

GRM5-04

The Lines are Blurred

A One-Round D&D® LIVING GREYHAWK™ Gran March Regional Adventure

Version 1.1

by Daniel Wheeler

Reviewers: John Richardson, Gran March Triad

Circle Reviewer: Steven Conforti

Playtesters: Sean Flaherty, Andrew Garbade, David Haller, Mark Liberman, and Wayne Melnick

Released from his binding prison, an ancient wraith sweeps across the March leaving death and undeath in his wake. Is all this chaos and destruction part of some nefarious plan? A Gran March regional adventure for APLs 2-12 and Part Two of the *Ocluded Whispers* series.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20.

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com.

For questions specific to this document and your region please e-mail your triad point of contact (POC) at pjf@cerlink.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the Appendices.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. 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 step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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	

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

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

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character 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.

SPECIAL THANKS

As with all things, this adventure, and the one before it in which I forgot to list my thanks since I was new to writing, wouldn't have been possible without lots of help. Thanks to the following:

- Nick and Doug for helping me not look dumb on the Knights of the Watch material.
- Lyman and Earl for inspiring me by being the best DMs I have ever had.
- Pete Winz for help with the Shadowhunters.
- Joe Masdon for forcing me to look objectively and think as a storyteller, not just as a writer.
- John Richardson for being patient with my writing style and offering advice on direction and plot.
- And last, but not least, Jamie for putting up with me under all circumstances and continually allowing me to go out and enjoy DUNGEONS & DRAGONS.

ADVENTURE BACKGROUND

What Happened Before

Over a thousand years ago, Vecna ruled his Occluded Empire as a terrifying and powerful Lich-King. He infused his Lieutenant Kas the Bloody-Handed with unnaturally long life and gave to him a black blade, said to be as dark as the Whispered One's heart. Kas heard whispers of treachery in his ear when he gripped the blade and eventually used it to slay Vecna. Both traitor and king were destroyed in the process. Eventually, time forgot the black blade and the severed hand and eye that it took from Vecna. Little was written about another display of treachery in that age, one filled with incredible patience and bad timing.

Under Kas' command was an order of death knight blackguards. These death knights were instrumental in Vecna's control of his empire. When his power was at its height, Vecna ordered the disbanding of the order because of fears that they had more loyalty to the Bloody-Handed than to himself. Ironically, it was a member of this order that discovered a man named Malkisharn was studying the infusion of arcane and divine magic. Malkisharn was biding his time and gathering knowledge in hopes of taking control of Vecna's kingdom when Kas finally revealed his treachery. Malkisharn had been studying Kas through powerful divinations for many years, patiently awaiting the right moment to act. Instead, he was slain in his sleep by the death knight, who still felt loyalty to Vecna and Kas (and

was unaware of Kas's impending treachery). Malkisharn's soul would not leave the Prime Material Plane, however. Over the course of years, he gathered strength and transformed his spirit into a wraith, fully aware of his past and retaining all of his magical powers. With his undead powers perfected, he set out on the Sheldomar Valley with misguided vengeance on his mind.

Malkisharn had the ability to transform a living person into a wraith with a single touch and had already created an army of nearly 1,000 undead creatures when a group of clerics and paladins gathered at a wayward Pholtan temple in the desperate realization that they had to stop him before his army grew too powerful to defeat. The battle between undead and the powers of the Blinding Light was something of legend, with both sides giving and taking losses until only a handful of paladins and clerics and Malkisharn himself remained. The Pholtan heroes managed to bind Malkisharn inside a large ruby, which was placed in a cave deep in the Lortmil Mountains. Realizing that Malkisharn had extensive knowledge of Vecna, they left a single way to free him should this knowledge ever become needed. Only the blood of an innocent Flan could disable the protective wards on the cave and release Malkisharn from the gem.

Thirty years ago, a young man named Martin came in possession of Malkisharn's journal, which was thought to have been burned by the Blackguard when Malkisharn was killed in his sleep. Martin secretly served Vecna but realized through reading the journal that being able to infuse arcane magic into his studies would make him more powerful. He also realized that if he could control Malkisharn, he could create an army of incorporeal undead to do his bidding. Over the next 10 years, he searched and researched for information regarding Malkisharn and devoted his life to the eventual release of the wraith. He was able to kidnap a member of the same Pholtan Temple that fought to stop Malkisharn and tortured the poor woman until she did his bidding. Still controlling her, he forced her to steal a tome from the Temple that revealed information about how to bypass the wards on Malkisharn's prison.

Twenty years ago, Martin crafted an amulet that would allow him to focus his power of subversion. He found a Flan farmer and his wife who had a newborn child, killed them, and took the baby. He bound the child to the amulet so that they could not be separated until his nefarious plan was complete, and then left the baby on the doorstep of that same Pholtan Temple. He realized that the best way to have a pure young man by Pholtus' standards would be to raise him in the tradition of the Blinding Light. Martin then waited until that child, Gryntus, was old enough to complete the task that released Malkisharn and allow Martin to form a wraith army for the purpose of conquering the Sheldomar Valley. Unfortunately for Martin, adventurers killed him after Malkisharn was released. Although he has now

risen as a ghost, he is too weak to control Malkisharn and merely exists now as a weak lackey, although his strength is beginning to build.

What Happened in *GRM4-07 A Lack of Focus*

In the first part of this series, the PCs traveled to Barony Cragmor and discovered the body of a Gran March courier. They investigated how he died and who killed him. Following leads, they found out that a young member of the Church of Pholtus had been misled and used to help release Malkisharn.

Malkisharn, and the spirit of his releaser, Martin, are now traveling from Rock's Face in the Barony Cragmor to the Dim Forest on the west border of Gran March. Ultimately Malkisharn plans to use this trip to persuade those who are searching for him that he is establishing a base of operations in the Dim Forest. His ultimate plan is actually to return to Barony Cragmor and raise an undead army from the people recently killed in attacks near Ander's Fall. He is hoping that this feint will keep his enemies occupied searching the Dim until his army is ready to reclaim as much of Gran March as possible for Vecna.

Nytania

Nytania is a cleric of Corellon and a loyal servant of the Elven powers who has been secretly living in various parts of the Dim Forest for the last 20 years. She is half-fey, born to a nymph druid mother and an elven ranger. Although she harbors extreme amounts of anger toward the Gran March for building a road through her home and killing her father, she believes that her homeland is in danger if she does not do something about the undead that will soon be settling in the Dim. She has performed some divinations and with the help of her god she knows of Malkisharn's plans to build an undead army but does not know where for sure so she assumes it will be in the Dim. She assisted the original clerics who imprisoned Malkisharn 40 years ago and is the only person alive who knows all the proper parts of the ritual to re-imprison him.

ADVENTURE SUMMARY

Malkisharn has devised an elaborate feint in hopes of drawing the attention of those looking for him into a fruitless search of the Dim Forest while he returns to Barony Cragmor to build an undead army. If all goes well, the PCs will discover this deception in the final encounter.

Introduction

The PCs are in the Gran March capital of Hookhill when they pass by the Commandant's Keep and see Elector Zahdrian Kraznik outside. He is standing on a pedestal addressing a crowd, speaking angrily of Elector Housemann and blaming him for a severe problem -- ignoring the two powerful undead. He will ask for "loyal"

volunteers. They will also talk with a member of the First Battle who will tell the PCs that the Commandant is well aware of the situation and would appreciate any help the PCs can give to Elector Kraznik.

Encounter 1

The party travels to Buxton's Crossing where they will meet a member of the Shadowhunters who is missing some men. He sent a report to the only person he trusted, Elector Kraznik, and hopes the PCs are the help he asked for. He will give the PCs a map to guide them in following his men.

Encounter 2

Traveling further west toward the Dim Forest the PCs will spot a farmhouse under attack by various undead – the remains of some of the Shadowhunter's men. Based on evidence on the former soldier's dead bodies it will be clear that they must head deeper into the Dim.

Encounter 3

While approaching Fort Endurance, the PCs will find the fort has been attacked by a large force, over 200 undead, according to the soldiers. Unbeknownst to them this was a group of 20 undead augmented by illusions to make them seem like a larger force and allow the two master undead to deceive those watching them.

Encounter 4

Shortly after leaving Fort Endurance, no matter what direction they head, the party will be approached by Nytania, a half-fey cleric who is a self-appointed protector of the Dim. She was one of the original clerics sent to help fight Malkisharn. She offers some advice to the party and tells them what she has foreseen of Malkisharn's plans, and implores them to hurry further into the Dim as time is critical at this point.

Encounter 5

While heading toward the location Nytania described, the party will be attacked by forest creatures under the control of Malkisharn.

Encounter 6

The party travels deeper into the Dim and is attacked by a force of undead. This move is to convince the party into thinking Malkisharn's interests lie primarily in the Dim when he is really returning to Ander's Falls to make use of all the recently dead bodies there. The party will also find some dead bodies, one of them a Shadowhunter. On his body they will find evidence that this move is a feint and that Malkisharn is returning east.

Conclusion

The party should realize by this point that neither Martin nor Malkisharn are in the Dim and should be making all haste to report back to some authority.

PREPARATION FOR PLAY

The *DM Aid: New Rules Items* contains anything that is used in this adventure that is neither detailed in the core rulebooks nor detailed in the stat blocks in the Appendices. If you see something unfamiliar, check the *DM Aid* for details.

INTRODUCTION

You find yourself in the city of Hookhill on a fine summer afternoon. Up ahead you see a large crowd gathering outside of the Elector's Keep. They appear to be agitated rather than enjoying the glorious weather. As you approach you see a young man standing on a few crates, speaking loudly and addressing the crowd. He is speaking with excitement and passion. A man who can only be a bodyguard stands close by him.

"You may not know me, but I am Elector Zahdrian Kraznik from Barony Cragmor. I am brought here by my grave concern for the safety of my people and all the people of Gran March. Several months ago two horrible monsters were freed from their prison to wander the land. Although many people in the Barony have searched for them they have only been able to find the hideous undead left in their wake. I have sent several requests to the Chancellor of the March, Elector Nashyr Housemann. He has sent no aid or any response at all. Although I have been able to enlist the aid of the Shadowhunters, we need more help. I have come here to try and talk to the Commandant himself, but was told he was away and I would have to talk to Housemann. After waiting two days to see him I was allowed only a few minutes with him then was politely told to leave and that the situation was already under control and that I was over-reacting. I am here now to seek help from the people, the only resource left to me now. Will anyone here help those unfortunates in Barony Cragmor? Are there any heroes left in our country?"

Elector Zahdrian Kraznik is speaking out against Elector Housemann both as a political push and because he truly believes a dire problem is being ignored. In fact, Housemann is upset Kraznik did not go through the proper chain of command about this incident and is purposely ignoring Kraznik. There is other history between these two men as well.

Back when Kraznik had problems with undead in his Barony (the events surrounding and following GRM4-07 *A Lack of Focus*) Housemann was one of the only electors to vote against sending troops to search the area – he correctly reasoned that standard Gran March troops were unequipped to handle undead. Kraznik, being young and hot-headed took this as a personal attack against him and his Barony and wrote many letters to

other electors slamming Housemann – letters that all got back to Housemann thanks to his influence with other electors. In addition, Kraznik was very vocal in the last election speaking against Elector Housemann, almost to the point of making personal attacks rather than compelling reasons on why not to vote for Housemann. All these reasons have caused the current build-up of bitterness and tension between these two men.

Kraznik is trying to stir up the crowd and get them to see his side of the current situation when he notices the PCs. If a PC approaches to volunteer that participated in GRM4-07 *A Lack of Focus*, Kraznik immediately assumes the PC is volunteering to help:

“I greet you hero, I remember your deeds in my Barony and I again thank you for that. Your desire to help my people is almost overwhelming. I thank you.”

Although the Elector is well aware that Gran March citizens must heed his call for help, he will resist ordering them to help. He may point out that he can require them to do this in a polite way, but will hope they will choose to participate. If they do not, he will turn away and ask more of the crowd to volunteer. Only at APLs 2 and 4 will he mention that there is some money (400 gp per PC) for helping. For any PC that chooses not to volunteer, the adventure is over.

If the PCs agree to help him and no one interjects, he will continue:

“The Shadowhunters tell me that there is a heinous undead enemy traveling at this moment from Cragmor across the center of our country. I fear that if this scourge reaches the Dim Forest, it might find allies there that we do not yet know about. You need to travel with all haste to Buxton’s Crossing and meet with Raneld Cartman, a leader of the Shadowhunters. He has extensive knowledge of undead and has been in communication with me regarding this issue. I wish you good luck and Godspeed. He is waiting for you.”

Since he believes time of the essence, the Elector will offer the use of light riding horses or dogs to the PCs.

At this point allow the players to describe their PCs to one another. As they talk, Kraznik takes his leave and a member of the First Battle will approach the party from inside the Commandant’s Keep and ask them to proceed to Buxton’s Crossing. She can share the following:

- She will identify herself as Lieutenant Watcher Melody Melerin, Vicious Mink.
- She will explain to the party that the Commandant does indeed know about the undead and wishes them to gather information about the situation.

- She will also explain that the Commandant is concerned that two of the electors are squabbling like this.
- The Watcher asks the PCs to look into this discretely and do what Elector Kraznik asked and meet with the Shadowhunter in Buxton’s Crossing.
- If asked why the Commandant won’t see Kraznik she will tell the PCs that Kraznik must follow the chain of command with such things and he had to see Housemann first.

All APLs

♣ **Elector Zahdrian Kraznik:** Male Human Ftr2/Ari6; see *Appendix 1*.

♣ **Lieutenant Watcher Melody Melerin, Vicious Mink:** Female Human (Oeridian) Clr15 of Heironeous: see *Appendix 1*.

ENCOUNTER 1: ON TO BUXTON’S CROSSING

The trip to Buxton’s Crossing is uneventful. It usually takes three or four days, depending on the speed the PCs travel:

A rapid and uneventful trip leads you to Buxton’s Crossing. As you get near the gates, a man riding a large white horse approaches you from inside the town. He is dressed in shining white and gold robes and has a large symbol of Pholtus embossed onto a shield that hangs from his saddle. He has a severe and stern look about him and upon nearing you he says nothing, but sits on his mount staring. He looks at each of you in turn, obviously searching for hints of evil. After he has paused on each of you, he smiles slightly to himself and finally greets you, “I am Raneld Cartman of the Hunters of the Plains. I gather that you are here at Elector Kraznik’s request?”

Hunter Cartman is using his *detect evil* and *detect undead* abilities on each of the PCs, which may come into play in a moment. The following is background information on the Shadowhunters:

- The Shadowhunters are a group of “concerned citizens” who take responsibility for keeping Gran March citizens free from the scourge of undead.
- There is friction between the Shadowhunters and many in Gran March government. The Hunters have acted hastily in the past, breaking laws in their enthusiasm to eradicate undead.
- The churches of Pholtus and Pelor are strong supporters of the Shadowhunters.

- Many Gran March electors have some hard feelings due to the embarrassment caused by this “vigilante” group usurping the authority of the government and eliminating threats where the government would not.

Hunter Cartman received word of how decisively Elector Kraznik acted against the undead problem in the Lortmils (earlier in this series). He was sent to the Lortmils to try and find the undead. For several weeks they were able to follow the trail of Malkisharn, but it soon grew cold. Since that time the Shadowhunters have found a number of undead turning up all across Gran March in a direct line toward Buxton’s Crossing. Recently they have found undead on the western side of Buxton’s Crossing heading toward the Dim Forest (see DM Aid: Map of Gran March).

When the party and Hunter Cartman are finished with introductions and formalities, he will turn to any PCs that detect as evil or undead and ask them why they detect that way. Just about any answer he will respond with:

“Then I suggest you go to the Halls of Purity in Hookhill and get that fixed. Please, tell them that I sent you.”


He will also continue, or say the following:

“In the past few weeks, a number of my men have disappeared. I would be concerned over one of them not reporting back, but now six men are missing. I am gravely worried. Two of them were scheduled to return from a patrol near the Dim two weeks ago. The other four went after them and I have heard nothing back since they left and I fear the worst. Although I have some skill as a tracker, I cannot abandon my post now. I can give you a map; it shows the last patrol routes of the missing men. I hope you can find them. Each has a tattoo like this.” He bears his arm and shows a tattoo on his forearm of a sun with a sword through it. *“Pholtus’ blessing upon you, and may you walk in the blinding light – I have a feeling we’re going to need heroes like you before this is all over.”*

With that he gives the party the aforementioned patrol map. There is no map handout, but it shows a wandering path that leads from homestead to homestead north of the road between Buxton’s Crossing and the Dim Forest.

Note that Raneld is not a typical Pholtan; he has worked with many clerics of Pelor, and while he still thinks their religion is a cult he respects their dedication toward eradicating evil and undead and has quite a few Pelorite friends within the Shadowhunters.

All APLs

 **Raneld Cartman:** Male Human Rgr1/Pal4/Hunter of the Dead2; see Appendix 1.

ENCOUNTER 2: UNDEAD HOME ON THE RANGE


With the map, it is an easy two day trip before this encounter:

You have followed the map for two days and seen little sign of undead or the missing Shadowhunters. It is late afternoon and something in the air has changed in the past few minutes. You have not spotted any animal life and the winds seem to have calmed so there is no breeze at all. There is a farmhouse about 100 feet off the road, and illuminated by torchlight on the porch you see a man open the front door and start approaching you.


See DM Aid: Map #1 for the setup on this encounter. All three of these men bear the tattoo indicting they are Cartman’s men. The PCs will be suspicious and can probably identify the approaching creature as an undead. The EL of this combat has been increased by 1 to reflect the preparation of the undead at higher APLs and the additional armor on the ghosts at lower APLs.

APL 2 (EL 5)


 **Ghost (1):** hp 39; see *Monster Manual*, page 119.

 **Ghouls (2):** hp 18 each; see *Monster Manual*, page 119.


APL 4 (EL 7)


 **Ghosts (3):** hp 39 each; see *Monster Manual*, page 119.

APL 6 (EL 9)


 **Vampires, Male Human Ftr4 (2):** hp 39 each; see Appendix 1.


APL 8 (EL 11)

 **Vampires, Male Human Ftr4 (2):** hp 39 each; see Appendix 1.


 **Vampire, Male Human Clr6 of Vecna (1):** hp 59; see Appendix 1.


APL 10 (EL 13)

 **Vampires, Male Human Ftr6 (2):** hp 59 each; see Appendix 1.

 **Vampire, Male Human Clr8 of Vecna (1):** hp 78; see Appendix 1.

APL 12 (EL 15)

 **Vampires, Male Human Ftr8 (2):** hp 78 each; see Appendix 1.

 **Vampire, Male Human Clr10 of Vecna (1):** hp 98; see Appendix 1.

Tactics:

APLs 2 & 4: The undead will simply charge their closest targets, trying to fulfill their desire to kill living things. The ghosts are wearing mithral chain shirts, raising their AC by 4.

APL 6: The two vampire fighters will try to stay beyond turning range and use their bows to attack those with holy symbols first and then close into melee range to use their level drain slam attacks.

APL 8: The vampire cleric has cast *deathwatch*, *resist energy* (fire), and *magic circle against good* on himself. *Desecrate* has also been cast on the corner of the front porch where the first vampire fighter steps out. The cleric's first action will likely be to use *briar web* to try and stop any obvious clerics. The archers will try to stay out of range of clerics who can turn them and attack anyone with a holy symbol first.

APL 10: The vampire cleric has cast *deathwatch*, *protection from energy* (fire), *resist energy* (acid), *resist energy* (sonic), *protection from arrows*, *freedom of movement* and *magic circle against good* on himself. The two vampire fighters have *resist energy* (fire) cast on them. *Desecrate* is cast on the corner of the front porch where the first vampire fighter steps out. The cleric's first action will be to cast *recitation* (+3 to him and his allies since all of them worship Vecna). The archers will try to stay out of range of clerics who can turn them and attack anyone with a holy symbol first.

APL 12: The vampire cleric has cast *deathwatch*, *protection from energy* (fire), *resist energy* (acid), *resist energy* (sonic), *protection from arrows*, *freedom of movement* and *magic circle against good* on himself. The two vampire fighters have *resist energy* (fire) cast on them. *Unhallow* and *desecrate* have been cast on the corner of the front porch where the first vampire fighter steps out. The cleric's first actions will likely be to use *flame strike* to try and stop any obvious clerics or to cast *recitation* (+3 to him and his allies since all of them worship Vecna). The archers will try to stay out of range of clerics who can turn them and attack anyone with a holy symbol first.

Treasure: The possessions of the undead are the only treasure here.

Developments: On the body of one of the undead (it doesn't matter which one) there is a scroll case. If the PCs decide to search the bodies, distribute *Player Handout #1* (the contents of the scroll case). This is a note asking Hunter Cartman to send some of his men to Fort Endurance. The commander of the Fort does not know about the note; it was sent by a corporal who says he found desiccated animal corpses in the forest.

The party may choose to return to Hunter Cartman with the bodies or news of his dead men or continue on to Fort Endurance. If they return to Cartman, he will ask them to continue to the Fort and investigate what is happening there.

ENCOUNTER 3: ALL QUIET AT THE FORT

At this point the party should be headed in the direction of Fort Endurance, deep within the Dim Forest. It is one days travel further:

Your journey following the undead attack at the farmstead has been quiet – almost as quiet as the moment of silence that preceded that attack. The trail you are on is strangely devoid of animal life. You leave behind the town of Foreedge and enter the Dim Forest, the clear path of the military road giving you plenty of room to spot would-be ambushers. About an hour from the Fort you see a military patrol on the road ahead. They have clearly spotted you and are moving toward your position. When your group and the patrol are within 50' of each other they nervously call for you to stop and a Combat Specialist with a holy symbol of Heironeous murmurs a few words and then appears to concentrate on you for a moment. After a few seconds he nods slightly to the sergeant on his right and the man motions for you to come closer.

The cleric of Heironeous had cast *detect undead* while the PCs were approaching, and he was concentrating on the group to make sure they are not undead. If any PC in the group does detect as undead, the sergeant on the right will draw a crossbow as the PCs approach and shout for them to not move and to explain themselves. It should not be difficult for an afflicted PC to explain himself, so any roleplaying will get them out of trouble. For dice-oriented players, a DC 10 Diplomacy check will suffice. The following recent events at the Fort can be gathered from the patrol:

- The patrol will tell the party that Fort Endurance was attacked by a group of over 200 undead approximately 6 hours ago, and after fighting off the first wave, the undead retreated.
- They are out on patrol looking for any remnants with orders to observe and then destroy any undead they find.

The PCs can continue on to the fort or search for clues outside. In reality, the undead force numbered under 10, but was augmented by illusionary magic from Malkisharn and Martin.

If any PCs wish to try and track the origin or destination of the attacking force, they may. A Survival check by someone with the Track feat will reveal the following:

DC 10: The undead came from deeper within the Dim.

DC 15: Approximately 6 undead seemed to escape, possibly more were incorporeal.

DC 20: Most of the attack on the Fort was accomplished by illusionary combatants.

A few bodies of the real undead remain; the PCs can find the remains of 2 or 3 each of the following: mummies, wights, and vampires. If searched, one of the undead bears the tattoo of the Shadowhunters.

Upon arrival at the Fort, the PCs will have to explain their presence to the Duty Officer, Lt. Rutterhouse. He can tell them about the attack and can tell them how to find Corporal Braxton. If the PCs wish to talk to the commander of the Fort, he can arrange that, too.

Corporal Braxton, the man who sent the note to Hunter Cartman, is currently off-duty and sleeping in his quarters. Braxton will tell the PCs that ten days ago he found several desiccated animals with the life sucked out of them. They were two wolves. He knew that this meant that undead might be in the area. Since he hopes one day to become a Shadowhunter, he sent the note to Hunter Cartman. Unfortunately he sent out the note without consulting any of his superiors. Corporal Braxton will also tell of a force of 200 undead that attacked and how it is a miracle that no one from the fort died and how only their training saved the day. He completely believed the illusion. Any mention of the note to a superior officer will get the corporal punished with extra duty for not following the chain of command and not reporting the desiccated animal corpses.

The current Gran March commander in charge at Fort Endurance is Gault Stalmir, Dim March Warden. He will be glad to talk with the PCs and is interested in hearing about any information they have to offer. Note the following details about Warden Stalmir:

- He is a clearly intelligent and capable man and has his doubts about the attack on his Fort earlier.
- He is reasonably sure the attack was a ruse or an illusion of some kind and will point to the fact that no lives were lost and none of his men were even wounded, as well as several inconsistencies in the actions and movements of the undead, such as when he shot one with his bow he was certain the arrow should have hit it but it registered no reaction.
- He will ask the PCs to keep the possibility of illusion in mind as they continue to investigate the current situation.
- If there are any obvious spellcasters in the party he will ask them if they can somehow divine information regarding the current situation, and will offer to pay for any costly material components.

The PCs will be able to fill water skins, pick up rations, and replenish standard ammunition, but the fact that the Fort has been attacked has the quartermaster nervous and he refuses to allow anything else out of his stores. The night at the Fort will be a quiet and uneventful one. If the PCs have some way of divining

information, they may find out that Martin (but not Malkisharn) passed 10 miles north of the Fort heading deeper within the Dim Forest. If they do not figure out where the undead were headed, a scout returns to the fort at about 4:00 AM from the northwest and reports he saw a humanoid figures shambling north through the Dim, but he did not want to get closer in fear of being spotted. This information should be enough motivation that the party will want to head northwest at this point, but nudge them in that direction if they are not already heading that way by having more reports of undead activity from deeper within the Dim Forest.

ENCOUNTER 4: BEAUTY IN THE DIM?

The PCs most likely will want to leave early in the morning to follow the trail of Martin and Malkisharn. Time is of the essence here; do everything possible to make the PCs feel that way. Have people get bad feelings, have soldiers ask why they haven't departed yet, etc. After the PCs have traveled 5 miles northwest:

Your travel has gone well and based on the freshness of the few tracks you can find you are moving faster than the undead. Suddenly, out of the corner of your eye you catch movement and see an Elven woman riding a beautiful chestnut stallion. She is riding toward you as if she fully expected to meet you.

The elf in question is Nytania. The following are important details about her:

- Nytania is a half-fey half-elven cleric who has made it her mission to protect the Dim from undead who might defile it.
- She realized that she has no hope of defeating Martin or Malkisharn on her own, so she prayed to her Elven Pantheon in hopes of a solution.
- She was told to wait for the party that she now stands before and aid them as best as she can.
- As she approaches the party she will pull the cowl back on her cloak and reveal her astonishing beauty.
- If at any point during the encounter a PC acts hostile toward her she will use her various enchantment spells and spell-like abilities (such as *charm person* or *suggestion*) to make them less of a threat.
- If she feels she is mortally threatened she runs, riding on her unicorn companion (it is disguised as a horse for this encounter).
- She is aware that some undead under the control of Malkisharn have passed by Fort Endurance deeper into the Dim Forest in the past few days

- She does not know where Malkisharn or Martin are, as they seem to have some way of hiding their location from her. She is fairly certain that one of them is a powerful wizard, possibly an illusionist.
- If anyone in the party acts hostile toward her, she says, ***“Go back to your dogs in Hookhill, I have no further use for you”*** before riding off into the dim. It will take a Diplomacy check (20 + APL) to sway her back to being helpful at this point.
- She believes the undead that are moving further into the Dim are heading for a rally point and their purpose is to start an undead army capable of large-scale hit-and-run tactics. She will direct the party to continue northwest (or head that way if they are not already) and search for signs of Malkisharn and Martin. She will point out the location on a map or draw one on parchment if the PCs have either handy
- She will tell the PCs that she was present when Malkisharn was originally trapped, although she does not reveal the information surrounding that event. She knows something of the ritual to trap the evil wraith again and needs time to prepare a gem to do so.
- She offers any party without a caster capable of casting *death ward* or *restoration* a *wand of restoration* (CL 7th), although she does not know how many charges are left on it (she made it a long time ago - there are 8 remaining). She will take the wand back when she next sees the PCs.

Possible PC questions for Nytania:

Q: “Who are you?”

“I am a protector of this forest, you may call me Nytania.”

Q: “Why are you here?”

“It has been revealed to me through prayer that you are the best hope for stopping Malkisharn. I am here to assist you.”

Q: “Why don’t you travel with us/help us directly?”

“I fought Malkisharn once long ago and he thinks I am dead – that is a possible advantage. It would be better if I used my knowledge of him to help you fight him rather than face him directly”

Q: “Is there any other way you can help us or any other information you can offer?”

“I must prepare a gem to help trap him a second time, I am hoping you can slow him down enough or learn enough about him to help me perform the ritual. That is all I can offer right now.”

If the party has agreed to help her, she will wish them Corellon’s blessing. With that, she tells them to make all haste for the location within the Dim, and

beware of ambushes set for them, as Malkisharn knows they are coming.

All APLs

🗡️ **Nytania:** Female Half-fey Half-elf Clr12/Seeker of the Misty Isles of Corellon Larethian; see *Appendix 1*.

ENCOUNTER 5: UNEXPECTED AMBUSHERS?

The PCs will probably be on their guard now. If they have someone scouting, you may need to modify the below text. When the PCs have traveled another eight miles:

The Dim Forest is growing darker the further you head into it and keeping track of your exact location is growing more difficult. The ambient forest sounds of wind and animals have returned, however, a pleasant change from the eerie stillness and silence of a few days ago. There is a small amount of light coming in from the massive overhead canopy ahead, probably the closest thing to a clearing in this section of the Dim.

At this point have the PCs set themselves up in a marching order no closer than 30 ft. from the “clearing.” Give each PC a Listen and Spot check (DC 13 + APL) to detect the animals ahead. If they fail both checks, they do not get to act in the surprise round.

These animals have all been *dominated* (as per the spell) by Martin and Malkisharn to attack the party. A Survival or Handle Animal check (DC 13 + APL) or Knowledge (nature) check (DC 10 + APL) will allow the PCs to realize the animals are not acting normally.

See DM Aid: Map #2 for the setup to this encounter.

APL 2 (EL 4)

🐾 **Wolves** (4): hp 15 each; see *Monster Manual*, page 283.

APL 4 (EL 6)

🐾 **Wolverines** (2): hp 30 each; see *Monster Manual*, page 283.

🐾 **Dire Boar** (1): hp 58; see *Monster Manual*, page 63.

APL 6 (EL 8)

🐾 **Bears, Brown** (4): hp 54 each; see *Monster Manual*, page 269.

APL 8 (EL 10)

🐾 **Bears, Brown** (3): hp 54 each; see *Monster Manual*, page 269.

🐾 **Dire Bears** (2): hp 111 each; see *Monster Manual*, page 63.

APL 10 (EL 12)

➤ **Dire Bears (2):** hp 111 each; see *Monster Manual*, page 63.

➤ **Fhorges (2):** hp 120 each; see *Appendix 1*.

APL 12 (EL 14)

➤ **Fhorges, Advanced (3):** hp 171 each; see *Appendix 1*.

Although the fhorges are extraplanar these are not summoned creatures. They were once the pets of a crazy druid in the forest who released them just before his death.

Tactics: The animals are dominated and attack almost mindlessly. They will attack the largest targets first, switching to smaller targets if the larger targets prove hard to hit.

Developments: Characters able to track can follow medium humanoid tracks that are here. A Search or Survival check DC 10 allows the PCs to follow the half-dozen or so medium humanoid tracks to the north, to the final encounter.

ENCOUNTER 6: DIVERSIONARY TACTICS

After another 10 miles (the party may camp if they wish) the PCs are now getting close to the location mentioned to them by Nytania. Martin and Malkisharn are well-aware of this and have a final group of undead to further convince the PCs of their diversion. Again, you should be prepared for PCs to scout ahead. They can see the dead bodies, the skeletons, zombies, and vampire spawn, but the incorporeal undead are more difficult to detect. When the PCs reach the location of the ambush:

You have traveled quite a distance already and since the animal attack the signs of undead have been growing. The forest seems different now, as if what little light can normally get through the canopy is being sucked up by an unearthly darkness. With a crackle and a mass of swirling shadow, you are suddenly face-to-face with a group of undead, obviously bound on killing you. Ahead you see four bodies on the ground and many undead moving toward you.

With that combat starts with neither side having surprise. The bodies are actually dead bodies. See DM Aid: Map #3 for the setup of this encounter.

APL 2 (EL 4)

➤ **Zombies, Human Commoner (4):** hp 21 each; see *Monster Manual*, page 266.

➤ **Skeletons, Wolf (2):** hp 18 each; see *Monster Manual*, page 226.

APL 4 (EL 6)

➤ **Zombies, Bugbear (2):** hp 57 each; see *Monster Manual*, page 267.

➤ **Vampire Spawn:** hp 39 each; see *Monster Manual*, page 253.

APL 6 (EL 8)

➤ **Zombies, Ogre (4):** hp 75 each; see *Monster Manual*, page 267.

➤ **Wraith (1):** hp 45; see *Monster Manual*, page 258.

APL 8 (EL 10)

➤ **Skeletons, Ettin (4):** hp 90 each; see *Monster Manual*, page 227.

➤ **Wraiths (2):** hp 45 each; see *Monster Manual*, page 258.

APL 10 (EL 12)

➤ **Skeletons, Cloud Giant (3):** hp 153 each; see *Monster Manual*, page 227.

➤ **Shadows, Greater (2):** hp 81 each; see *Monster Manual*, page 221.

APL 12 (EL 14)

➤ **Skeletons, Cloud Giant (4):** hp 153 each; see *Monster Manual*, page 227.

➤ **Wraiths, Dread (2):** hp 144 each; see *Monster Manual*, page 258.

Tactics: This is a diversionary scouting party for Malkisharn. They will try to eliminate the PCs or at least keep them occupied as long as possible.

Developments: This group of undead, under the control of Malkisharn, is meant to throw off the PCs and make them think that more undead are gathering in this area to form a larger group. The corporeal undead deliberately marched over the same area repeatedly to try and fool any would-be trackers into thinking a greater number were in the area.

At the end of the battle the PCs will find the bodies of three humans and an elf. One of them bears the tattoo of the Shadowhunters. Searching them will yield a piece of parchment with writing on it (*Player Handout #2*). This should clue the PCs in on the fact that this is a feint by Malkisharn.

Treasure: Most of the undead bear no items. The PCs can recover (at the appropriate APLs): clubs from the human commoner zombies, morningstars and javelins from the bugbear zombies, large greatclubs and large javelins from the ogre zombies or ettin skeletons, or gargantuan morningstars from the cloud giant skeletons.

The PCs can also recover the following items (from *Libris Mortis*) on the remains of the Shadowhunter:

APL 2: 10 priests' bullets

APL 4: holy water sprinkler

APL 6: goggles of lifesight

APL 8: +1 ghost ward chain shirt

APL 10: globe of sunlight

APL 12: rod of defiance

CONCLUSION

As the PCs travel back to either the Fort or Buxton's Crossing, they will run into Nytania. She will want to read the note and know where this place is in the east. She will tell the PCs that she will head east now to look for Malkisharn. She tells the PCs that when she finds them, she will call them. She reclaims her wand at this point, but, in return, she grants the PCs her favor; PCs gain the **Favor of Nytania** reward on the AR.

If the PCs return to Fort Endurance, Warden Stalmir will see them immediately. He will read the letter and believe it to be real. He will ask the PCs to return the letter to Cartman and he will agree to send out scouts to make sure no more undead are close to the Fort. He will also tell the PCs that he will send a message to the Commandant by the next courier detailing what the PCs have discovered.

If they return to Hunter Cartman, he will tell them the letter is real and that he believes that the undead are heading back to Barony Cragmor. He will have the Shadowhunters search for them there.

If they return to Elector Kraznik or Lieutenant Watcher Melerin, they will be thanked profusely and the information will be passed on up the chain of command to both the Commandant and Elector Housemann.

Treasure: Elector Kraznik will insist that the March pay PCs at APL 2 and 4; each PC receives 400 gp. At higher APLs, the March will not pay the adventurers.

Active-duty military PCs who took the mission from Elector Kraznik receive the **Gran March Military Commendation** reward on the AR. PCs who reported back to Hunter Cartman about the fate of his missing men receive the **Favor of the Shadowhunters** reward on the AR. For PCs who made sure that the Commandant was informed about the true target of Malkisharn and Martin, either directly or through a trusted line of communication (such as the Elector, the Lieutenant Watcher, or the Warden), award them the **Favor of the Commandant** on the AR.

Be sure to proceed to Gift of the Gnome below before concluding the adventure.

GIFT OF THE GNOMES

At the conclusion of the adventure, after the characters have rested up and spent a night or two in a warm bed, each PC is visited individually by a gnome hailing from the Yatil Mountains. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

Your last adventure complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitching of gold waves you down. As he approaches, his face beams with the delight of your attention.

"Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it."

Clegin pulls a polished gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. "Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you've done, and all you've yet to accomplish."

If the character accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. "I have others to seek out. Soon, our paths shall cross again, brave one." He turns from you, and walks down the street, disappearing in the crowd.

If the character does not accept the gemstone:

A look of confusion furrows Clegin's brow. "I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?"

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. "Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one." He turns from you, and walks down the street, disappearing in the crowd.

Characters can make a DC 20 Knowledge (geography) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can't sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the **Gnome Vale Yellow Gemstone** reward listed on the AR. If they refuse, cross this item off the AR. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

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 2

Defeat the undead

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter 5

Defeat the dominated forest creatures

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter 6

Defeat the undead

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Story Award

Report to an agent of the Commandant about the lack of undead in the Dim Forest and/or the report from Warden Stalimir

APL 2: 50 xp.

APL 4: 75 xp.

APL 6: 100 xp.

APL 8: 125 xp.

APL 10: 150 xp.

APL 12: 175 xp.

Discretionary roleplaying award

APL 2: 40 xp.

APL 4: 60 xp.

APL 6: 80 xp.

APL 8: 100 xp.

APL 10: 120 xp.

APL 12: 140 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 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 adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 2:

APL 2: L: 92 gp, C: 0 gp, M: 0 gp.

APL 4: L: 276 gp, C: 0 gp, M: 0 gp.

APL 6: L: 0 gp, C: 0 gp, M: 2 +1 *composite longbows* (+6 Str bonus) (250 gp each), 2 +1 *mithral chain shirts* (175 gp each), 2 *cloaks of resistance +1* (83 gp each).

APL 8: L: 0 gp, C: 0 gp, M: 2 +1 *composite longbows* (+6 Str bonus) (250 gp each), 2 +1 *mithral chain shirts* (175 gp each), 3 *cloaks of resistance +1* (83 gp each), +1 *dagger* (192 gp), +1 *full plate* (221 gp), +1 *heavy steel shield* (98 gp), *wand of fireball* (CL 5th, 10 charges) (188 gp).

APL 10: L: 0 gp, C: 0 gp, M: 2 +1 *composite longbows* (+6 Str bonus) (250 gp each), 2 +1 *mithral chain shirts* (175 gp each), *cloak of resistance +1* (83 gp), 2 *cloaks of resistance +2* (333 gp each), +1 *dagger* (192 gp), +2 *full plate* (471 gp), +2 *heavy steel shield* (348 gp), *wand of fireball* (CL 8th, 5 charges) (150 gp), *arcane scroll of glitterdust* (CL 3rd) (13 gp), *arcane scroll of touch of idiocy* (CL 3rd) (13 gp), *divine scroll of owl's wisdom* (CL 3rd) (13 gp).

APL 12: L: 0 gp, C: 0 gp, M: 2 +1 *composite longbows* (+6 Str bonus) (250 gp each), 2 +2 *mithral chain shirts* (425 gp each), *cloak of resistance +2* (333 gp), 2 *cloaks of resistance +3* (750 gp each), +1 *dagger* (192 gp), +3 *full plate* (888 gp), +3 *heavy steel shield* (764 gp), *wand of fireball* (CL 10th, 5 charges) (188 gp), *arcane scroll of glitterdust* (CL 3rd) (13 gp), *arcane scroll of touch of idiocy* (CL 3rd) (13 gp), *divine scroll of owl's wisdom* (CL 3rd) (13 gp).

Encounter 6:

APL 2: L: 22 gp, C: 0 gp, M: 0 gp.

APL 4: L: 24 gp, C: 0 gp, M: 0 gp.

APL 6: L: 24 gp, C: 0 gp, M: *goggles of lifesight* (167 gp).

APL 8: L: 24 gp, C: 0 gp, M: *goggles of lifesight* (167 gp), +1 *ghost ward chain shirt* (354 gp).

APL 10: L: 37 gp, C: 0 gp, M: *goggles of lifesight* (167 gp), +1 *ghost ward chain shirt* (354 gp), *globe of sunlight* (500 gp).

APL 12: L: 42 gp, C: 0 gp, M: *goggles of lifesight* (167 gp), *globe of sunlight* (500 gp), *rod of defiance* (1,083 gp).

Conclusion:

APL 2: L: 0 gp, C: 400 gp, M: 0 gp.

APL 4: L: 0 gp, C: 400 gp, M: 0 gp.

APL 6: L: 0 gp, C: 0 gp, M: 0 gp.

APL 8: L: 0 gp, C: 0 gp, M: 0 gp.

APL 10: L: 0 gp, C: 0 gp, M: 0 gp.

APL 12: L: 0 gp, C: 0 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 114 gp, C: 400 gp, M: 0 gp – Total: 514 gp (450 gp).

APL 4: L: 300 gp, C: 400 gp, M: 0 gp – Total: 700 gp (650 gp).

APL 6: L: 24 gp, C: 0 gp, M: 1,183 gp – Total: 1,207 gp (900 gp).

APL 8: L: 24 gp, C: 0 gp, M: 2,319 gp – Total: 2,343 gp (1,300 gp).

APL 10: L: 37 gp, C: 0 gp, M: 3,820 gp – Total: 3,857 gp (2,300 gp).

APL 12: L: 42 gp, C: 0 gp, M: 7,358 gp – Total: 7,400 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Gran March Military Commendation:** This commendation is given to active-duty Gran March Military PCs who responded to Elector Kraznik's request to assist Shadowhunter Cartman.

☛ **Favor of the Shadowhunters:** For helping the Shadowhunters learn the fate of their missing men, they offer you access (Frequency: Regional) to purchase any of the following: *wand of lesser restoration* (CL 3rd), *divine scroll of lesser restoration* (CL 3rd), *potion of lesser restoration*, *wand of restoration* (CL 7th), *divine scroll of restoration* (CL 7th).

☛ **Favor of Nytania:** For agreeing to assist her with her plan to destroy Malkisharn, Nytania offers you access (Frequency: Regional) to purchase any of the following upgrades: *death ward* armor special ability (*Complete Arcane*), *skillful weapon* special ability (*Complete Arcane*), *light fortification* armor/shield special ability, *animated shield* special ability, *ghost touch* armor/shield/weapon special ability, *bane (undead)* weapon special ability.

☛ **Favor of the Commandant:** For looking into the undead problem and helping discover that Malkisharn and Martin are not in the Dim Forest, the Commandant offers you access to training; you gain access to the following feats (from *Libris Mortis*): *Divine Accuracy*, *Energize Spell*, *Enduring Life*, *Lasting Life*, *Requiem*, *Vampire Hunter*. Furthermore, if this PC is a cleric or paladin of Heironeous, they also gain access to the feat *Spurn Death's Touch* (from *Libris Mortis*).

☛ **Gnome Vale Yellow Gemstone:** A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored yellow. Upon the face is etched a symbol of arcane magic signifying the school of abjuration; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gp. You do not have to pay for this item. You may only possess one *Gnome Vale yellow gemstone*.

Item Access

APL 2:

- *Mithral Chain Shirt* (*Adventure; Dungeon Master's Guide*)
- *Priests' Bullets* (*Adventure; Libris Mortis*)

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

- *Holy Water Sprinkler* (*Adventure; Libris Mortis*)

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

- +1 *Composite Longbow* (+6 Str bonus) (*Adventure; Dungeon Master's Guide*)
- +1 *Mithral Chain Shirt* (*Adventure; Dungeon Master's Guide*)
- *Goggles of Lifesight* (*Adventure; Libris Mortis*)
- *Large Greatclub* (*Adventure; Dungeon Master's Guide*)
- *Large Javelin* (*Adventure; Dungeon Master's Guide*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- +1 *Ghost Ward Chain Shirt* (*Adventure; Libris Mortis*)
- *Wand of Fireball* (CL 5th; *Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- +2 *Full Plate* (*Adventure; Dungeon Master's Guide*)
- +2 *Heavy Steel Shield* (*Adventure; Dungeon Master's Guide*)
- *Cloak of Resistance +2* (*Adventure; Dungeon Master's Guide*)
- *Gargantuan Morningstar* (*Adventure; Dungeon Master's Guide*)
- *Globe of Sunlight* (*Adventure; Libris Mortis*)
- *Wand of Fireball* (CL 8th; *Adventure; Dungeon Master's Guide*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- +2 *Mithral Chain Shirt* (*Adventure; Dungeon Master's Guide*)
- +3 *Full Plate* (*Adventure; Dungeon Master's Guide*)
- +3 *Heavy Steel Shield* (*Adventure; Dungeon Master's Guide*)
- *Cloak of Resistance +3* (*Adventure; Dungeon Master's Guide*)
- *Rod of Defiance* (*Adventure; Libris Mortis*)
- *Wand of Fireball* (CL 10th; *Adventure; Dungeon Master's Guide*)

APPENDIX 1 – ALL APLS

INTRODUCTION

Zahdrian Kraznik: Male Human Ftr2/Ari6; CR 7; Medium Humanoid (Human); HD 2d10+6d8+16; hp 63; Init +4; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+5 armor); Base Atk/Grp: +6/+8; Atk +9 melee (1d8+4 and 1d6 electricity/19-20, +1 shock longsword); Full Atk +9/+4 melee (1d8+4 and 1d6 electricity/19-20, +1 shock longsword); AL N; SV Fort +7, Ref +2, Will +8; Str 14, Dex 10, Con 14, Int 13, Wis 12, Cha 15.

Skills and Feats: Bluff +12, Diplomacy +16, Gather Information +8, Handle Animal +7, Intimidate +11, Knowledge (architecture and engineering) +3, Knowledge (geography) +3, Knowledge (history) +3, Knowledge (local – Sheldomar Valley metaregion) +2, Knowledge (nobility and royalty) +3, Knowledge (religion) +2, Ride +13, Sense Motive +11, Swim +3; Close-Quarters Fighting*, Improved Initiative, Iron Will, Leadership, Negotiator, Persuasive. *Complete Warrior.

Languages: Common, Keoish.

Possessions: +1 light fortification mithral chain shirt, +1 shock longsword.

Description: Elector Kraznik is a savvy but occasionally headstrong and stubborn political leader who may have bitten off more than he can chew in the current situation. He truly believes he is doing the right thing about the undead in the area but does not have all of the information that others above him may have.

Lieutenant Watcher Melody Melerin, Vicious Mink: Female Human (Oeridian) Clr15 of Heironeous; CR 15; Medium Humanoid (Human); HD 15d8+30; hp 113; Init +0; Spd 30 ft.; AC 23, touch 10, flat-footed 23 (+9 armor, +4 shield); Base Atk/Grp: +11/+13; Atk +15 melee (1d8+3/x3, +1 adamantite battleaxe); Full Atk +15/+10/+5 melee (1d8+3/x3, +1 adamantite battleaxe); SA spells, turn undead 3/day; SQ spontaneous casting, aura; AL LG; SV Fort +11 (+14), Ref +7 (+10), Will +16 (+19); Str 14, Dex 10, Con 14, Int 10, Wis 19 (25), Cha 10.

Skills and Feats: Concentration +18, Craft (armorsmithing) +4, Craft (weaponsmithing) +4, Diplomacy +10, Heal +14, Jump +1, Knowledge (religion) +4, Profession (soldier) +7, Ride +5, Speak Language +1, Spellcraft +2; Blind-Fighting, Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Leadership, Lightning Reflexes, Martial Weapon Proficiency (battleaxe)^B, Quicken Spell, Weapon Focus (battleaxe)^B.

Languages: Common, Dwarven.

Cleric Spells Prepared (6/7+1/7+1/7+1/5+1/5+1/4+1/3+1/1+1; save DC 17 + spell level): 0 – detect magic x2, detect poison, light, mending, purify food and water; 1st – comprehend languages, detect evil, divine favor, remove fear, sanctuary, shield of faith x2, protection from evil^D; 2nd – align weapon, calm emotions, remove paralysis, resist elements x2, silence, status,

spiritual weapon^D; 3rd – dispel magic, magic vestment^D x2, invisibility purge, magic circle against evil x2, speak with dead, water breathing; 4th – air walk, death ward, freedom of movement, greater magic weapon x2, divine power^D; 5th – flame strike^D x2, quickened divine favor, quickened shield of faith, righteous might x2; 6th – find the path, heal x2, hero's feast, blade barrier^D; 7th – dictum, greater restoration, holy word^D, resurrection; 8th – greater spell immunity, holy aura^D.

^DDomain Spell. Domains: Good (good spells at +1 CL), War.

Possessions: +1 moderate fortification full plate, +2 animated heavy steel shield, +1 adamantite battleaxe, ring of blinking, boots of striding and springing, vest of resistance +3, periapt of wisdom +6, strand of prayer beads, metamagic rod (extension, lesser), metamagic rod (extension), Heward's handy haversack.

ENCOUNTER 1

Raneld Cartman: Male Human Rgr1/Pal4/Hunter of the Dead2; CR 7; Medium Humanoid (Human); HD 3d8+4d10+14; hp 59; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +5 armor); Base Atk/Grp: +7/+10; Atk +11 melee (1d8+5/19-20, +1 ghost touch longsword); Full Atk +11/+6 melee (1d8+5/19-20, +1 ghost touch longsword); SA favored enemy (undead +2), turn undead 5/day as Clr2, paladin spells (CL 2nd), smite evil 1/day (+2 attack, +4 damage) and smite undead 1/day (+1 attack, +2 damage) and 2 additional smites per day, hunter of the dead spells (CL 2nd); SQ wild empathy, aura of good, detect evil, divine grace, lay on hands 8 hp/day, aura of courage, divine health, detect undead at will; AL LG; SV Fort +13, Ref +6, Will +4; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 12 (14). Complete Warrior, page 42.

Skills and Feats: Concentration +6, Handle Animal +6, Heal +7, Knowledge (geography) +4, Knowledge (religion) +8, Ride +7, Spot +5, Survival +5; Extra Smiting*, Improved Turning, Power Attack, Sacred Vengeance*, Track^B. *Complete Warrior.

Languages: Common.

Paladin Spells Prepared (1; save DC 11 + spell level): 1st – bless weapon.

Hunter of the Dead Spells Prepared (2; save DC 11 + spell level): 1st – cure light wounds, hide from undead.

Possessions: +1 ghost touch longsword, +1 chain shirt, cloak of charisma +2.

Description: Hunter of the Plains Raneld Cartman is a steadfast enemy of undead everywhere and a faithful servant of Pholtus first and Gran March second. He has a no-nonsense attitude toward matters of duty and is slow to give his friendship and trust.

ENCOUNTER 4

Nytania: Female Half-Fey/Half-Elf Clr12/Seeker of the Misty Isles of Corellon Larethian; CR 18; Medium Fey

(Augmented Humanoid (Elf)); HD 15d8+15; hp 102; Init +2; Spd 30 ft., fly 60 ft. (good); AC 28, touch 16, flat-footed 26 (+2 Dex, +7 armor, +5 shield, +4 deflection); Base Atk/Grp: +12/+12; Atk +13 melee (1d8+1/19-20, +1 bane (undead) ghost touch longsword) or +13 melee (1d8+1, +1 ghost touch disrupting heavy mace) or +21 ranged (1d8+1/x3, +1 seeking holy composite longbow); Full Atk +13/+8/+3 melee (1d8+1/19-20, +1 bane (undead) ghost touch longsword) or +13/+8/+3 melee (1d8+1, +1 ghost touch disrupting heavy mace) or +21/+16/+11 ranged (1d8+1/x3, +1 seeking holy composite longbow); SA spell-like abilities, spells (add 4 Seeker levels to Clr levels), turn undead; SQ spontaneous casting, aura, low-light vision, immune to enchantment spells and effects, half-elf traits, swiftfooted, surefooted, Corellon's perception, DR 5/iron; AL CG; SV Fort +13 (+17), Ref +10 (+14), Will +17 (+21); Str 10, Dex 12 (14), Con 12, Int 14, Wis 20 (26), Cha 18 (24). *Complete Divine*, page 61.

Skills and Feats: Concentration +24, Diplomacy +9, Gather Information +9, Heal +17, Listen +14, Knowledge (geography) +11, Knowledge (nature) +5, Knowledge (religion) +16, Search +8, Spellcraft +12, Spot +25, Survival +25; Augment Healing*, Craft Magic Arms and Armor, Craft Wondrous Items, Leadership, Skill Focus (Concentration), Zen Archery**. **Complete Divine*, ***Complete Warrior*.

Languages: Common, Elven, Sylvan, Celestial.

Fly (Ex): Nyntania has butterfly wings which grant her a fly speed of 60 ft. with good maneuverability.

Spell-like Abilities (Sp): At will – *charm person*; 3/day – *detect law*, *protection from law*; 1/day – *confusion*, *glitterdust*, *hold monster*, *hypnotism*, *lesser geas*, *mass invisibility*, *mass suggestion*, *sleep*, *suggestion*. Caster level 15th; DC 17 + spell level.

Swiftfooted (Ex): At 4th level, the seeker can ignore the normal -5 penalty for accelerated movement when she uses the following skills: Balance, Climb, Hide, Move Silently, and Survival (for following tracks). Her penalty for accelerated tumbling is reduced from -10 to -5.

Surefooted (Ex): As a side effect of the seeker of the Misty Isle's keen senses, she is always searching the terrain around her. Accordingly, she has a preternatural sense of minute details in the landscape she can use to her advantage. She can ignore the DC modifiers on Balance, Move Silently, and Tumble checks derived from the surface or terrain.

Corellon's Perception (Ex): A 5th-level seeker of the Misty Isle has sight and hearing far beyond a normal elf's, and she has attuned her senses to repetitively sweep her immediate area. She gains a +5 racial bonus on Listen, Search and Spot checks. Furthermore, she can attempt to spot or hear something she failed to notice previously once per round per skill as a free action (such attempts are ordinarily move actions).

Cleric Spells Prepared (6/7+1/7+1/7+1/6+1/5+1/4+1/4+1/3+1; save DC 18 + spell level): 0 – *create water* x3, *detect magic* x2, *purify food and drink*; 1st – *bles*, *bles water*, *detect undead*, *divine favor*, *endure elements*, *lesser vigor**, *longstrider*^D, *sanctuary*; 2nd – *calm emotions*, *consecrate*, *deific*

*vengeance**, *locate object*^D, *resist energy*, *sound burst*, *spiritual weapon*, *zone of truth*; 3rd – *briar web**, *dispel magic* x2, *fly*^D, *mass lesser vigor**, *prayer*, *protection from energy*, *water breathing*; 4th – *death ward*, *freedom of movement*, *holy smite*^D, *recitation**, *restoration* x2, *tongues*; 5th – *break enchantment*, *commune*, *dispel evil*, *hallow*, *teleport*^D, *true seeing*; 6th – *find the path*^D, *greater dispel magic* x2, *heal*, ~~*heroes' feast*~~; 7th – ~~*control weather*~~, *greater restoration*, *holy word*^D, *mass spell resistance*, *regenerate*; 8th – *dimensional lock*, *fire storm*, *holy aura*, ~~*mind blank*~~^D. **Complete Divine*.

^DDomain Spell. Domains: Good (good spells at +1 CL), Protection (Su, touch grants +12 resistance bonus on next saving throw, standard action, abjuration effect, 1 hr duration, 1/day), Travel (Su, instantaneous *freedom of movement* for 12 rounds each day).

Possessions: +1 bane (undead) ghost touch longsword, +1 ghost touch disrupting heavy mace, +1 seeking holy composite longbow, +3 death ward mithral chain shirt*, +3 heavy darkwood shield, *periapt of wisdom* +6, *cloak of charisma* +6, *gloves of dexterity* +2, *ring of protection* +4, *vest of resistance* +4**. **Libris Mortis*, ***Complete Arcane*.

Description: Nyntania is a half-elf/half-nymph cleric who has lived in the Dim Forest for almost 90 years. She was one of the original clerics sent to stop Malkisharn, having worked with clerics of the Elven pantheon long ago she volunteered to go fight the undead menace when she heard about it. Her father was recently killed by Gran March forces, mistaking him to be a member of the Free Band. Between this event and building a road through the Dim Forest she is extremely unhappy with Gran March, but she feels there is almost always an alternative toward fighting or violence and is willing to work with less gung-ho/patriotic members of Gran March to fight Malkisharn.

ENCOUNTER 2

Vampire, Male Human Ftr4: CR 6; Medium Undead (Augmented Humanoid (Human)); HD 4d12+4; hp 39; Init +9; Spd 30 ft.; AC 26, touch 15, flat-footed 21 (+5 armor, +5 Dex, +6 natural); Base Atk/Grp: +4/+10; Atk +10 melee (1d6+9 and energy drain, slam) or +11 ranged (1d8+9/x3, +1 composite longbow (+6 Str bonus)); Full Atk +10 melee (1d6+9 and energy drain, slam) or +11 ranged (1d8+9/x3, +1 composite longbow (+6 Str bonus)) or +9/+9 ranged (1d8+9/x3, +1 composite longbow (+6 Str bonus)); SA blood drain, children of the night, dominate, create spawn, energy drain; SQ alternate form, DR 10/silver and magic (Su), fast healing 5, gaseous form, cold resistance 10 (Ex), electricity resistance 10 (Ex), spider climb, +4 turn resistance (Ex), undead traits, darkvision 60 ft.; AL NE; SV Fort +4 (+5), Ref +8 (+9), Will +4 (+5); Str 22, Dex 20, Con –, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +9, Climb +13, Hide +13, Jump +13, Listen +13, Move Silently +13, Ride +12, Search +9, Sense Motive +11, Spot +13; Alertness^B, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Improved Toughness*, Lightning Reflexes^B, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

*Complete Warrior.

Languages: Common.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

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

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

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet. Save DC 13.

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

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round. Save DC 13.

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

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.

Possessions: +1 composite longbow (+6 Str bonus), +1 mithral chain shirt, cloak of resistance +1.

ENCOUNTER 2

Vampire, Male Human Ftr4: CR 6; Medium Undead (Augmented Humanoid (Human)); HD 4d12+4; hp 39; Init +9; Spd 30 ft.; AC 26, touch 15, flat-footed 21 (+5 armor, +5 Dex, +6 natural); Base Atk/Grp: +4/+10; Atk +10 melee (1d6+9 and energy drain, slam) or +11 ranged (1d8+9/x3, +1 composite longbow (+6 Str bonus)); Full Atk +10 melee (1d6+9 and energy drain, slam) or +11 ranged (1d8+9/x3, +1 composite longbow (+6 Str bonus)) or +9/+9 ranged (1d8+9/x3, +1 composite longbow (+6 Str bonus)); SA blood drain, children of the night, dominate, create spawn, energy drain; SQ alternate form, DR 10/silver and magic (Su), fast healing 5, gaseous form, cold resistance 10 (Ex), electricity resistance 10 (Ex), spider climb, +4 turn resistance (Ex), undead traits, darkvision 60 ft.; AL NE; SV Fort +4 (+5), Ref +8 (+9), Will +4 (+5); Str 22, Dex 20, Con –, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +9, Climb +13, Hide +13, Jump +13, Listen +13, Move Silently +13, Ride +12, Search +9, Sense Motive +11, Spot +13; Alertness^B, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Improved Toughness*, Lightning Reflexes^B, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

*Complete Warrior.

Languages: Common.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

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

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

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet. Save DC 13.

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

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round. Save DC 13.

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

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.

Possessions: +1 composite longbow (+6 Str bonus), +1 mithral chain shirt, cloak of resistance +1.

Vampire, Male Human Clr6 of Vecna: CR 8; Medium Undead (Augmented Humanoid (Human)); HD 6d12+6; hp 59; Init +6; Spd 30 ft.; AC 30, touch 12, flat-footed 28

(+9 armor, +3 shield, +2 Dex, +6 natural); Base Atk/Grp: +4/+7; Atk +7 melee (1d6+4 and energy drain, slam) or +8 melee (1d4+4/19-20, +1 dagger); Full Atk +7 melee (1d6+4 and energy drain, slam) or +8 melee (1d4+4/19-20, +1 dagger) or +8 melee (1d4+4/19-20, +1 dagger) and +2 melee (1d6+4 and energy drain, slam); SA blood drain, children of the night, dominate, create spawn, energy drain, spells, rebuke undead 7/day; SQ alternate form, DR 10/silver and magic (Su), fast healing 5, gaseous form, cold resistance 10 (Ex), electricity resistance 10 (Ex), spider climb, +4 turn resistance (Ex), undead traits, darkvision 60 ft., aura, spontaneous casting; AL NE; SV Fort +5 (+6), Ref +6 (+7), Will +10 (+11); Str 16, Dex 14, Con -, Int 12, Wis 20, Cha 18.

Skills and Feats: Bluff +12, Concentration +16, Hide +10, Knowledge (religion) +10, Listen +15, Move Silently +10, Search +9, Sense Motive +13, Spellcraft +11, Spot +15; Alertness^B, Combat Casting, Combat Reflexes^B, Dodge^B, Domain Spontaneity** (Evil), Improved Initiative^B, Improved Toughness*, Lightning Reflexes^B, Skill Focus (Concentration). *Complete Warrior, **Complete Divine.

Languages: Common.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

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

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

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

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

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that

would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round. Save DC 17.

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

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.

Cleric Spells Prepared (5/5+1/4+1/3+1; save DC 15 + spell level): 0 – ~~inflict minor wounds~~ x4, ~~resistance~~; 1st – ~~bleed~~, ~~deathwatch~~, ~~protection from good~~^D, ~~resurgence~~^{*}, ~~sanctuary~~, ~~shield of faith~~; 2nd – ~~death knell~~, ~~desecrate~~^D, ~~hold person~~, ~~silence~~, ~~resist energy~~; 3rd – ~~briar web~~^{*}, ~~dispel magic~~^D, ~~magic circle against good~~, ~~prayer~~. *Complete Divine.

^DDomain Spell. **Domains:** Evil (evil spells at +1 CL), Magic (use spell completion or spell trigger activation items as wizard of half Clr level).

Possessions: +1 dagger, +1 full plate, +1 heavy steel shield, cloak of resistance +1, wand of fireball (CL 5th, 10 charges).

ENCOUNTER 2

Vampire, Male Human Ftr6: CR 8; Medium Undead (Augmented Humanoid (Human)); HD 6d12+6; hp 59; Init +9; Spd 30 ft.; AC 26, touch 15, flat-footed 21 (+5 armor, +5 Dex, +6 natural); Base Atk/Grp: +6/+12; Atk +12 melee (1d6+9 and energy drain, slam) or +13 ranged (1d8+9/x3, +1 *composite longbow* (+6 Str bonus)); Full Atk +12/+7 melee (1d6+9 and energy drain, slam) or +13/+8 ranged (1d8+9/x3, +1 *composite longbow* (+6 Str bonus)) or +11/+11/+6 ranged (1d8+9/x3, +1 *composite longbow* (+6 Str bonus)); SA blood drain, children of the night, dominate, create spawn, energy drain; SQ alternate form, DR 10/silver and magic (Su), fast healing 5, gaseous form, cold resistance 10 (Ex), electricity resistance 10 (Ex), spider climb, +4 turn resistance (Ex), undead traits, darkvision 60 ft.; AL NE; SV Fort +5 (+7), Ref +9 (+11), Will +5 (+7); Str 22, Dex 20, Con –, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +9, Climb +15, Hide +13, Jump +15, Listen +13, Move Silently +13, Ride +14, Search +9, Sense Motive +11, Spot +13; Alertness^B, Blind-Fight, Combat Reflexes^B, Dodge^B, Far Shot, Improved Initiative^B, Improved Toughness*, Lightning Reflexes^B, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow). **Complete Warrior*.

Languages: Common.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

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

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

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet. Save DC 14.

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

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round. Save DC 14.

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

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.

Possessions: +1 *composite longbow* (+6 Str bonus), +1 *mithral chain shirt*, *cloak of resistance* +2.

Vampire, Male Human Clr8 of Vecna: CR 10; Medium Undead (Augmented Humanoid (Human)); HD 8d12+8; hp 78; Init +6; Spd 30 ft.; AC 32, touch 12, flat-footed 30

(+10 armor, +4 shield, +2 Dex, +6 natural); Base Atk/Grp: +6/+9; Atk +9 melee (1d6+4 and energy drain, slam) or +10 melee (1d4+4/19-20, +1 dagger); Full Atk +9/+4 melee (1d6+4 and energy drain, slam) or +10/+5 melee (1d4+4/19-20, +1 dagger) or +10/+5 melee (1d4+4/19-20, +1 dagger) and +4 melee (1d6+4 and energy drain, slam); SA blood drain, children of the night, dominate, create spawn, energy drain, spells, rebuke undead 7/day; SQ alternate form, DR 10/silver and magic (Su), fast healing 5, gaseous form, cold resistance 10 (Ex), electricity resistance 10 (Ex), spider climb, +4 turn resistance (Ex), undead traits, darkvision 60 ft., aura, spontaneous casting; AL NE; SV Fort +6 (+7), Ref +6 (+7), Will +11 (+12); Str 16, Dex 14, Con -, Int 12, Wis 21, Cha 18.

Skills and Feats: Bluff +12, Concentration +18, Hide +10, Knowledge (religion) +12, Listen +15, Move Silently +10, Search +9, Sense Motive +13, Spellcraft +13, Spot +15; Alertness^B, Combat Casting, Combat Reflexes^B, Dodge^B, Domain Spontaneity** (Evil), Improved Initiative^B, Improved Toughness*, Lightning Reflexes^B, Skill Focus (Concentration). *Complete Warrior, **Complete Divine.

Languages: Common.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

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

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

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet. Save DC 18.

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

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that

would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round. Save DC 18.

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

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.

Cleric Spells Prepared (6/6+1/4+1/4+1/3+1; save DC 15 + spell level): 0 – inflict minor wounds x4, resistance x2; 1st – bless, ~~deathwatch~~, protection from good^D, resurgence* x2, sanctuary, shield of faith; 2nd – death knell, ~~desecrate~~^D, hold person, silence, resist energy; 3rd – briar web*, dispel magic^D, ~~magic circle against good~~, prayer, ~~protection from energy~~; 4th – ~~freedom of movement~~, poison, recitation*, unholy blight^D. *Complete Divine.

^DDomain Spell. **Domains:** Evil (evil spells at +1 CL), Magic (use spell completion or spell trigger activation items as wizard of half CLr level).

Possessions: +1 dagger, +2 full plate, +2 heavy steel shield, cloak of resistance +1, wand of fireball (CL 8th, 5 charges), arcane scroll of glitterdust (CL 3rd), ~~arcane scroll of protection from arrows~~ (CL 3rd), ~~divine scroll of resist energy (fire)~~ (CL 3rd), ~~divine scroll of resist energy (acid)~~ (CL 3rd), ~~divine scroll of resist energy (sonic)~~ (CL 3rd), arcane scroll of touch of idiocy (CL 3rd), divine scroll of owl's wisdom (CL 3rd).

ENCOUNTER 5

Fhorge: CR 9; Large Animal (Extraplanar); HD 12d8+63; hp 120; Init +4; Spd 40 ft; AC 17, touch 9, flat-footed 17 (-1 size, +8 natural); Base Atk/Grp: +9/+22; Atk +18 melee (1d8+13/19-20, bite); Full Atk +18 melee (1d8+13/19-20, bite); Space/Reach: 10 ft./5 ft.; SA double damage on charge, improved grab, rage, worry; SQ ferocity, low-light vision, scent; AL N; SV Fort +13, Ref +8, Will +6; Str 29, Dex 10, Con 21, Int 2, Wis 15, Cha 10. *Fiend Folio*, page 72.

Skills and Feats: Hide -4, Listen +10, Spot +9; Improved Critical (bite), Improved Initiative, Toughness, Track, Weapon Focus (bite).

Description: The fhorge is a fierce hunter of the Outlands. A cousin to the dire boars of the Material Plane, the fhorge is tougher, meaner, and deadlier. Fhorges claim no territory as their own; instead they roam the land and follow whatever source of food is most plentiful at the time. An adult forge stands 5 feet tall at the shoulder, and its muscular body slopes down toward its smaller hindquarters like its boar cousins. It has a coat of brown, black, or gray fur and small, beady eyes. The fhorge's most distinguishing trait is its head, or more specifically its mouth. Like a crocodile's the mouth of a fhorge dominates its gnarled face. Large enough to engulf a human, the mouth bristles with large razor-sharp teeth and a set of four tusks. The bizarre musculature of a fhorge's jaw fascinates those with interest in the animal world – but those who have survived a fhorge encounter have less flattering things to say about it.

Tactics: A fhorge's strategy in a fight is simple: Shake it until it's dead. The creature charges into battle initially, grabs hold of its prey in its cavernous mouth, and shakes it until either the creature dies or the fhorge is slain by another foe.

Improved Grab (Ex): If a fhorge hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +22). If it gets a hold, it also worries on the same round. Thereafter, the fhorge has the option to conduct the grapple normally, or simply use its bite to hold the opponent (-20 penalty on grapple check, but the fhorge is not considered to be grappled). In either case, each successful grapple check it makes during successive rounds automatically deals worry damage.

Rage (Ex): A fhorge that takes damage in combat flies into a berserk rage on its next turn and bites madly until either it or its opponent is dead. The fhorge gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class. The following changes are in effect as long as the rage lasts: HD 12d8+87; hp 134; AC 15, touch 7, flat-footed 15; Base Atk/Grp +9/+24; Full Attack bite +21 melee; Damage bite 1d8+15; SV Fort +15, Will +8, Str 33, Con 25. A fhorge cannot end its rage voluntarily.

Worry (Ex): A fhorge that successfully gets a hold on an opponent with its improved grab ability shakes the victim violently back and forth. This attack deals bite

damage each round until the victim breaks free, the fhorge is slain, or the victim dies.

Ferocity (Ex): A fhorge is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Scent (Ex): A fhorge can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

ENCOUNTER 2

Vampire, Male Human Ftr8: CR 10; Medium Undead (Augmented Humanoid (Human)); HD 8d12+8; hp 78; Init +9; Spd 30 ft.; AC 27, touch 15, flat-footed 22 (+6 armor, +5 Dex, +6 natural); Base Atk/Grp: +8/+14; Atk +14 melee (1d6+9 and energy drain, slam) or +15 ranged (1d8+9/19-20/x3, +1 composite longbow (+6 Str bonus)); Full Atk +14/+9 melee (1d6+9 and energy drain, slam) or +15/+10 ranged (1d8+9/19-20/x3, +1 composite longbow (+6 Str bonus)) or +13/+13/+8 ranged (1d8+9/19-20/x3, +1 composite longbow (+6 Str bonus)); SA blood drain, children of the night, dominate, create spawn, energy drain; SQ alternate form, DR 10/silver and magic (Su), fast healing 5, gaseous form, cold resistance 10 (Ex), electricity resistance 10 (Ex), spider climb, +4 turn resistance (Ex), undead traits, darkvision 60 ft.; AL NE; SV Fort +6 (+9), Ref +9 (+12), Will +5 (+8); Str 22, Dex 21, Con –, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +9, Climb +17, Hide +13, Jump +17, Listen +13, Move Silently +13, Ride +16, Search +9, Sense Motive +11, Spot +13; Alertness^B, Blind-Fight, Combat Reflexes^B, Dodge^B, Far Shot, Improved Critical (composite longbow), Improved Initiative^B, Improved Toughness*, Lightning Reflexes^B, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).
*Complete Warrior.

Languages: Common.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

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

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

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

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a

vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round. Save DC 15.

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

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.

Possessions: +1 composite longbow (+6 Str bonus), +2 mithral chain shirt, cloak of resistance +3.

Vampire, Male Human Clrio of Vecna: CR 12; Medium Undead (Augmented Humanoid (Human)); HD 10d12+10; hp 98; Init +6; Spd 30 ft.; AC 34, touch 12, flat-footed 32 (+11 armor, +5 shield, +2 Dex, +6 natural); Base Atk/Grp: +7/+10; Atk +10 melee (1d6+4 and energy drain, slam) or +11 melee (1d4+4/19-20, +1 dagger); Full Atk +10/+5 melee (1d6+4 and energy drain, slam) or +11/+6 melee (1d4+4/19-20, +1 dagger) or +11/+6 melee (1d4+4/19-20, +1 dagger) and +5 melee (1d6+4 and energy drain, slam); SA blood drain, children of the night, dominate, create spawn, energy drain, spells, rebuke undead 7/day; SQ alternate form, DR 10/silver and magic (Su), fast healing 5, gaseous form, cold resistance 10 (Ex), electricity resistance 10 (Ex), spider climb, +4 turn resistance (Ex), undead traits, darkvision 60 ft., aura, spontaneous casting; AL NE; SV Fort +7 (+9), Ref +7 (+9), Will +12 (+14); Str 16, Dex 14, Con –, Int 12, Wis 21, Cha 18.

Skills and Feats: Bluff +12, Concentration +20, Hide +10, Knowledge (religion) +14, Listen +15, Move Silently +10, Search +9, Sense Motive +13, Spellcraft +15, Spot +15; Alertness^B, Combat Casting, Combat Reflexes^B, Dodge^B, Domain Spontaneity^{**} (Evil), Improved Counterspell, Improved Initiative^B, Improved Toughness*, Lightning Reflexes^B, Skill Focus (Concentration). *Complete Warrior, **Complete Divine.

Languages: Common.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

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

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

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet. Save DC 19.

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

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

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

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round. Save DC 19.

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

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.

Cleric Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; save DC 15 + spell level): 0 – *inflict minor wounds* x4, *resistance* x2; 1st – *bless*, ~~*deathwatch*~~, *protection from good*^D, *resurgence** x2, *sanctuary*, *shield of faith*; 2nd – *death knell*, ~~*desecrate*~~^D, *hold person*, *silence* x2, ~~*resist energy*~~; 3rd – *briar web**, *dispel magic*^D, ~~*magic circle against good*~~, *prayer*, ~~*protection from energy*~~; 4th – ~~*freedom of movement*~~, *poison*, *recitation** x2, *unholy blight*^D; 5th – *flame strike*, *slay living*, *spell resistance*^D, ~~*unhallow*~~. *Complete Divine.

^DDomain Spell. **Domains:** Evil (evil spells at +1 CL), Magic (use spell completion or spell trigger activation items as wizard of half Clr level).

Possessions: +1 dagger, +3 full plate, +3 heavy steel shield, cloak of resistance +2, wand of fireball (CL 10th, 5 charges), arcane scroll of glitterdust (CL 3rd), ~~arcane scroll of protection from arrows (CL 3rd)~~, ~~divine scroll of resist energy (fire) (CL 3rd)~~, ~~divine scroll of resist energy (acid) (CL 3rd)~~, ~~divine scroll of resist energy (sonic) (CL 3rd)~~, arcane scroll of touch of idiocy (CL 3rd), divine scroll of owl's wisdom (CL 3rd).

ENCOUNTER 5

Fhorge, Advanced: CR 11; Huge Animal (Extraplanar); HD 15d8+108; hp 171; Init +3; Spd 40 ft; AC 18, touch 7, flat-footed 18 (-2 size, -1 Dex, +11 natural); Base Atk/Grp: +11/+32; Atk +23 melee (2d6+19/19-20, bite); Full Atk +23 melee (2d6+19/19-20, bite); Space/Reach: 15 ft./10 ft.; SA double damage on charge, improved grab, rage, worry; SQ ferocity, low-light vision, scent; AL N; SV Fort +16, Ref +8, Will +8; Str 37, Dex 8, Con 25, Int 2, Wis 15, Cha 10. *Fiend Folio*, page 72.

Skills and Feats: Hide -7, Listen +11, Spot +11; Improved Critical (bite), Improved Initiative, Large and In Charge*, Toughness, Track, Weapon Focus (bite). **Draconomicon*.

Description: The fhorge is a fierce hunter of the Outlands. A cousin to the dire boars of the Material Plane, the fhorge is tougher, meaner, and deadlier. Fhorges claim no territory as their own; instead they roam the land and follow whatever source of food is most plentiful at the time. An adult fhorge stands 5 feet tall at the shoulder, and its muscular body slopes down toward its smaller hindquarters like its boar cousins. It has a coat of brown, black, or gray fur and small, beady eyes. The fhorge's most distinguishing trait is its head, or more specifically its mouth. Like a crocodile's the mouth of a fhorge dominates its gnarled face. Large enough to engulf a human, the mouth bristles with large razor-sharp teeth and a set of four tusks. The bizarre musculature of a fhorge's jaw fascinates those with interest in the animal world – but those who have survived a fhorge encounter have less flattering things to say about it.

Tactics: A fhorge's strategy in a fight is simple: Shake it until it's dead. The creature charges into battle initially, grabs hold of its prey in its cavernous mouth, and shakes it until either the creature dies or the fhorge is slain by another foe.

Improved Grab (Ex): If a fhorge hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +32). If it gets a hold, it also worries on the same round. Thereafter, the fhorge has the option to conduct the grapple normally, or simply use its bite to hold the opponent (-20 penalty on grapple check, but the fhorge is not considered to be grappled). In either case, each successful grapple check it makes during successive rounds automatically deals worry damage.

Rage (Ex): A fhorge that takes damage in combat flies into a berserk rage on its next turn and bites madly until either it or its opponent is dead. The fhorge gains a +4 bonus to Strength, a +4 bonus to Constitution, and a

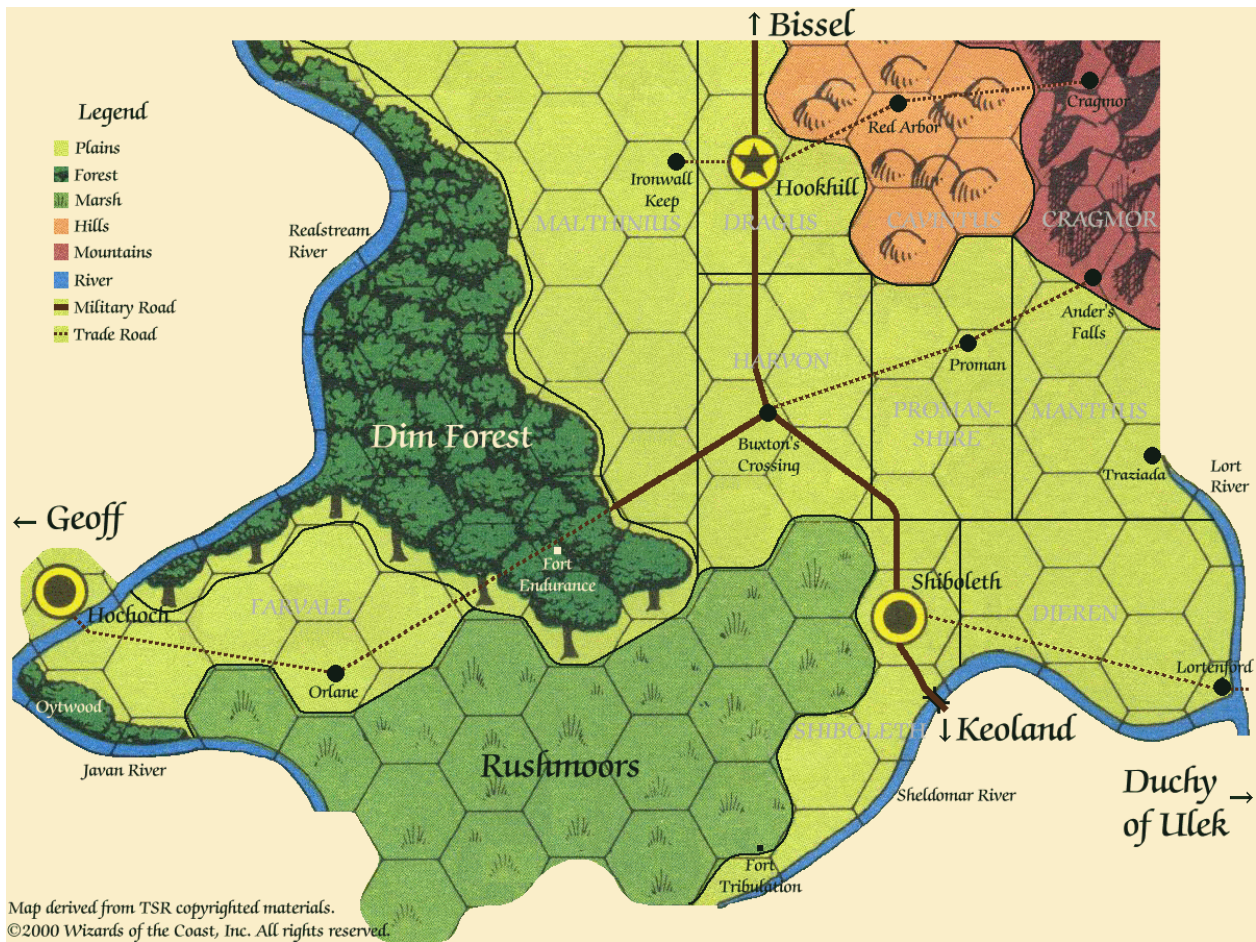
+2 morale bonus on Will saves, but takes a -2 penalty to Armor Class. The following changes are in effect as long as the rage lasts: HD 15d8+138; hp 201; AC 16, touch 5, flat-footed 16; Base Atk/Grp +11/+34; Atk/Full Atk +25 melee (2d6+22/19-20, bite); SV Fort +18, Will +10, Str 41, Con 29. A fhorge cannot end its rage voluntarily.

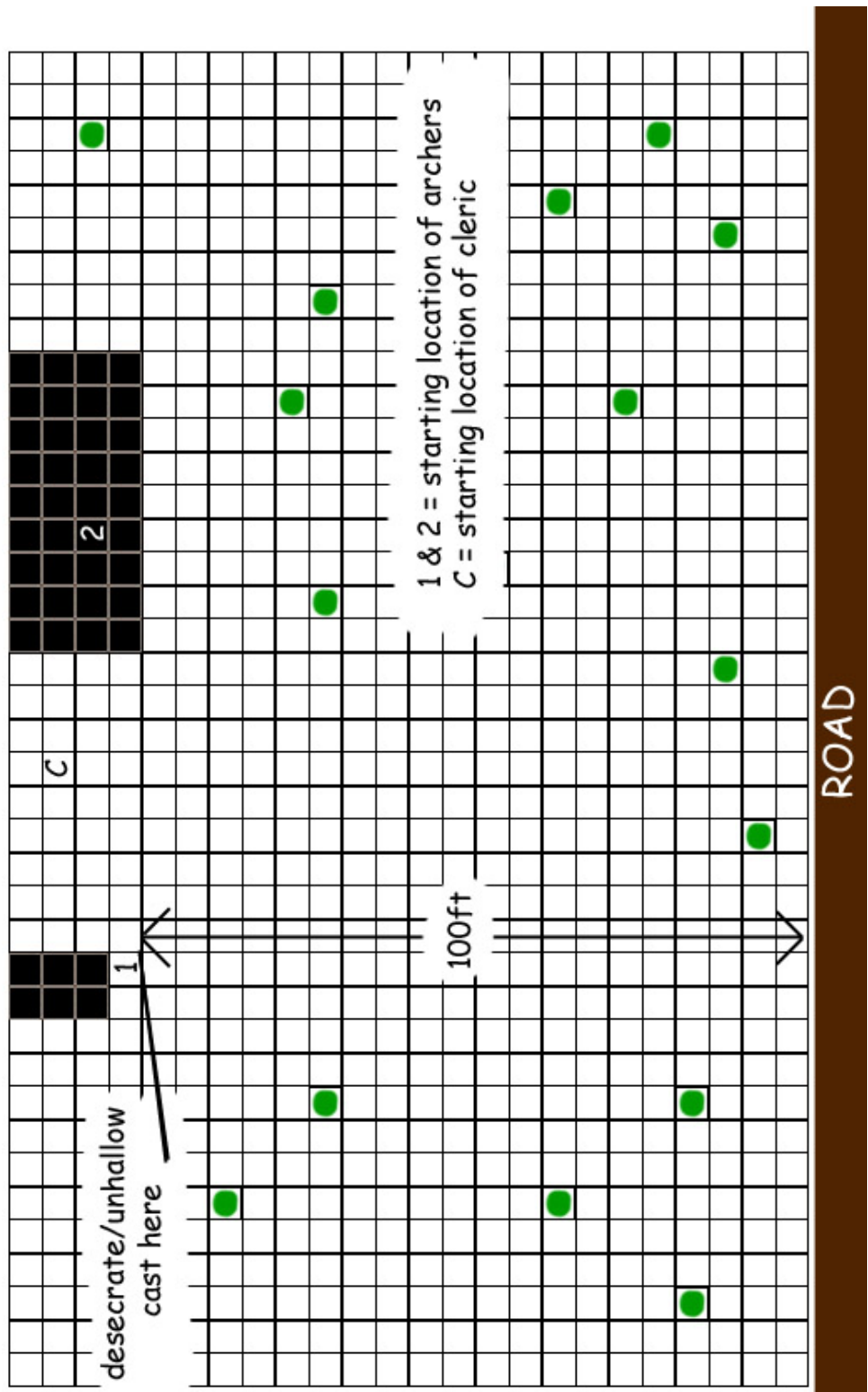
Worry (Ex): A fhorge that successfully gets a hold on an opponent with its improved grab ability shakes the victim violently back and forth. This attack deals bite damage each round until the victim breaks free, the fhorge is slain, or the victim dies.

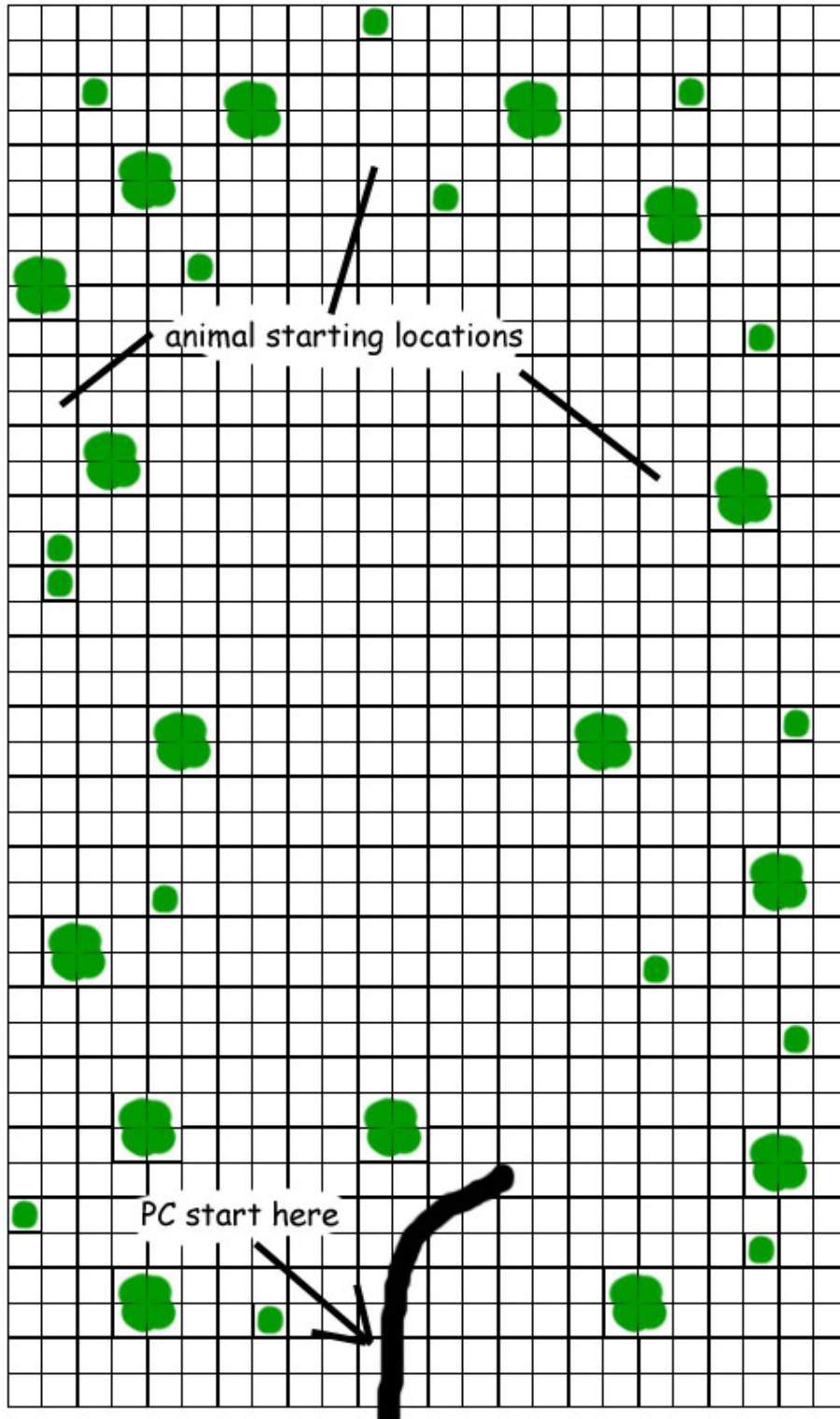
Ferocity (Ex): A fhorge is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

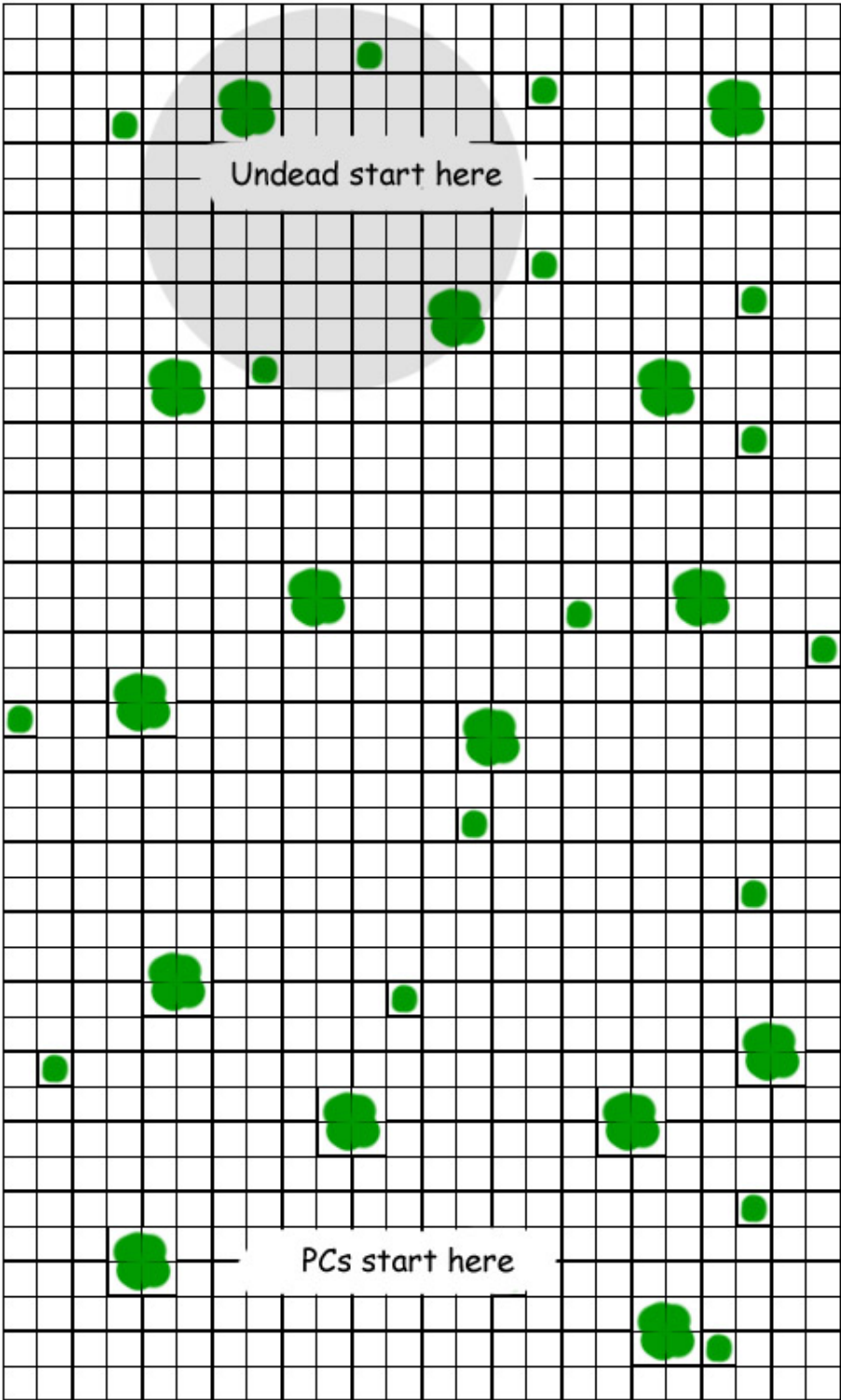
Scent (Ex): A fhorge can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

DM AID – MAP OF GRAN MARCH









DM AID – NEW RULES ITEMS

NEW FEATS

Augment Healing (*Complete Divine*)

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

Close-Quarters Fighting (*Complete Warrior*)

You are skilled at fighting close range and resisting grapple attempts.

Prerequisites: BAB +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Domain Spontaneity (*Complete Divine*)

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisites: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

Extra Smiting (*Complete Warrior*)

You can make more smite attacks.

Prerequisites: Smite ability, BAB +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

Special: You can take this feat multiple times. Its effects stack.

Improved Toughness (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to you current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Large and In Charge (*Draconomicon*)

You can prevent opponents from closing inside your reach.

Prerequisites: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for each 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in this round.

Sacred Vengeance (*Complete Warrior*)

You can channel energy to deal extra damage against undead in melee.

Benefit: As a free action, spend on of your turn undead attempts to add 2d6 points of damage to all your successful melee attacks against undead until the end of the current round.

Zen Archery (*Complete Warrior*)

Your intuition guides your hand when you use a ranged weapon.

Prerequisites: Wis 13, BAB +1.

Benefit: You can use your Wisdom modifier instead of your Dexterity modifier when making a ranged attack roll.

NEW ITEMS

Death Ward Armor Special Ability (*Complete Arcane*)

Once per day, someone wearing armor enhanced by this special ability who is struck with a death effect (death spells, magical death effects, energy drain, and any negative energy effects such as those from *inflict* spells or *chill touch*) can ignore the effect. Moderate Necromancy; CL 7th; Craft Magic Arms and Armor, *death ward*, Price: +1 bonus.

Vest of Resistance (*Complete Arcane*)

These garments offer magic protection in the form of a +1 to +5 bonus on all saving throws. Faint abjuration; CL: 5th; **Prerequisites:** Craft Wondrous Item, *resistance*, creator's CL must be at least three times the vest's bonus; **Market Price:** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); **Weight:** 1 lb.

NEW SPELLS

Briar Web (*Complete Divine*)

Transmutation

Level: Clr 3, Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Plants in a 20 ft. radius spread

Duration: 1 minute/level

Saving Throw: Reflex negates; see text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap and twist around creatures in or entering the area. Creatures that make their save against this spell are unaffected other than having to move at half speed within the area of effect. If a creature fails its initial saving throw, it has three options: stay perfectly still, attempt to break free from the thorns, or continue to act normally.

A creature that fails its save but stands perfectly still is entangled (-2 attack, -4 Dexterity), but experiences no other effect and takes no damage. Anyone entangled in this way loses the entangled condition if they leave the area of the spell.

Each round in which a creature remains in the area, it may spend a full round action extricating themselves from the thorns. Doing so allows for a new saving throw. If successful, the creature is unaffected by the thorns except it may only move at half speed in the area of the spell. Successfully breaking free in this way is the only thing a character can do that does not cause thorn damage to the character. A failed attempt to break free deals the normal 2d6 thorn piercing damage.

Those that attempt actions (such as attack, cast a spell with a somatic component, or move) take 2d6 points of piercing damage from the thorns. A creature that tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage dealt) or lose the spell.

The plants provide cover. A creature 5 feet away has cover. Creatures separated by 20 or more feet of briar webs have total cover.

Deific Vengeance (*Complete Divine*)

Conjuration (Summoning)

Level: Clr 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When you cast this spell, you call out to a deity, listing the crimes of your target and urging the deity to punish the miscreant. (The target's alignment is irrelevant to the success of the spell.) The divine power of the angry deity imposes the punishment in the form of a sharp, spiritual blow to the target. This attack hits automatically and deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead. A successful Will saving throw reduces the damage by half.

Recitation (Complete Divine)

Conjuration (Creation)

Level: Clr 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as divine focus.

Resurgence (Complete Divine)

Abjuration

Level: Blackguard 1, Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*. If the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated, that were caused by the spell, spell-like ability, or supernatural ability. If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as power word *stun*), the *resurgence* won't help the subject recover.

Vigor, Lesser (Complete Divine)

Conjuration (Healing)

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spells ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, suffocation, nor does it allow a creature to regrow or attach lost body parts. The effects of multiple

vigor spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

Vigor, Mass Lesser (Complete Divine)

Conjuration (Healing)

Level: Clr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: One creature/two levels, no two of which can be more than 30 ft. apart

Duration: 10 rounds + 1 round/level (max 25 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell. Each subject heals 1 hit point per round of such damage and is automatically stabilized if he or she begins dying from hit point loss during that time. *Mass lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts. The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

Hunter Cartman,

There is a great need for some of your men at Fort Endurance, please send someone with all possible haste as there are signs of undead here the past few days. When your men arrive have them report to me as soon as possible.

Yours in the Light,

Corporal Braxton

PLAYER HANDOUT #2

Please get this message to Hunter Cartman in Buxton's Crossing.

Hunter Cartman,

I was captured by undead at the edge of the Dim after a great battle. I do not know why they keep me alive. There are others alive too, but they are farmers from outside the Dim and one elf who cannot speak. The leader of the undead is a wraith named Malkisharn. He keeps telling his minions that they are to lead the fighters into the Dim. He wants us to believe he is forming an army here. But sir, I heard him speaking to someone he called Martin. He said this is all a feint and his plan was to return to the east where no one would be looking for him. He said that many people died there and it would be easy to find what he needs. He left this morning and I do not think that I will survive very long, these undead look hungrily at us all.

May the Sunfather protect our souls,

Jalon Helfreich