed of interlocking bones. His appreciation for all things dead allow him to wear the bonemail like a second skin—that is, natural armor, which does not interfere with arcane spellcasting. Only pale masters gain any benefit to Armor Class from wearing bonemail.

At 1st level, the bonemail grants a +2 natural armor bonus to its wearer.

Appendix VII – New Monsters

Demundead - Criança

	Nosvilup Medium-Size Undead (chaotic, evil)	Volo Medium-Size Undead (chaotic, evil, fire)	Respirafuoco Medium-Size Undead (chaotic, evil, fire)	Pieno Medium-Size Undead (chaotic, evil, fire, tanar'ri)
Hit Dice:	6d12 (39 hp)	10d12 (65 hp)	10d12 (65 hp)	12d12 (78 hp)
Initiative:	+6 (+2 Dex, +4 Imp Init)	+6 (+2 Dex, +4 Imp Init)	+6 (+2 Dex, +4 Imp Init)	+7 (+3 Dex, +4 Imp Init)
Speed:	30 ft.	30 ft., fly 50 ft. (average)	30 ft., fly 60 ft. (good)	30 ft., fly 90 ft. (perfect)
AC:	21 (+2 Dex, +9 natural)	22 (+2 Dex, +10 natural)	25 (+3 Dex, +12 natural)	29 (+3 Dex, +16 natural)
Atks:	2 Slams +6 melee	2 Slams +10 melee	2 Slams +9 melee	2 slams +11 melee, wing buffet +9 melee
Damage:	Slam 1d6+3 and 1d4 fire	slam 1d6+5 and 1d6 fire	slam 1d8+4 and 1d8 fire	slam 2d6+5 and 2d8 fire, wing buffet 1d6+2
Face:	5x5/10 ft.	5x5/10 ft.	5x5/10 ft.	5x5/10 ft.
SA:	Spell-like abilities, DR 10/+1	Incinerate, spell-like abilities, SR 20, DR 10/+2	Incinerate, spell-like abilities, SR 20, DR 10/+3, breath weapon, turn resistance +2	Incinerate, spell-like abilities, SR 22, DR 15/+3, breath weapon, energy admixture, turn resistance +4
SQ:	Undead traits, holy water vulnerability, dismissive turning	Undead traits, holy water vulnerability, dismissive turning	Undead traits, holy water vulnerability, dismissive turning	Undead traits, dismissive turning, tanar'ri traits
Saves:	Fort +2, Ref +4, Will +6	Fort +3, Ref +5, Will +7	Fort +3, Ref +6, Will +7	Fort +4, Ref +7, Will +8
Abilities:	Str 16, Dex 15, Con --, Int 14, Wis 13, Cha 12	Str 20, Dex 15, Con --, Int 14, Wis 10, Cha 13	Str 18, Dex 16, Con --, Int 15, Wis 10, Cha 14	Str 20, Dex 16, Con --, Int 15, Wis 10, Cha 14
Skills:	Concentration +9, Spellcraft +11, Hide +11	Concentration +13, Spellcraft +15, Hide +15	Concentration +13, Spellcraft +15, Knowledge(arcana) +15	Concentration +15, Spellcraft +17, Knowledge(arcana) +10, Hide +12
Feats:	Power Attack, Improved Initiative, Cleave	Improved Initiative, Flyby Attack, Dodge, Mobility	Improved Flyby Attack, Flyby Attack, Dodge, Mobility	Improved Flyby Attack, Flyby Attack, Dodge, Mobility, Multiattack
Climate/Terrain:	Any land or underground	Any land or underground	Any land or underground	Any land or underground
Organization:	Solitary, or gang (2-4)	Solitary, or gang (2-4)	Solitary, or gang (2-4)	Solitary, or gang (2-4)
CR:	6	8	10	12
Treasure:	Pendant of Breath, or None	Pendant of Breath, or None	Pendant of Breath, or None	Pendant of Breath, or None
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	7 - 18 HD (Medium)	10 - 30 HD (Medium)	10 - 30 HD (Medium)	12 - 24 HD (Medium), 25 - 36 (Large)

The first of the evil creations of Iuz's closest advisors, the criança is a demon/undead hybrid. Malicious to the core, the criança is an elite flanking troop, made for harrying attacks. They are strong, intelligent, and wholly subservient to the will of Iuz's minions.

There are four variations of this horrible 'demundead', each a step on the progression to perfection.

Criança appear to be teenaged human children wreathed in flame, though they are completely genderless. Tough, pale skin covers their skinny bodies, and black, feathery wings sprout from their backs. Sharp, fangs protrude from their mouths, and milky red eyes notice everything around them.

Combat

Criança are quick, effective combatants. They are trained in fast, damaging strikes. They attack at the command of Iuz's minions, or in their own defense. Judicious use of their *spell-like abilities* gives them a great defense and offense for launching attacks.

Incinerate (Su): As a full round action, two or more 'kindling' may incinerate a helpless body which they are in contact with. This incineration super-heats the body, leaving nothing more than a pile of grey dust. An incinerated creature cannot be raised. A resurrection or true resurrection spell is needed.

Spell-like Abilities: (Nosvilup) At will – *bull's strength*, *burning hands*, and *blur*. 1/day – *protection from good*. **(Volo)** At will – *cat's grace*, *produce flame*, *blur*. 1/day – *magic circle v good*. **(Respirafuoco)** At will – *cat's grace*, *bull's strength*, *displacement*. 1/day –

fireball. (**Pieno**) At will – *bull's strength, cat's grace, fireball, displacement*. 1/day – *flamestrike*. These abilities are as the spells cast by a sorcerer of equal level as the criança's hit dice.

Breath Weapon (Ex): A criança has a single breath weapon, a 45 ft. cone of flame which deals 1d6 damage for every full 2 hit dice the criança has. Reflex save DC 10 + ½ criança's hit dice for half damage.

Undead: Immune to mind-influence effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

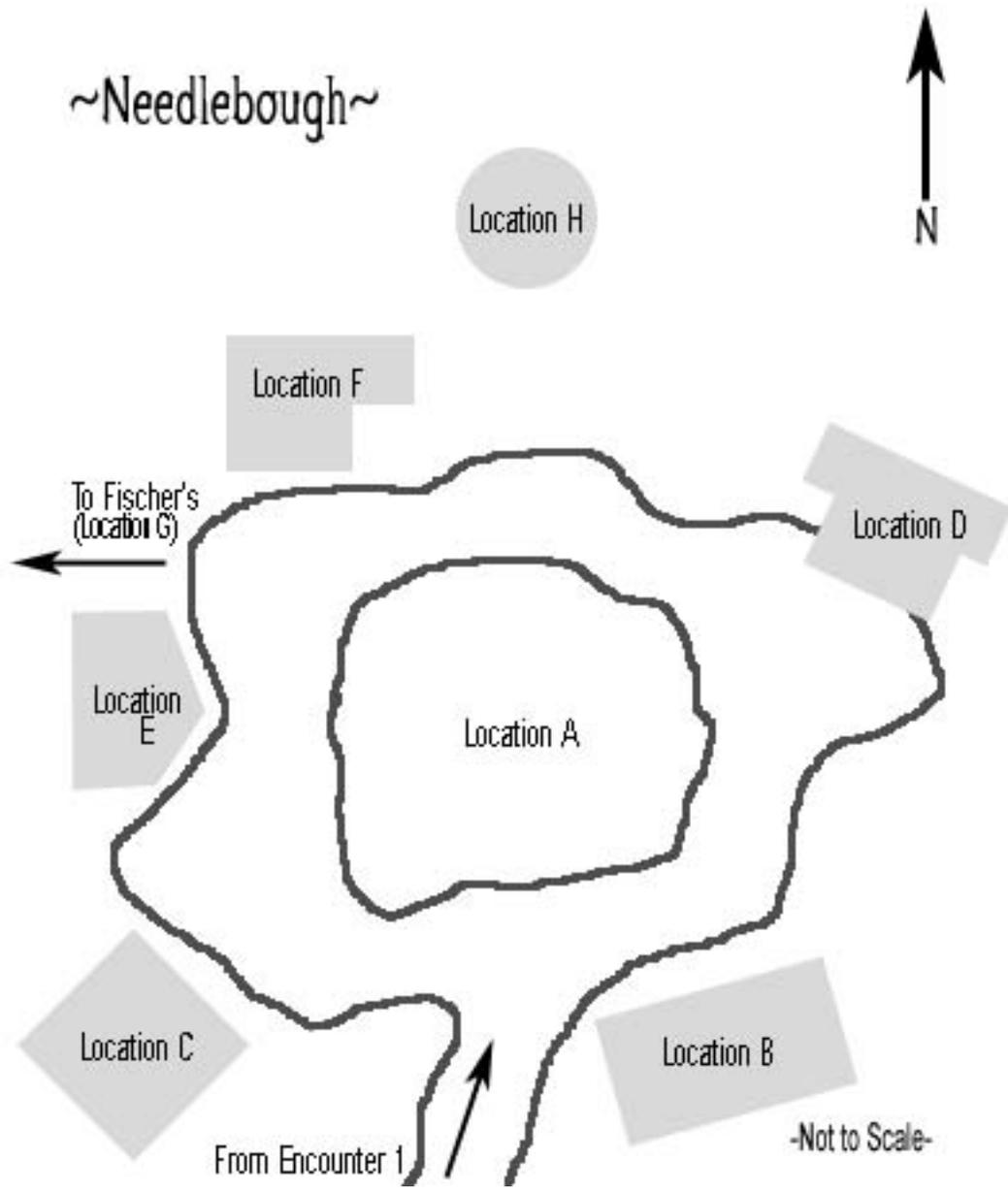
Holy Water Vulnerability (Ex): The lesser criança are especially vulnerable to the powers of holy water. Holy water deals double damage when used as an attack against this creature.

Dismissive Turning (Su): Criança who are turned or destroyed by a cleric channeling positive energy are instead banished to the Abyss. If they are currently on the Abyss, they are affected normally.

Energy Admixture (Su): At the peak of development, the pieno criança demundead casts all spell-like abilities with the fire descriptor as if they were under the effect of the metamagic feat Energy Admixture (sonic). (ie, a *fireball* cast by a Pieno Criança does 10d6 fire damage and 10d6 sonic damage.)

Tanar'ri traits: As outlined in the MM under 'Demon'.

DM's Aid #1: Map of Needlebough



DM's Aid #2: Fischer the Trapper

Fischer's stat block has been included below, in case a need for it arrives.

☛ **Fischer**, male human, Rgr7: CR 7: Medium-Size Humanoid (5 ft. 8 in.); HD 7d10+21; hp 68; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor); Atks +10/+5 melee (1d8+1 longsword) or +10/+5 melee (1d6+1 shortsword) or +8/+3 melee (1d8+1 longsword) and +8 melee (1d6 shortsword); AL CN; SV Fort +8, Ref +4, Will +0; Str 12, Dex 15, Con 16, Int 8, Wis 6, Cha 12.

Feats: Track, Ambidexterity, Two-Weapon Fighting, Dodge, Weapon Focus (longsword), Weapon Focus (shortsword), Mobility.

Skills: Hide +11, Move Silently +11, Wilderness Lore +8, Spot +18.

Possessions: masterwork longsword, masterwork shortsword, masterwork chain shirt, thunderstone x6, holy water x3, rations x2, *eyes of the eagle*.

Fischer has gone completely mad. He was never all there, but the sights of flying undead burning Needlebough to the ground and incinerating his love, Madeleine, pushed him over the edge. Like quicksilver, he shifts from emotion to emotion. Below is an encounter by encounter breakdown of the different reactions he will have under various situations. If there is no outlined reaction, feel free to play him as you desire.

Since Fischer's insanity is natural, it cannot be healed. Any attempts to do so have no effect. He smiles after the attempt and continues on as if nothing has occurred.

Encounter Two

Location A – The Green

If Fischer is with the group at this point, he collapses to the ground in gales of morbid laughter. He continues to laugh, until approached and questioned by a PC. At this point, he becomes immediately sober, and his eyes begin to tear with sadness. He proceeds to stare off into the sky, silently weeping.

Location B – Grier's

If Fischer is with the group at this point, he insists on waiting outside the door. He was banned from Grier's a long time ago, for allegedly making obscene suggestions to Grier's daughter, Madeleine. When the PCs finally exit, Fischer asks about Madeleine, refusing to believe she may be dead in spite of seeing her dusted in the backyard. If the PCs tell him about her diary, he asks for it. He places it in the small of his back, letting it disappear underneath his cloak

Location C – Needlebough General

The crazy trapper is quite fearful of this place. He took the last 6 thunderstones, and Byron's ghost frightened the man into dropping his entire life savings on the counter. He comes in, but cowers near the door. When a PC removes an item from a shelf, Fischer warns them "Don't forget to pay for that" he chants. If Byron appears, Fischer runs from the building, wailing like a banshee. He can be found at the village green.

Location D – "The House"

If Fischer is with the party at this point, he walks into the temple, moves to the desecrated water basin, and dunks his head into it, drinking deeply. He comes back up, spitting water all over the nearest PC. "Tastes like ashes," he says, spitting a few more times.

Location H – The Watchtower

Fischer will help the PCs during this combat, screaming and shouting obscenities in orcish.

Encounter Three

As outlined in the encounter, Fischer does not volunteer information. He chooses to embellish the words of the PCs. Whether his embellishments are true or false is up to the judge.

Encounter Four

If Fischer is with the party at this point, he remains asleep through the shouts and fighting. He is not a member of this combat, but can be a target for the rogues if accidentally outlined by faerie fire. When he awakes (which doesn't happen until well after the end of the combat), either naturally or from PC force, he goes on as if nothing has happened.

Encounter Five

If Fischer is with the party at this point, he is very excited at the prospect of examining this base of operations. He'll help out whenever he can, spending most of his time searching the walls. "There's something here, I can smell it" is a common reply. No matter what the APL, Fischer will automatically discover the secret compartment containing the gem and Aeron's spellbook after some searching.

Encounter Six

Fischer will participate in this combat, unless ordered to do something else by the PC he was following around.

Encounter Seven

Fischer wishes to stay in Needlebough, and unless magically or physically forced will do so. In spite of his insanity, he is plenty capable of taking care of himself. Instead of dealing with a good-bye, Fischer will take any opportunity to slink off into the night unnoticed.

Player Handout #1 – Madeliene’s Diary

This small book is little more than a collection of papers tied together with a piece of twine. The covers, thick pieces of leather, bear no markings or insignia. Inside, written in a fine, delicate hand, is the diary of a young girl from Needlebough.

12 Coldeven, 593 CY – Last night I had a horrible nightmare! Great evil monsters flew over the village, breathing fire on everything and lighting the town in sick green glows.

25 Coldeven, 593 CY – A strange man came to the inn today. He was beautiful. He had long, black hair that went down past his back. He will be staying all the way through Growfest! It is so exciting. Needlebough never has visitors. Only Jaedric and Halon, the traders, visit, and even then they only stay a day or two. Long enough to trade away what they brought and carry pelts and skins east again.

3 Growfest, 593 CY – Fischer came to the inn today! He brought me a flower. It was the prettiest white flower I had ever seen. He said it came from a place deep in the forest, where a calm pool of water waits for people who want peace. He said he’d take me there one day. Do not tell anyone, but Fischer is very handsome. No matter what Father says.

4 Growfest, 593 CY – Fischer invited me to go to the festival with him tonight! I am all a flutter. What should I wear?

7 Growfest, 593 CY – Sorry I did not write about the festival right away. I had another horrible nightmare after it was all over. This time I could see the evil monsters had wings and shot fire from their hands. They made Master Lauwerthump explode in a cloud of dust! It was so frightening, but Mother told me never to speak of it again. She thinks I might be possessed by a demon. She did not say it, but I know she thinks it.

That is not important, though. The festival is! I went with Fischer. Everyone danced around a great bonfire in the middle of the green. It was great fun. Then the Mayor and Lord Comifax – that is the visitor I told you about, he is a wizard – used their magics to create great sparkling lights in the sky. The Mayor even made a grasshopper dance on my shoulder. He said it came from the lands of the elves deep in the forest. He called it a grig, but I knew it was a grasshopper.

12 Planting, 593 CY – The nightmares have been getting worse. A lot worse. Mother had Mistress Kettle, from the quad, come and bleed me two days ago. She said it would help get the demons out of me. I hope it works. The dreams make me afraid to sleep. The last one I saw Father fighting the fire monsters in the common downstairs, and he lost to it. The dark-haired man from Growfest came back today too. At least, I think he did. I saw him crossing the road outside of the village. It might be the demons. What am I going to do?

16 Planting, 593 CY – Fischer kissed me today! We were out in back. He was helping me take some scraps out for the dogs. We were on our way back and he told me I was pretty like the moon on a starry night. And then he just kissed me!

17 Planting, 593 CY – Father made Fischer leave the inn today! And he told my love never to come back again! I just want to cry.

Player Handout #2 – Experimentation Record of Aeron

This compilation of work is kept in an elegantly crafted leather portfolio. Engraved upon the cover is a large grinning skull on a field of red.

My dread lord,

I have done as you asked. The town of Needlebough is ripe for the picking. Shipments arrive every two months. They see few visitors other than that. They think me quite the spectacle. Their Growfest activities are an excellent cover for me to learn the layout of this place and its denizens.

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The deed is done. Both genera of demonic undead performed exquisitely. The nosvilup criança are a complete liability, and worthy of extermination, as my observations depict. The pieno, on the otherhand, could not have performed better. As they struck at Needlebough's feeble defensive structure, it crumbled within seconds. The girdan fliers performed well, sending the townsfolk scurrying for their homes like rats under light. The girdan's bat-like forms instilled fear as well as the screeching ability they exhibit.

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I have taken the liberty of sending the girdan fliers back to the Cliffs. I am certain you shall not mind. Tracking them is simple enough. There is a small matter of the early arrival of the merchants who frequent the village, but, as I said, it is a small matter. I have dispatched Krag and Grat to deal with the situation. I trust they will perform their duties well.

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It seems that Krag and Grat failed in their task. They have not yet returned. I am going to take care of the situation myself. There is a trapper living outside of the village proper that I must take care of as well. I allowed him to live, so I might witness the effect our demonic creatures have upon those who survive after witnessing their glory. My notes should prove most intriguing. He has proven an interesting study, but he cannot be allowed to survive. Neither can the group of merchants.

After dealing with them, I shall be returning home to the facility in the Cliffs so that we might confer. My observations should be most heartening. This experimentation has been a resounding success.

Your humble servant,
Aeron Comifax