

GRM6-03

Crystal Clear

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

Version 1.0

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It is now obvious that the Vecna-worshipping undead from the Lortmils are not focused on the Dim Forest. A showdown is coming, with Gran March's greatest hope coming from an unlikely ally, and you will be key to stopping this threat once and for all time. A Gran March regional adventure for APLs six to twelve and Part Three of the "Occluded Whispers" Series. It is strongly recommended that participating PCs have played at least one of the two previous adventures in this series.

Note: This adventure will be of particular interest to Gran March Army PCs and Members of the Shadowhunters.

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

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

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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, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in 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 to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

	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	

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character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in 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 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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*.

ADVENTURE BACKGROUND

What Happened Before

Thousands of 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.

Kas had commanded an order of Blackguards known as the Death Knights. These Death Knights were instrumental in Vecna's conquering of much of Oerth, including all of the Sheldomar Valley. When his power was at its height, Vecna ordered the disbanding of the Death Knights because of fears that they had more loyalty to the Bloody Handed than himself. Indeed, it was one of these

disbanded Death Knights that discovered a man named Malkisharn who 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. He had been studying Kas through divination for many years, patiently awaiting the right moment to act. Instead, he was slain in his sleep by the Blackguard, 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 thousands of years, he gathered strength and transformed his spirit into an incorporeal undead, fully aware of his past and retaining all of his magical powers. With his ghostly 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 1000 undead members 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.

30 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.

20 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's 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.

What Happened in GRM5-04: The Lines Are Blurred

In the second part of this series the PCs were asked by agents of The Commandant of Gran March to investigate reports of undead in the area of Buxton's Crossing and meet up with a member of the Shadowhunters who had information

relating to the situation. The leads sent the party into the Dim Forest where they indeed encountered undead and the remains of agents of the Shadowhunters, but it soon became clear that Martin and Malkisharn had left false information and decoy undead troops to lure the PCs away from their true target: The many recently dead in Ander's Fall.

Acan

Acan is a vampiric knight from the ancient Outpost of Vecna that was recently uncovered below Shibolet (GRM15-01: *The Commandant's Fist* – ConCarolinas 2005 BI). PCs may have encountered other vampires fleeing from the Outpost in GRM6-01: *All That Is Secret and Hidden*. Acan claims to be a direct (vampiric) descendant of Kas, the Bloody Handed. He was one of the leaders of the vampiric Host that resided undisturbed below Shibolet for many centuries. Acan was a leader among the vampire warriors, and has experience in building, controlling and unleashing undead armies.

Even though he claims to be of Kas's bloodline, he is loyal to Vecna and seemingly seeks to atone for his ancestor's treachery. He learned about Malkisharn from some captured soldiers who entered the Outpost when it was first discovered. They believed that the dread wraith was a former cleric of Vecna from the time of the Occluded Empire. They did not know the details of his true history. Indeed, his true history is almost completely unknown. After escaping Shibolet, Acan presented himself to Malkisharn thinking that the wraith had always been a loyal servant of the Whispered One, and Malkisharn has not revealed the circumstances of his death at the hands of one of Kas' Death Knights. Acan is pledged to serve, and wants to serve Malkisharn more loyally than Kas served Vecna.

What Has Happened Between The Lines are Blurred and Now

After the Host fled the Outpost (see GRM6-01: *All That is Secret and Hidden*) for detail), Acan learned of Malkisharn and sought him out. He caught up with Malkisharn and Martin just west of Ander's Falls. He pledged his sword to Malkisharn's service, and revealed the details of his vampiric ancestry to the dread wraith. Malkisharn and Acan discussed Malkisharn's plans, and Acan has convinced Malkisharn to moderate his approach. He has encouraged Malkisharn to be more thorough and exacting in his plans, and not simply rush to create an undead

army. He has convinced Malkisharn that they are not ready yet to raise their army. At present, they could cause some destruction and mayhem if they raised an undead army, but success would be both minor and short-term. Acan has convinced Malkisharn to seek out more resources and allies before randomly tossing undead at Gran March. While it is still not known if Acan was active during the time before Kas and Vecna destroyed each other, it is clear to Malkisharn that he knows of many others from the Occluded Empire who would flock to Malkisharn's leadership if they could be revived. Acan would prefer to be a general, commanding capable, loyal lieutenants rather than just being in charge of a ragtag flock of wights and wraiths. Acan has convinced Malkisharn that it is important that they be able to control the undead that they create. Much to Martin's distress, Acan demonstrated to Malkisharn that even a powerful cleric cannot control more than a handful of minor undead. Acan convinced Malkisharn to force Martin to create as many zombies and skeletons as he could control. Angered that Malkisharn was putting more importance on Acan than himself, Martin attempted to make an impressive demonstration. He exceeded his power and created a few too many undead. He used the controlled undead to herd the uncontrolled zombies, but Malkisharn saw through it. Malkisharn was dismayed at the very few undead that Martin could actually control. It was obvious to Malkisharn that Martin had exceeded himself with less than a hundred very minor undead. Martin was humiliated, even though Acan seemed not to notice. To Acan, Martin's failure was merely a demonstration of fact, while Martin took the truth as a humiliation. Acan conceded that Malkisharn could control a nearly limitless number of wraiths, but Malkisharn was familiar with the vulnerabilities of wraiths even without Acan having to point it out. During daylight, wraiths become powerless, and must find refuge. If their refuge is not protected by undead or mortal minions who are not vulnerable to sunlight, they can be easily destroyed. During his first attack on Gran March 40 years ago, Malkisharn lost many wraiths when the soldiers hunting them learned to destroy the buildings they were hiding in to expose them to sunlight. Malkisharn has begun to rethink his ambitions. With Martin and Acan's assistance, he has captured a number of humans who have provided the undead trio with current information on Gran March. When Malkisharn heard about the discovery of the lost city thought to be Haradaragh, he was delighted. The city was one of the subjects of his research when he was

mortal. Even in that time, it was thought to be as much myth as reality. Among the items rumored to exist in the First City of the Flan, is the Shroud of Neruss. Malkisharn's research many thousands of years ago uncovered the probable existence of this artifact. Malkisharn found conflicting research on the power of this item, but among its rumored (possible) powers:

1. The power to make an undead creature into another type of undead creature.
2. The power to return the undead to mortal form.
3. The power to control masses of undead.
4. The power to move backwards in time.

While Malkisharn is most attracted to the possibility that the Shroud could help him control an undead horde, he sees potential in all of the other powers as well. He even ponders the possibility that his research was incomplete, and that the Shroud has other powers never recorded or revealed. As he travels, he is trying to remember all that he uncovered about the fabled city when he was researching it all those centuries ago. Now that Acan has helped him focus his vision, he is considering the steps needed to gain and keep power rather than just lashing out with uncontrolled force, expecting conquest.

As they travel, Acan is considering the best way to obtain information about the soldiers around the city, the difficulty in passing through undetected, and the options for obtaining and using mortal agents.

Martin is bitter and resentful at this point. Despite his careful plotting and planning to release Malkisharn, he never actually considered how he and Malkisharn were going to achieve the lofty goals of domination after he was freed. Worse still, Malkisharn has never regarded him as even an equal, whereas Martin's original plan was to be the one in control of the ancient dread wraith. Martin resents Acan, and the fact that he and Malkisharn are plotting together and treating him as an unreliable, and often forgotten, lackey. He has become too cowardly to stand up to either undead monster, even though he possesses as much power as either of them. He is currently busy controlling a large force of mindless undead, that he created because of Acan's meddling. At higher APLs, he is further distracted because he has animated more undead than he can control. He has to use the larger undead he has control

over to herd the uncontrolled undead. He spends much of his time shifting control between the undead, so his attention is spent juggling minions. He has considered simply destroying some of the less powerful undead that are uncontrolled, but he does not want to further reinforce Acan's position by admitting weakness. For now he struggles with juggling the undead and watching his already weak influence with Malkisharn dwindle. He is so distracted that he did not take the time and care he should have to cover his tracks in the graveyards outside Ander's Falls. He assured Malkisharn that he returned the graves to an undisturbed condition, even though he knows that he was too distracted and that he was careless. He thinks that he got away with his lie to Malkisharn, and that he avoided trouble. He has not considered that the disturbed graves might be investigated further.

The three powerful undead are moving slowly toward Haradaragh, trailing Martin's motley collection of undead. They are alert for patrols and peasants, taking precautions to hide during the daytime. Malkisharn has embraced the idea of patient planning, as he has concluded that an empire that lasts for centuries must be built with care. None of the three of them expect that a group might be actively looking for them.

Nytania

Nytania is a cleric of the Elven pantheon who has been secretly living in various parts of the Dim Forest the last 20 years. Not long ago she was goodly aligned, but the last two years have taken their toll on her morality. She once prayed mostly to Corellon, but as she became more willing to do what was necessary, despite the cost, to stop Malkisharn, her connection to Corellon dimmed. She is a 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 gods she knows of Malkisharn's plans to build an undead army but does not know where for sure and assumes in the Dim. She assisted the original clerics who imprison Malkisharn 40 years ago and is the only person alive who knows all the proper parts of the ritual to re-imprison him. She has spent the last year crafting another gem that will imprison Malkisharn, and it has taken most of her life force. What started as her determination to

keep Malkisharn out of the Dim Forest has spiraled beyond her control, and her commitment to stop the evil wraith has consumed her every waking minute. She expects to die fighting him, even though he no longer seems to be an immediate threat to her forest home.

ADVENTURE SUMMARY

Through reports of undead in the Lortmils and divinations with respective gods, the powers that be in Gran March believe that Malkisharn and Martin have moved toward Ander's Falls. They have gathered the PCs together to investigate. With the troubles in Geoff coming to a head, and the recent problems in Shibolet, the army has been busy and has failed to follow up on information on Malkisharn. The recent disturbances to graves in Ander's Falls has brought the problem back to hand. The Commandant is aware that Nytania possesses the knowledge to imprison Malkisharn again, and will send instructions for the PCs to assist her in this quest.

Introduction

The PCs are asked to come to Hookhill through whatever contact makes the most sense: Gran March Army, religious contacts or simply being an adventurer in the right place at the wrong time. They will be asked by an agent of the Commandant to go scout out the Lortmils and to assist Nytania in recapturing or destroying Malkisharn.

Encounter 1

While traveling to Ander's Falls the PCs are approached by Nytania, the half-fey cleric who was at the original imprisonment of Malkisharn. PCs who have met Nytania will note that the previously active half-fey now looks extremely frail. She says that she has prepared a gem to once again trap Malkisharn but that she no longer possesses the strength to perform the ritual. She will ask one of the PCs to accept the risk of performing the ritual. She will spend most of one day teaching the PC the ritual and answering any questions from the PCs. A couple of hours before nightfall, she will then cast *wind walk* on all of them to transport them to Ander's Falls. The PC who trained to learn the ritual will feel a tugging away from Anders Falls toward the frozen Cragmors of Northeast Gran March.

Encounter 2

The PCs will be drawn to a clearing in the lightly forested mountains of the western Cragmors. The PCs will see four soldiers camping among an indistinct stone circle. There also appears to be a soldier chained to one of the large stones. The four soldiers will attempt to force the PCs away from the encampment, using violence if necessary. The soldier chained to the stone is actually a recently created ghoul that was one of their file members. The soldiers encountered Malkisharn's group last night, and half were killed. Acan has dominated the four living soldiers. The ghoul soldier angered Martin, and is being punished for an imagined slight. The PCs might learn a bit from these soldiers if they devise a way to talk to them.

Encounter 3

The vampire Knight Acan (ah Khan) will materialize on the horizon as darkness descends, and move to talk to the PCs. He will be very interested in anyone who has ever been to Haradaragh, and will attempt to identify any PCs who have the power to turn undead. He will indicate that Malkisharn is not here. Eventually, a fight will break out, and zombies, skeletons and other undead will emerge from the ground to confront the PCs. They will focus on Nytania. After one round, Malkisharn will emerge from the ground, staying back and directing his undead minions. Martin will stay hidden, directing his undead troops from the safety of below ground. Nytania will encourage the PC who volunteered to perform the ritual to begin. As the ritual completes, Malkisharn is drawn into the gem, but he has a surprise for Nytania and the PCs. He pulls the PC performing the ritual into the gem with him, leaving a swirling gate behind. Acan will leap into the gate, following his undead liege. PCs have one round to voluntarily follow their companion and the two undead into the gem. Then everyone, including all the undead, is drawn into the gem.

Encounter 4

The PCs appear in a strange landscape and must find a way to escape. They will encounter many mindless people and monsters wandering around, drawn to them, but not actually attacking them. The mindless are the bodies of the zombies and skeletons that were drawn into the gem. This will be a hint to the PCs that undead are returned to their living forms inside the gem, but the mindless undead remain mindless. They can also encounter some of the soldiers who were transformed into

ghouls or wraiths. Those men will be scarred from their time as undead, and will be ashamed and run from the PCs.

Encounter 5

While traveling within the gem, the party encounters an aspect of Vecna. The PCs may choose to avoid the encounter completely if they wish. The aspect will reveal secrets about Malkisharn in exchange for secrets from the PCs. He will show particular interest in PCs who bear a mark or tattoo from previous adventures indicating association with or a taint of Vecna. The party has the option of avoiding the aspect, but they might not learn how to trap Malkisharn when they are all freed. The PCs might learn that the gem is slightly flawed and that everyone living and dead inside will be released shortly even if they do nothing. If they are paying attention, they might also figure out the secret to trapping Malkisharn inside the gem: the gem will only hold captive one who is neither living nor dead. Nyntania built it as a barrier to hold an undead. The PCs must kill Malkisharn and animate him as some form of undead to trap him. They may not put all the pieces together until they confront Malkisharn and learn that he has been returned to his mortal form inside the gem.

Encounter 6

The PCs face off against Malkisharn (appropriately weakened at lower APLs) and Acan, both transformed back into their human bodies. It is revealed that Nyntania's soul was pulled in as well and Malkisharn has captured her. The PCs must resolve how they will trap Malkisharn or release him to try fighting him another way.

Conclusion

If the PCs trap Malkisharn and/or Acan inside the gem, one of them must take responsibility for its safekeeping. Nyntania dies, so the PCs can choose to carry the gem or entrust it to Lt. Watcher Melerin. PCs who traded secrets with the aspect of Vecna will have earned his favor as well, but such favors with such beings are always at least as dangerous as their enmity.

PREPARATION FOR PLAY

The DM should be aware of the supplementary material in the appendix. It contains any items that are core access for Living Greyhawk, but not in the DMG, PHB or MM. Use that section as a

reference for any monsters, spells, feats or prestige classes that you are not familiar with.

The DM should ask which PCs played *GRM5-04: The Lines are Blurred*. The NPC Nyntania will know those PCs. The DM should also ask the PCs if they bear any marks or taints of Vecna from previous adventures. This could impact the role-playing interaction with the aspect of Vecna in Encounter 5.

INTRODUCTION

Because it is so strongly recommended that PCs have played one of the previous two adventures, the adventure hook is based off that. This adventure allows PCs to use military TUs, so PCs in the Gran March military will be assigned to report to Lieutenant Watcher Melody Melerin, Vicious Mink (who appeared in part two of this series). She is a Knight of the Watch and a special assistant to the Commandant. Indicate that for whatever reason of their own determination, their PCs are in Hookhill to receive the requests or assignments. PCs with religious ties will be asked by their church to report to the same person, as their aid has been requested due to the uniquely unholy nature of the enemies at hand. All other PCs are asked by letter to perform a special favor for Gran March, and asked to report to Lt. Watcher Melerin. When everyone is ready to play, read the following aloud:

Winter in Hookhill is not as unpleasant as other areas of the Sheldomar Valley. The past few weeks have been mild and dry, allowing quick travel to the capital of Gran March. You find yourself sitting in a simple meeting room with a tray of plain but tasty food to keep you and a few other people waiting with you occupied while you wait for the person you are to meet, Lieutenant Watcher Melody Melerin, Vicious Mink. You can dimly hear first of the nine bells marking 9:00 in the morning when the door opens and an attractive woman with a pristine uniform walks in. Without a word she walks to an empty chair at the table and sets a pouch down but does not sit. She eyes you over for a quiet moment and then speaks, "Good morning. I am Lieutenant Watcher Melody Melerin, Vicious Mink. While all of you are known to me by reputation or by recommendation I don't know all the names and faces yet. Would you introduce yourself before we continue?"

At this point ask the players to introduce their characters. When introductions are complete the Lieutenant Watcher will continue.

“Thank you for all coming here this morning. I will get right to the point. We believe that there is a dread wraith attempting to build a force of undead in the general area of Ander’s Falls. There have been disturbing reports of graves being robbed in the Lortmils near Ander’s Fall. On behalf of the Commandant I would like you to travel to the area and investigate. A woman named Nytania is almost certainly going to contact you and offer her knowledge and assistance. Accept her offer and use what she shows you to protect the safety of Gran March citizens.”

The Lieutenant Watcher will offer the following points of information:

- Reports have come in from areas around Ander’s Fall of gravesites being upset. The news is recent enough that no confirmation or details have been gathered. (The Commandant’s advisors were magically contacted this morning. She will not offer up this information).
- Based on intelligence from the previous summer it is thought that the incorporeal being Malkisharn and his lackey Martin the Pale are in the Lortmils. It is believed that Martin was killed last summer, but somehow rose as some form of incorporeal undead as well.
- The half-Fey Nytania is known to the Commandant. If she contacts the PCs they are to learn from her and use what she shows them to their best advantage. She has refused to meet with the military, but Lt. Melerin and Commandant Vrianian believe that she will make an effort to contact the PCs during their journey to Ander’s Falls.
- Nytania is loosely associated with the Shadowhunters, an organization in Gran March pledged to the destruction of shadows and other undead. She is not fond of the Gran March government, and has refused to work directly with the army in the past. It is believed that she will put aside her prejudice to ally against this common foe. But she will probably react badly if anyone tries to issue her an order or make demands of her. Indulge her delusions of independence and use her aid for what it is worth.

- Use what she shows you to prepare for the certain danger you will face. She is the last remaining member of the force that faced Malkisharn and his undead minions 40 years ago.
- Discretion is important. This matter is not to be discussed with anyone who does not need to know as rumors of undead armies cause fear among average citizens.
- Do not travel magically at first. Take the road until Nytania locates you. It might take a day or two. After that, follow her directions if you feel that they do not impede you.

The Lieutenant Watcher will ask if there are any questions, and try to answer them to the best of her ability. If she is directly asked, she will reveal the following:

If there is fear of an undead army, why are we being sent rather than a couple hundred soldiers?

- The Commandant prefers to use the correct tool for any given task. He and I feel that you are sufficient to this task. And, as mentioned, Nytania has avoided the army in the past. (If any PC have had previous experience with Nytania, she will mention that as well).

What can you tell us about dread wraiths or Malkisharn in particular?

- Lt. Melerin is not especially educated in the area of undead (Knowledge – Religion +2). She knows that Nytania is, so she will advise PCs to learn from her if none of the other PCs can provide information.

Why do you feel that Nytania will try to contact us?

- Because the Commandant has seen to it that her informants have learned what we know and that he considers it important that she not learn of it so our agents can investigate without her interference. (She will smile slightly at this)

Since this situation is being kept secret, there will be no supplies or provisions handed out, however there will be monetary compensation when the PCs finish their investigation. She asks that information be brought back directly to her and her alone. If there are no more questions she will bid the PCs good luck and leave. She will offer 200 gp to any PCs who are not assigned to the task by the army, a knighthood or a religious organization.

Treasure:

All APLs: L: 0 gp, C: 200 gp, M: 0 gp.

Lieutenant Watcher Melody Melerin, Vicious Mink, Female Human, Clr15: hp 108; see *Appendix 5*.

ENCOUNTER 1: NYTANIA

The PCs should shortly be traveling to Ander's Falls. Allow them to purchase anything reasonable in Hookhill and then continue on. They will be advised to travel east toward Red Arbor and Cragmor, then south. When the PCs are 10 miles east of Hookhill they will see a lone hooded rider in the distance waiting on the road. A bit more conspicuous than the hooded rider is her Pegasus mount. Nyntania has used divination to discover how the PCs were getting to Ander's Fall and took steps to be ready for them. Her mount, a Pegasus named Fury, flew her here from the Dim Forest. The Pegasus has been pushing hard, and has flown for 5 hours. He is a bit tired, but ready to fight on Nyntania's behalf. He will regard the PCs suspiciously with an obviously intelligent glare. He knows that Nyntania has weakened tremendously over the last two years and feels protective of her. When the PCs are about 30 feet away she will greet any PCs who she met in the previous adventure. Fury will not allow her to dismount, and will keep a distance between the PCs and Nyntania until he determines that the PCs will not harm her. In Fury's experience, just because someone radiates good, does not mean that they are not willing to become quickly hostile toward others.

"Hello. I need your help. I know that your Commandant has sent you toward Ander's Falls and I know that he knows about me and what I plan. I am almost ready with what needs to be done. I cannot do it alone, though."

She will pull back her hood, revealing her astonishing beauty. But she also looks extremely frail and she moves slowly. PCs who played *The Lines are Blurred* will remember that she was hale and healthy when they saw her last. While she still looks young and beautiful, she now looks like she might break if she moves too quickly.

She will share this information with the PCs openly:

- She has prepared a gem to recreate the ritual to entrap Malkisharn. Due to the fact that he has still not regained his full power and she has had many years to study his history and what originally happened when he was

trapped, the ritual will require just a few moments.

- Under no circumstances should the PCs attempt to destroy Malkisharn's wraith body, either with attacks or magic. He has been "destroyed" before, and he always reappears within weeks, and far from where forces were mustered to confront him.
- His servant Martin the Pale was killed in the Lortmils two summers ago. His spirit arose as either a ghost or a wraith, she believes, she is not sure which. His body has not been found.

She knows the following information but will only present it if asked:

- Martin and Malkisharn are indeed in the Lortmils near Ander's Falls recently. She guesses (correctly) that they are hoping to utilize the recently dead there to create undead to fight for them. She thinks they've moved somewhere else. (She does not say where just yet.)
- Malkisharn was thought to be a servant of some sort of the Whispered One. His name appears in none of the ancient books she has seen, so she thinks that he was either not significant or he was so important that he managed to destroy all evidence of his history.
- There is another force aware of the situation, watching but keeping itself just out of reach of divination or discovery.

On the matter of the gem or her health:

- The gem she carries required a great amount of positive energy to create. Over time, it took its toll. Her life force powers the prison meant for Malkisharn. It is a small sacrifice if it works. Restoring her life force pulls it back from the gem, weakening the prison. If she could pour more life into the gem, she would. It seems to be "full" right now.
- She fashioned this gem to work differently from the previous gem. She learned from their previous mistakes. It functions more like a magic item than a spell focus, so it does not require a powerful spellcaster to utilize it. However, it requires additional life force to activate it. She is not strong enough to activate it and survive. She hopes to teach someone who is strong enough how to perform the ritual needed

to activate it. She will look hopefully to the PCs at this point, expecting a volunteer.

- The gem creates a barrier of positive energy while it diffuses negative energy. Trapping the spirit of the incorporeal undead inside it will weaken the spirit's negative energy while encasing it in a prison of positive energy.
- The volunteer does not have to be a spellcaster to activate the gem. There are words to chant, and some movements. She could teach someone how to do it, and could coach them to do it with her, but she has so little life force left that the gem would probably drain her before she was able to complete the activation. She would start the activation with an infusion of positive energy and would help whatever PC was wielding the crystal.
- Multiple PCs can volunteer, but Nytania will not suggest that. She understands the wisdom of having multiple people trained to perform the ritual, but she also warns the PCs that learning the ritual takes a sacrifice.
- To learn the ritual, the PC must bond with the gem. Bonding with the gem requires using some of your life force to give it power. In game terms, it requires a willing loss (drain) of 1 point of CON. The point can be restored by normal means, but the PC cannot perform the ritual unless some of his life force is part of the gem's magic.
- She built in protections for the wielder, so Malkisharn should not be able to get to the wielder directly, but any minions at his command would certainly be a threat to the wielder so someone must protect the wielder.
- If checked, the gem radiates strong *good*.

The DM should note which PCs agree to learn the ritual and sacrifice a point of CON at this point. There is a reward on the AR directly tied to the PCs who make this sacrifice. PCs that sacrifice a point of Constitution should adjust their hit points, saves and skill checks at this time.

She would prefer to take most of the day to work with the PC who volunteers to perform the ritual. Then she will arrange to magically transport them all to Ander's Falls. She plans to cast *wind walk* on the PCs and herself. Mounts can be left in the care

of Fury. She will not cast any other spells on the PCs, and will flatly refuse any requests.

Nytania is not interested in much other small talk. She knows that she is being manipulated by the Commandant, but as long as his machinations aid her in confronting her hated enemy, she will allow him to think that she is being led.

Once she has a PC volunteer to wield the crystal, she will pull it from her pocket. It is clear and multifaceted like a diamond. Unlike a diamond, this gem does not reflect or refract light, it seems to absorb it. When she hands it to the PC who will wield it, it feels warm and smooth. The PC will be able to hear a gentle humming sound in their head that is reminiscent of Nytania's voice. She insists on coaching the PC before making the trip to Ander's Falls. If the PCs insist that they could be in Ander's Falls working on the disturbed graves while she trains the other PC, she will become stubborn and simply insist that she will not travel first. She is naturally obstinate and sometimes disagrees with others for no apparent reason.

Nytania will work with the PC(s) for most of the day, coaching them on the proper words and movements. When there are still a couple of hours of daylight left, Nytania will be satisfied that the PC will be able to do the ritual. The DM can ask the PC to make a *concentration* check, a *perform* check or an *activate magic device* check if he wishes to simulate that the PC has "gotten it." It is not necessary.

The PC who works with Nytania will begin to feel a connection with the crystal. After a couple of hours, the PC will feel himself looking toward east by northeast, not toward Anders Falls (southeast). Nytania will ask if the PC is feeling the pull of the crystal. She will indicate that she feels it too now that someone else's energy is filling the crystal. She will confide quietly in the PC that she may have erred in trying to do this alone. The group that confronted Malkisharn 40 years ago drew strength and guidance as a group. She has failed to utilize the strength of others until now. The gem is made stronger by the energy of others, just as the last one was.

When Nytania indicates that the PC has learned and is ready to proceed, she will cast *wind walk* on herself and the PCs. If there are 6 PCs, she will activate an *orange prism ioun stone* (+1 caster level), raising her caster level high enough to affect all 6 PCs. If any PCs have animal companions that are a class feature (druids, rangers, etc.), Nytania will cast an additional *wind*

walk if necessary to bring them along. She will only make the effort to bring along animals that are bonded in some way to the PCs (class features or cohorts) unless she has additional targets that she can affect with the same casting of the spell. If she can affect all of the PCs and intelligent companions and cohorts with a single casting of wind walk, she will not cast her second spell just to bring along animals.

If the PC wielding the crystal does not say anything, Nytania will indicate that she believes that Malkisharn is not in Anders Falls, but is instead somewhere northeast of their current position. Cragmor is that direction, as is Haradaragh, but the DM should allow the PCs to come to those conclusions by themselves.

Nytania, Female Elf/Half-fey Clr12/SMI5: hp 41; see *Appendix 5*.

Fury, Male Pegasus: hp 68, see *Appendix 5*.

ENCOUNTER 2: DEATHYARD

After about one hour of rapid travel, the PCs will pass Red Arbor and continue on. The crystal will be guiding the PC holding it steadily forward. After another 15 minutes of travel (15 miles), the pull of the crystal will slowly start to fade. Continuing on for just a short distance, the PCs will see an overgrown ring of stones. They are beginning to enter the mountains, and there are no paths below. The stones are on a rough slope that is lightly wooded and rocky. There is movement at the stones, and there is still a short period of daylight remaining. As the PCs move closer, they will see movement among the stones. A group of Gran March soldiers are seemingly camped out among the stones. The soldiers will not notice the PCs if they are in the air in gaseous form. There is also a soldier formerly of their file who has been transformed into a ghoul chained to one of the stones on the far side of the clearing. If the PCs approach visibly, in any form, the soldiers will all stand and begin trying to wave the PCs off. They have been dominated by Acan, and have been ordered to tell no one about the undead, chase off any intruders and kill anyone who will not leave. Acan's orders are not well thought out, as it has been many centuries since he *dominated* mortals to follow orders. The soldiers will do as they are

compelled, without any hedging on the wording of the compulsion.

As you approach the ring of stones, you can see four soldiers in Gran March uniforms camped in the area. As they spot you, they rise and grab their weapons, moving to wave you off.

PCs can attempt a spot check DC 20. Success indicates that they notice what appears to be another soldier chained to one of the rocks on the far side of the ring. DC 25 will reveal that the soldier is something like a ghoul or a ghast.

The soldiers are an infantry patrol with the 6th Battle that ran afoul of the undead last night. The soldiers will not be polite or subtle to the PCs. They will order them to move on, by order of Gran March. They do not care if any PCs outrank them, they will be respectful but adamant. They are being magically compelled to chase off anyone who approaches. Additionally, in regards to their general nature, chasing people away from this location is exactly what they would do if they could, so they are not unwilling to do this task. They understand the dreadful creatures that are lying below this ancient area, and some part of them hopes that chasing people off will help protect those people. If it escalates to melee, the soldiers will receive a fresh saving throw versus the domination at +2 unless the PCs have been the aggressors. If the PCs provoke the fight, the soldiers will fight back.

They will tell the PCs that “they need to move along”, “get away”, “leave this place now” or other very direct statements. They will respond to whatever the PCs say in a conversational tone, but the result of each exchange is “leave this place now.” The ranking soldier, Sgt. Waynen will directly confront whoever speaks for the PCs. The other soldiers will issue the same orders, not merely stand silently behind Sgt. Waynen. All of them are dominated, and all are compelled to order intruders away. If the PCs do not leave the area after about a minute of such exchange, the soldiers will attack them to kill.

If the PCs ask what happened to the soldier chained to the large stone, the living soldiers will respond along the lines of, “Something very, very bad. This is not a good place for you, you need to get away – Now.”

None of the dominated soldiers detect as evil. The ghoul detects as evil.

If the players ask to have their PC make a sense motive check on the soldiers or if they indicate that their PCs are trying to determine if the soldiers are charmed or dominated, the check is DC 15 to discern the compulsion. *Protection from evil* will suppress the orders that Acan gave the soldiers as long as the soldiers are under such protective influence. The domination is treated as caster level 12 at all APLs for the purpose of dispelling or other opposed checks.

The soldiers will not allow the PCs to approach the undead soldier chained to the stone. Any efforts to bypass the dominated soldiers to get to the ghoul will provoke an attack. If the PCs approach from the side where the ghoul is chained, the other soldiers rush to intercept them.

If the PCs approach the ghoul who is chained to the stone, they will notice that he is wearing the uniform of a Gran March soldier in the 6th Battle. The ghoul is chained to one of the stones, and is trying to hide from the sun under the stone. If the PCs approach in *wind walk* form, the ghoul will not notice them. He is hiding from the sun, and will only notice if the PCs walk up in normal form.

From a distance, you notice a man in a Gran March infantryman's uniform chained to a large stone. The chain shackles his wrists and wraps tightly around the large rock holding his back firmly against the rock. He is on the other side of the rock from you, and the bloody smears against the stone indicate that he might have scraped his flesh raw to move away from the setting sun. Getting closer, you can see the soldier's skin is pallid gray, and torn in places. His uniform has two large sword holes that are ringed with brown bloodstains indicating the cause of his death. He squirms away from the sun's rays and your movements.

The monster on the stone was a Gran March soldier that was killed last night by Acan and animated by Martin as a ghoul. He was with the 6th Battle. He was Corporal Prenten. He showed too much independent spirit and was punished by having his arms chained tightly around the 10' tall stone during the day. The chains are simple shackles that the soldiers were carrying.

If the PCs reveal themselves to him, he will cry out in terror, wailing and trying to pull away from them. His skin will scrub across the rough stone, leaving bits of thick blood and skin behind.

He loathes his undead existence, and is torn between begging the PCs to kill him and trying to bite them to steal the warmth of their flesh. He is firmly bound to the stone and has no chance of escape. The PCs can kill him at any time with little effort.

If the PCs manage to suppress or break the enchantment on the soldiers or choose to talk to Cpl. Prenten, they can learn:

From the soldiers or the ghoul:

- They are with the 6th Battle, stationed along the eastern border of Gran March. This file was supporting some mountaineers in recent movements and was returning to the border when they encountered Malkisharn's group.
- A giant shadow and a knight in ornate chain mail attacked their file last night.
- The knight was freakishly strong and the shadow killed men with a single touch. Corporal Prenten was killed by the knight. (two large sword strokes through his leather armor and flesh support this).
- The knight called the shadow Malkisharn.
- There were shambling creatures that followed them far behind. We did not see them, but we heard them and saw shadows.

The soldiers:

- Staff Sgt. Waynen, Sgt. Garret, Soldier Serin and Soldier Falstan.

From the living soldiers:

- A couple others in the file were killed by the knight. There was a third traveler – he was pale and ghostly. He cast spells on “that” (motions to the ghoul) and some others. They got up and moved. The ones killed by the shadow are gone. We did not see where.
- We four were the last ones fighting; we are a little older than the lads who the shadow monster went after.
- The knight told us to chase off intruders and kill any who did not obey. We had to do it, we don't know why.
- The knight asked us if we had ever been to Haradaragh. None of us have.

- He also asked if we knew of some great leader he called “The Colonel”, or a woman named Shreesa. None of us had. He seemed perturbed.

From the ghoul:

- There was another – pale and ghostly. Cpl. Prenten will refer to him as The Master. (Martin the Pale) “I did not show proper respect. I was punished. Others held me and I was bound.” (Actually, he was placed here as a vessel for Martin.) The others (undead) fled into the night leaving me here.
- Corporal Prenten's version of the events is a bit twisted and the DM should not worry about consistency or absolute truth. Prenten is resisting the hungers of undeath, but is going to fail. The PCs will be doing him a favor by killing him.
- The huge shadow was the leader, and the knight directed the other shadows and dead things.
- As soon as he says that, he locks up and can not speak anymore. His eyes beg the PCs to kill him.

If the PCs investigate the area, they might learn the following:

Map #1 shows what the ring of stones would look like if many years of the dirt and growth were cleared away. There are stones forming what appears to be a summoning circle.

If a PC casts *detect evil* (or *detect undead* – both have similar rules for this), he will sense no evil or undead. All of the undead in the area are about 3’ or deeper underground, which blocks detect evil. The ghoul detects as evil and undead. The area does not radiate evil.

The undead are currently hiding 3’ under the ground. Martin *summoned* an earth elemental to transport all of the undead underground using its *earthglide* ability. The elemental pulled the undead underground at the edge of the clearing and then moved them under the clearing, where many people have been sacrificed to Vecna over the millennia. The circle was once a desecrated burial ground to Vecna., but the area is no longer specifically dedicated to Vecna. Over the centuries, many different evil deity’s clerics have made use of this place, and it has been re-desecrated to various deities over the generations. It still provides a haven for undead who find

comfort in the tainted soil. The main point is that there is no evidence on the surface that a horde of undead lie in wait under the ring of stones.

A tracking check DC 20 reveals that lots of monsters shuffled toward the circle less than a day ago. All tracks within 20 feet of the ring are those of the four soldiers, and another booted person (Acan). The PCs will be able to discern specific types of corporeal undead with better track checks (DC 30) on the edge of the clearing. The DM will have to check which monsters appear at each APL to tell the tracking PC what specific types of skeletons, zombies or ghouls passed through. Incorporeal undead leave no trail. At all APLs, a DC 25 track check will reveal a pair of armored boots that went uphill, away from the stones and then disappeared.

The living soldiers were dominated and made to sleep while the undead were moved around, so they only saw Malkisharn, Acan and Martin. Corporal Prenten managed to resist Martin’s commands, and was shackled to the stone because it embarrassed Martin to have a spawn resist his will even the slightest in front of his master and his master’s new favorite, Acan. Both Malkisharn and Acan had retreated to their own hiding places as Martin completed the process of hiding his undead, and chaining Prenten to the stone. Both Malkisharn and Acan would be annoyed with Martin for such a stupid idea as leaving an undead in the open while trying to hide. Martin is clearly out of his element and is losing ground with every day.

APL 6 (EL 8)

Gran March Soldiers (4), Male Human Ftr 4: hp 30; see *Appendix 1*.

Corporal Prenton, Male Human Ghoul (undead): hp 13; see *Appendix 1*.

APL 8 (EL 10)

Gran March Soldiers (4), Male Human Ftr 6: hp 46; see *Appendix 2*.

Corporal Prenton, Male Human Ghoul (undead): hp 13; see *Appendix 2*.

APL 10 (EL 12)

Gran March Soldiers (4), Male Human Ftr 8: hp 59; see *Appendix 3*.

Corporal Prenton, Male Human Ghoul (undead): hp 13; see *Appendix 3*.

APL 12 (EL 14)

Gran March Soldiers (4), Male Human Ftr 10: hp 72; see *Appendix 4*.

Corporal Prenton, Male Human Ghoul (undead): hp 13; see *Appendix 4*.

Tactics: The soldiers will try to chase off the PCs. If the PCs retreat, they will follow far enough to make sure that the PCs have actually left. If that fails, they will attack to kill. If the PCs can break or suppress the enchantment, the soldiers will talk to the PCs, warning them of the undead. The ghoul cannot get free on his own, and none of the soldiers will release him.

Treasure: None – PCs should know better than to loot the equipment from Gran March soldiers.

Developments: If the PCs can break the enchantment on the soldiers, they will want to leave the area. If another PC outranks them, they will ask to be allowed to report in - and quickly, as the sun will be setting soon. They will encourage the PCs to leave the area as well. To any experienced PC, it will be obvious that these men will not be able to assist in any kind of a fight, as they are extremely afraid of the undead returning. If the PCs insist that the traumatized soldiers stay and to help confront the undead if they return, they stay, but will spend the entire fight fighting defensively.

ENCOUNTER 3: A ROUGH IN THE DIAMOND

Dealing with the soldiers and the ghoul and doing a bit of investigating of the circle will take the rest of the PC's daylight. As the sun goes down, a figure will appear uphill from the stones. It is a man wearing a suit of extremely old, ornate chain mail and carrying a bastard sword. He stops at least 100' out and hails the PCs:

In the fading sunlight, you see a short man in armor coming down the hillside through the trees. He notices you as you spot him. He walks gracefully, with a knightly sword on his back, and he carries no shield. There are no heraldic symbols anywhere on him. He speaks in Flan, "Hail travelers. You should not be here. You should leave." He says with genuine sincerity. Now that he is close, you can see that he is pure Flan, and pale – very pale.

This is Acan. He will talk with the PCs as long as they will talk with him, switching to common unless they all speak Flan. His accent and speech patterns seem to be genuinely ancient. If the PCs appear to be cavalry, and they brought a mount somehow, he will place himself where the stones and the rough ground will prevent a direct charge. If the PCs attack him outright, he will signal the undead monsters resting beneath the stone circle. The DM should note that he does not recognize Nytania or the PCs. In fact, he has no idea that the PCs are actively pursuing his group unless they said something to the soldiers.

What he will share:

- My name is Acan (ah Khan).
- I am in service to the great lord Malkisharn, of the Once and Future Empire (Occluded).
- Malkisharn is not here. (lie) He is far beyond your ability to harm. (true – he believes)
- My lord seeks to remake this great land as it once was. Your kind has desecrated the land with roads, cities and profane religions. Embrace the Master of All That Is Secret and Hidden, and you will have a place in the new age.

What he wants to know:

- Who are you, and why are you here?
- Have any of you been to the great city in the frozen mountains? (Haradaragh)
- Such a place is a fable, is it not?
- Have you entered it?
- What things have been found there?
- Has there been found...a graveyard?
- I seek a leader of warriors – he was known as The Colonel – have you heard of him? (DC 40 Knowledge – history – a warrior from the time of the Occluded Empire that led armies of undead. His current whereabouts will be unknown to PCs.)

Acan will not reveal more or ask more. He has been cloistered away in the secluded world of a vampire society for many hundreds of years. He is still coming to terms with the inconvenience of mortals as possible threats. Despite his wisdom and tactical acumen, he is still prone to seemingly

careless statements that can provoke the PCs to violence. For instance, he might casually mention the intention to conquer the lands for his master, The Whispered One, oblivious to the offense that someone (PCs) could take at such an idea.

Eventually, a fight will erupt. The PCs will not be able to give Acan the answers he wants, and he will be unwilling to truly regard them as anything but servants or cattle. While Martin is beginning to hate Acan, he will send his undead minions out to fight when Acan orders it. He is too afraid of Acan to attempt a betrayal, even though he is more powerful than Acan at lower APLs. The controlled undead will force the uncontrolled undead to the surface, and once there, even the uncontrolled undead will naturally attack the living. The undead will rise from the ground and initiative should be rolled. The undead cannot just erupt from the earth, they must clamber to the surface and stand on their own. It requires a standard action to dig to the surface and a move action to stand. Most of the zombies will not be able to enter the fight until the third round of combat, but they will be exposed on round one.

Malkisharn is building an undead army, but in truth, it is currently a motley collection of walking corpses and a few wraiths. At higher APLs, there will be many undead that are not actually in the fighting. They will move to the edge of the circle, giving the appearance that they are trying to prevent the PCs from escaping. The DM should have the low CR undead that will not be fighting emerge somewhere away from the PCs, and then let them form a wide circle around the PCs. This will reduce confusion for both the players and the DM. Most of the undead will not be a challenge for experienced adventurers, and the PCs will likely quickly dispatch lots of smaller undead. The DM should not slow down too much to maximize the effectiveness of the undead fodder in the combat. They are mostly mindless, and will move up to the nearest target and recklessly attack. Martin has the feat *Necromantic Presence*, which provides his controlled undead within 60 ft. with turn resistance +4. Martin does not control any of the wraiths, so they all turn as normal. Martin does not control all of the undead at some APLs. To simplify, the DM should assume that about half of the undead are actually under his control, and the other half are uncontrolled. He will hide for the entire fight, so the undead that begin the fight out of his control are never placed under his control. See DM Aid #2 for guidance on turning hit die of all undead in Encounter 3.

If the PCs attack Malkisharn directly and do enough damage to destroy his wraith body, or affect him with a greater undead turning, his incorporeal body dissipates. Nytania will be furious with the PCs. The scenario ends, and in a month, the PCs hear of small villages south of Orlane being turned in to undead armies by a giant shadowy undead.

Round One:

Acan orders the undead to kill everyone and draws his sword. If the party is strong for the APL, he moves into battle. If the DM suspects that the PCs will have their hands full with the undead minions, Acan stays back and allows Martin's servants to do the menial work.

Incorporeal undead flow from the ground and attack.

Corporeal undead claw their way out of the ground. There will be some between Acan and the PCs, and many scattered among the PCs. If there are large-size undead, the DM can actually have some emerge underneath PCs. Skeletons and ghouls can surface and stand in one round, but not attack. Zombies need one round to claw to the surface, one round to stand and one round to attack. If PCs are within reach, some undead will attack from the ground and others will stand, provoking the attack of opportunity. The mindless undead are not intelligent combatants and will not avoid AoOs. The DM is free to determine which ones stand and which ones attack from the ground. The DM should note that all undead are exposed after their first round and are subject to being turned, even if they are still on the ground.

The lower CR undead at each APL will stay back, guarding the perimeter as the more serious threats actually attack the PCs. This gives the impression that Malkisharn has built a sizable force, while actually saving the DM from trying to negotiate five or six different types of undead combatants. The DM can have an occasional skeleton or ghoul move into the fight at higher APLs if he wants to juggle the additional NPC combatants. The fight should only last about 3 rounds before the gem is fully activated, so it would be well-timed if the PCs are finishing off the undead fodder as the gem triggers its effect. At higher APLs, the human skeletons, ghouls and other low CR undead are not included in the EL of the encounter. The DM should not feel the need to include them unless the PCs need something to hack into on round 3.

Nytania readies an action to begin the ritual if she sees Malkisharn, and she encourages the PC wielding the crystal to do the same.

Round Two

Any remaining skeletons try to close with the PCs and zombies rise and try to close with Nytania and anyone in the way.

Acan can enter melee or keep his distance if the DM prefers. If the PCs have their hands full with the undead fodder, Acan will not sully his blade with them. If any PC moves to engage Acan, he will fully attempt to kill them.

Malkisharn will emerge from the ground 100' away from the PCs, as close to Acan as he can get unless Acan is in melee with PCs. When Malkisharn emerges, the intimidation and menace should be palpable. The temperature in the area will drop, time seems to slow and even the lowliest undead seem to grow darker and more menacing. Malkisharn will not engage in this melee unless the PCs destroy all of his minions easily. Malkisharn can enter the melee at APL 12 if the PCs have too easy a time with the combat, but the DM should only use him as a threat in APL 6 and 8, not an actual combatant for any reason. Malkisharn will try to spring attack the PC wielding the gem, but be rebuffed by the *forcecage*. He does not recognize the significance of Nytania until it is too late, so he does not understand that attacking her would be his best tactic.

At the sight of him, Nytania will cry out:

“You escaped your prison once foul monster, but you will not escape the righteous wrath of those whose life you’ve destroyed! Prepare to meet your end!”

Sadly for Nytania, Malkisharn has no idea who she is, as she was a very minor cleric in the crusade against him 40 years ago. He will inquire in a deep, whispered voice:

“Acan – who is this foolish half-breed whelp? Never mind – kill them all”

Once the PC and Nytania begin the ritual, a ruby red force shield erupts from the gem and partially surrounds the PC holding the gem. The shield stays between the PC and Malkisharn and functions as a three-sided *forcecage* (with 5 ft. radius) for the purposes of preventing attacks from other creatures. There is a small hole in the back of the *forcecage* where Nytania stands. She is not protected by the *forcecage*, and if the PCs leave her unguarded, undead will try to attack her.

The ritual takes two full rounds. During that time, the PC wielding the gem will have to make Fortitude saves, DC 15+APL, or suffer Constitution drain (1d4). Successful save indicates that the PC takes half of the drain. The PC must make this check on his turn, and on Malkisharn's turn, as Malkisharn is fighting the effects of the gem, requiring more energy each round. The PC wielding the gem can feel Nytania channeling positive energy into him and the gem each round on her turn. If the PC falls below 1 CON, he collapses, and is dead by all appearances. Nytania will reach out and take the gem to complete the ritual herself. The PC is not dead, his spirit has just been pulled into the gem, but the DM is encouraged to play it as if the PC has just suffered a very heroic and valiant death. As far as the player knows, the PC has done just that.

Round Three

The undead continue trying to kill the PCs. Any remaining zombies might reach PCs this round. The low CR creatures can venture forward if the PCs have destroyed everything else. The DM can simply have them in the process of moving (interrupting their attack actions) when the gem finally activates to save time. The gem activates at the end of round 3, or interrupting the undead in the course of their attacks if the DM wishes. If this combat is dragging on too long, the DM can have the gem finish at any point during the second round of its activation. The gem is not going to work the way Nytania expected it to, so if the DM needs to speed things up, this can be just another way that the gem acts different from Nytania's expectations.

APL 6 (EL 10)

Acan, Male Human (Flan) Vampire Ftr6: hp 51; see *Appendix 1*.

Wraith (2): medium undead; hp 32; see *Appendix 1*.

Ogre Skeleton (4): large undead; hp 26; see *Appendix 1*.

Ghoul^M (2): medium undead; hp 13; see *Appendix 1*.

Gnoll Warrior Zombies^M (3): medium undead; hp 29; see *Appendix 1*.

Human Warrior Skeleton^M (10): medium undead; hp 6; see *Appendix 1*.

^M These undead will stay back, surrounding the PCs rather than attacking – see text for details.

APL 8 (EL 12)

Acan, Male Human (Flan) Vampire Ftr7/EWM1: hp 68; see *Appendix 2*.

Wraith (4): medium undead; hp 32; see *Appendix 2*.

Ettin Skeleton (4): large undead; hp 65; see *Appendix 2*.

Ogre Zombie^M (3): large undead; hp 55; see *Appendix 2*.

Ghoul^M (6): medium undead; hp 13; see *Appendix 2*.

Human Warrior Skeleton^M (10): medium undead; hp 6; see *Appendix 2*.

^M These undead will stay back, surrounding the PCs rather than attacking – see text for details.

APL 10 (EL 14)

Acan, Male Human (Flan) Vampire Ftr8/EWM1/Rog1: hp 85; see *Appendix 3*.

Dire Bear Skeleton (6): large undead; hp 78; see *Appendix 3*.

Wraith (6): medium undead; hp 32; see *Appendix 3*.

Bugbear Zombie^M (8): medium undead; hp 42; see *Appendix 3*.

Ghoul^M (4): medium undead; hp 13; see *Appendix 3*.

Human Warrior Skeleton^M (10): medium undead; hp 6; see *Appendix 3*.

^M These undead will stay back, surrounding the PCs rather than attacking – see text for details.

APL 12 (EL 16)

Acan, Male Human (Flan) Vampire Ftr8/EWM1/Rog3: hp 102; see *Appendix 4*.

Dire Bear Skeleton (8): medium undead; hp 78; see *Appendix 4*.

Wraith (8): medium undead; hp 32; see *Appendix 4*.

Ettin Skeleton^M (3): large undead; hp 65; see *Appendix 4*.

Ogre Zombie^M (6): large undead; hp 55; see *Appendix 4*.

Ghoul^M (4): medium undead; hp 13; see *Appendix 4*.

Human Warrior Skeleton^M (10): medium undead; hp 6; see *Appendix 4*.

^M These undead will stay back, surrounding the PCs rather than attacking – see text for details.

All APLs

Malkisharn, Male Advanced Dread Wraith; large undead; hp 240; see *Appendix 4* for APL 12, or *Appendix 5* for all others.

Treasure:

APL 6: L: 31 gp, C: 0 gp, M: 2,297 +1 *ghost touch bastard sword* (693 gp), +2 chain mail (354 gp), gauntlets of ogre power (333 gp), cloak of turn resistance (917).

APL 8: L: 34 gp, C: 0 gp, M: 2,964 +1 *ghost touch bastard sword* (693 gp), +2 chain mail (354 gp), gauntlets of ogre power (333 gp), cloak of turn resistance (917), +2 ring of protection (667).

APL 10: L: 38 gp, C: 0 gp, M: 6,630 +3 *ghost touch bastard sword* (2,693 gp), +2 chain mail (354 gp), belt of giant strength +4 (1,333 gp), cloak of turn resistance (917), +2 amulet of natural armor (667).

APL 12: L: 38 gp, C: 0 gp, M: 7,630 +3 *ghost touch bastard sword* (2,693 gp), +4 chain mail (1,333 gp), belt of giant strength +4 (1,333 gp), cloak of turn resistance (917), +2 amulet of natural armor (667).

After Nyrania and the PC wielding the crystal have had two full rounds to perform the ritual (or the DM shortens it), the following will occur:

As the final word passes from Nyrania and to you (the PC wielding the gem), and you finish the ritual, the mountainside is brightly lit, seemingly from all around. You suddenly feel yourself moving slower, and before you the incorporeal figure of Malkisharn starts to be pulled toward the gem like water going down a drain. A malevolent hiss erupts from his mouth, as he struggles to resist the pull of the light.

The light of the mountain range is now being drawn into the crystal with him, whipping against trees, and digging groves into the ground. It almost seems that the wraith is not the only force trying to resist being contained by the gem.

As the dread wraith is pulled into the currents of light, the hiss becomes a dry chuckle. It pulls something from beneath its shadowy robes, and you faintly hear, "Not so easily again, child."

Nytania collapses, finally succumbing to the strain. As the swirling mass of light pulls the darkness into the gem, darkness spreads from Malkisharn reaching out to envelop (PC who is, or was, wielding the gem). ***As Malkisharn falls into the swirling light,*** (PC wielding the gem) ***is drawn in by the darkness with him.***

The intermingled darkness and light swirl before you, and begins to collapse.

At this point, all of the mindless undead will stop attacking. They will pull away from the light if possible on their next turn, even if it provokes attacks of opportunity. At higher APLs, the low CR undead around the perimeter will attempt to stagger away from the light as well.

If he has not been destroyed yet, Acan will dive into the swirling light as soon as he is able. If he has been killed and forced into *gaseous form*, his *gaseous form* will move toward the swirling light in an effort to follow. PCs should get the hint that they can enter the light to follow their captured companion if they wish. The DM should note which PCs willingly follow into the gem. At the end of the round, the light will finish collapsing, pulling everyone on the mountainside into the gem with it, even the dead. PCs who decide that smashing the gem is a good idea are drawn into the gem as they make contact with it.

For those who did not enter the gem:

You find your body getting heavier, being pulled to the ground. With a sickening, sucking sensation you watch as your body is pulled out from underneath you and then realize that it is actually your spirit being pulled into the crystal, slowly stretched away from your material self. With a rush like falling from a cliff you are pulled into the crystal and all goes black.

Martin the Pale remains underground during the entire fight, and therefore he has full cover and is

not in the area of effect of the gem's magic. After a few seconds of complete silence from above, he will venture upward and see that the area is deserted. He will cut his losses and flee, leaving everything as he found it.

ENCOUNTER 4: HOW'S THE VIEW FROM INSIDE?

The PCs have been pulled into the gem with Malkisharn, in a last-ditch move by him to ensure he isn't trapped alone. He has been preparing for another attempt to imprison him, and this time he is ready with magic of his own. Unknown to the party, Nytania is trapped as well, but dormant due to the strain of starting the ritual and then trying to survive Malkisharn's counter-attack. The PCs on the other hand, are alive if they died in the previous encounter, and are fully healed of hit point damage, and energy damage or drain with the exception of the sacrifice they made to bond with the gem. PCs who bonded with the gem are still -1 Con. They appear to have all of their possessions here, though any spells used for the day are gone, and any spells that have been cast on the PCs or their possessions are not active in the gem. PCs who were killed before entering the gem will still be dead when they escape the gem, though they do not know that yet. PCs who were between -1 and -9 hit points are stabilized by the gem.

All creatures, living, dead and undead, from the stone ring have been transported here. Unknown to the PCs, and what will prove surprising to Nytania, all undead have been remade into mortal forms while they are inside the gem. The positive energy of the gem brought back life and flesh to the spirits that moved through it. This condition only lasts as long as they are within the gem. The mindless undead have been given mortal shells, but they remain mindless. Their spirits fled when they were made undead, and only fleshly husks remain.

The party will all wake up around the same time and it will be obvious they only have one way to go inside this gem, which is actually a strange demiplane created by the clash of wills between Nytania and Malkisharn.

You regain consciousness to the feeling that you are no longer in the forest clearing. Coming to, you look around and see a landscape of obsidian and swirling lava-like stone. You are at the base of a canyon, walls

scaling higher than you can make out. Only one clear path lies before you, winding out through the canyon.

Looking down the path to the horizon you see the sky is made up of many faceted angles, not unlike a gem.

There is little choice but to move down the path. The walls of the canyon are impossible to hammer a piton into and the climb DC is 50 (perfectly smooth, featureless, nearly vertical wall). A PC who uses magic to try climbing the walls will find that the canyon walls and horizon slowly shift until they find themselves on the ground again. Any spell that utilizes dimensional travel including dimension door, teleport, and plane shift are limited. PCs cannot travel a distance greater than 30 ft. using any of those spells. Divination and conjuration spells function normally. Paladin mounts can be summoned and dismissed. PCs cannot use magic to escape the gem.

Eventually the PCs will realize they have to walk down the path. When they do, read the following aloud:

As you walk down the path the walls of the canyon seem to come down to the path until you are no longer in a canyon, but on a wide plane of the same obsidian/volcanic rock swirl that formed the walls of the canyon. The nearly featureless flat landscape is almost enough on its own to drive one mad. The sky made of a faceted crystal face certainly doesn't help things any.

You see movements further down the path you are on. Moving slowly, unsteadily in your direction are two (APL below). Their vacant eyes stare in your general direction, and their arms hang limply at their sides.

These are the once living bodies of the skeletons and zombies that the PCs fought in the Deathyard. They are no longer undead, so Martin no longer controls them. Only one or two can be seen at first, but over time, others will appear up close, or in the distance. They will migrate toward the PCs in mindless motions, bumping into them, and trying distantly to flock slowly with them. Their move rate is 5 ft. and they cannot run. They will not harm the PCs, but they will attempt to enter their squares as their mindless brains struggle helplessly to grasp some purpose. PCs can leave them behind or hack them to pieces. If the PCs attack, the mindless bodies try to move away at 5

ft. a round. After 10 rounds of not being attacked, the mindless begin flocking to the PCs again.

APL 6

- Humans in Gran March army uniforms (4)
- Humans in peasant clothing (10)
- Ogres (4)
- Gnolls

APL 8

- Humans in Gran March army uniforms (4)
- Humans in peasant clothing (16)
- Ettins (4)
- Ogres (3)

APL 10

- Humans in Gran March army uniforms (4)
- Humans in peasant clothing (16)
- Bugbears (8)
- Dire bears (6)

APL 12

- Humans in Gran March army uniforms (4)
- Humans in peasant clothing (20)
- Dire bears (8)
- Ettins (3)
- Ogres (6)

There is no need to mob the PCs with all of these mindless bodies. The PCs can see many of them in the distance, rather than have to deal with them up close.

The PCs will also see men in the distance wearing Gran March army uniforms. These are the soldiers who were turned into wraiths and ghouls, including Corporal Prenton. These men are ashamed of what they felt and did as undead and do not want to see the PCs. If there is plenty of time remaining in the round, the DM can have the PCs encounter Corporal Prenton between the aspect of Vecna encounter (5) and the final encounter with Malkisharn (6). The PCs will not encounter the living soldiers who were dominated.

ENCOUNTER 5: SECRETS

You continue along the trail, seeking direction and purpose. The featureless plain is beginning to assume some features. The flat gray is slowly becoming more of a softly rolling plain of gray, and the ground is becoming moist beneath your feet. After a time, some rushes seem to grow from the flat gray ground, and you feel like the landscape is slowly becoming marsh-like. Ahead of you, far down the trail, and well off what now has

become a road, stands a tattered robed figure. It is looking away from you, but you can see once royal robes now tattered and rotted to rags.

As you draw nearer, it turns in your direction, but does not move toward you. It is man-sized; a skeleton dressed in desiccated silk and velvet embroidered with unreadable sigils. Its left hand is missing and in its right eye socket there is a burning red glow. It hovers a few inches over the ground, the tatters in its robes wavering and flapping in a silent breeze that you do not feel.

The featureless landscape is becoming swamp-like, reflecting the influence of Malkisharn and the aspect.

The aspect of Vecna will observe the PCs, and make no hostile moves. If the PCs wish to walk on by, the aspect never speaks. If the PCs move toward him, or speak to him, he responds in a slow whisper.

A crackly, whispered voice breaks the strange silence, "You...are in need of a few Secrets."

It will enjoy its own humor. The aspect will allow the PCs to address him in return or discuss it. It is in no hurry, and tends to speak no more than one sentence at a time. If the PCs talk, it will present the following:

The nightmare speaks again, "You know my payment."

A knowledge (religion) check DC 10 will tell PCs that Vecna frequently trades in secrets, if the players do not figure it out. The following will be shared, but the PCs should have a chance to discuss things between the aspect's words.

"I will share some Secrets of those here with you - and of this place."

"You may request Secrets."

"Your payment must be equal to your request."

"The fewer that know, the more value the Secret."

The creature speaking is an aspect of Vecna. It is not Vecna himself, but a shard of the Lich King's power, sent out as a messenger or servant. He indeed knows much about Malkisharn and is here to genuinely offer the PCs a deal. The PCs are free to attack him, but it should be clear that he is powerful. At higher APLs, he is actually not a

threat, and will leave without bothering to fight back if attacked. He will fight for no more than 3 rounds, and during the fight, he will stop if the PCs revert to conversation. If the PCs are vastly more powerful than the aspect, the aspect will not bother waiting around to be stomped. It will disappear as the PCs attack. It is not limited by the magical teleportation rules that hamper the PCs.

The aspect will offer Secrets about himself, in addition to secrets about the Gem and the others inside it. The aspect is vain, and will discuss himself, even though he did not include that in the offer. He will not reveal his plans for Malkisharn, but for the moment, it fits its schemes to have Malkisharn imprisoned in the gem.

The aspect will be especially cordial to any PC who bears a mark or taint of Vecna from previous adventures. The Hand of Vecna's Glory or Sacrifice to the Whispered One from *SHE5-01, Sounds of Silence*, The Mark of the Eye from *GRM3-03 Shades of the Past*, and The Taint of the Well of Vecna from *SHE3-03 Shades of Gray* are examples of marks that would interest the aspect. If the DM failed to get this information from the players at the beginning of the module, he should inquire now.

If PCs wish to get information from the aspect, they must tell him some of their secrets. The DM is the arbiter of the value of secrets that the PCs offer up. PCs can share with the whole table, or just with the aspect, away from the other PCs and players. If a PC offers a particularly valuable and personal secret, the aspect might give a more valuable secret to the PCs than they are requesting. As a guide, some of the secrets the aspect will reveal are numbered below. Those marked with a 1 require good, possibly uncomfortable secrets from the PCs. Those marked with a 2 are useful, and might be used to lead the PCs into revealing better secrets, or clarify previously revealed level 1 secrets. If the PCs try to give secrets that amount to nothing to receive something, the aspect will not dignify their efforts with a response. Secrets such as PC revealing that he does not like tomatoes are a pathetic effort at trickery in the aspect's estimation, and as a lord of trickery, he is above such infantile behavior. He will not be baited into trading useless secrets for useless secrets.

The aspect wants the PCs to be able to trap Malkisharn inside the gem, so it wants to give them clues about what they must do. Unless the PCs are extremely willing to spend time with the aspect, the DM should try to give secrets about

Malkisharn's imminent escape first. The rest of the Secrets below are provided as a guide if PCs want to role-play the unusual give and take with the aspect. Information on Acan should not be given before Secrets of Malkisharn's pending escape if the PCs have no hint that the gem will not trap him.

The DM is strongly encouraged to be respectful of his fellow players during this exchange. Some players might have their PCs offer very personal secrets about their PC that the DM would not learn as a fellow player and that the player would not normally reveal either out of character, or the PC would not reveal in-character. If a player offers a secret that is obviously very important to him in regards to his PC, treat it with the respect and confidentiality that the player is due.

Some things the PCs may ask:

How did you get here?

"Where there are Secrets, there are doorways." - 2

Why are you here?

"Treachery must be punished, 'err being rewarded." -2

In regards to the Gem:

How do we get out?

"This prison will not long hold the living or the dead - once the will that brought you here (Malkisharn) fails." -1

Will Malkisharn be trapped? (or anything along those lines)

"Once the hidden doorway is revealed for one, it is revealed for all." -1

How do we keep Malkisharn inside the gem?

"The doorway will be open only for the living, and for the dead." -1

The PCs will hopefully recall that the gem is a barrier of positive energy, built to hold an unloving spirit. If the PCs manage to figure out that they have to kill Malkisharn and animate him as an undead, but they express concern that none of them can cast such a spell, one of the Secrets the aspect can share:

"There is one here who can do such magic – though not today." - 2 He is referring to Nytania.

In regards to Malkisharn:

The aspect will reveal that he was a lowly clerk who plotted betrayal by silence rather than by action. He researched artifacts and spells for his King (Vecna). **(All level 1 secrets)**

What does he want at Haradaragh?

"He seeks a Shroud – he misnames it the Shroud of Neruss." - 1

What does the Shroud do?

"He believes – it can remake the unliving to mortal - or perhaps it can empower the undead to change their form – or perhaps it unmakes time." - 2

Where is it in Haradaragh?

"Enshrouding a betrayed king, in a tomb not his own." - 1

What does it really do/what is its real name?

"The cost of some Secrets exceeds your coin." (not a secret)

In regards to Acan:

Who is he?

"He is Acan – a spawn of the line of the Bloody Handed One (Kas)." - 2

Where does he come from?

"Beneath the city you now call Shibolet, of the Host." -2 (He will not elaborate further)

Why is he with Malkisharn?

"He seeks to atone for the sins of the father." - 2

If the PCs ask a question they already know the answer to:

If the PCs ask a question that he will not answer, but they have already given good Secrets as payment, he will provide another Secret that he thinks they need to trap Malkisharn and escape the gem.

Things he will not answer, mostly because the answer does not involve a Secret, and he is

not interested in comforting or entertaining these mortals:

How do we know this isn't a trick?

How will you get out?

What is your quest? (or any such off-topic question meant to make light of the situation),

If the PCs do not offer decent secrets, the aspect will not respond with decent information. After the PCs confront Malkisharn, if they are still trying to figure out how to escape the gem, leaving Malkisharn trapped, the aspect can be found.

Aspect of Vecna: medium undead; hp 65; see appendix 5.

Tactics: The aspect does not desire a fight with the PCs. If a fight occurs, he might stay for a bit, but he will soon fade away.

Treasure: None.

Developments: Once the PCs are done with the aspect, they can continue along the path. There is really only one direction to go.

ENCOUNTER 6: CLEARING THE CRYSTAL

Nytania was brought into the gem by Malkisharn, and he and Acan have managed to find her before she regained consciousness. Encasing the gem with her own energy has severely weakened Nytania, and she will not awaken during this encounter.

Malkisharn is furious at being trapped, and even more furious at being trapped in his mortal body. When he was last imprisoned, he manifested as a wraith within his prison. He thought he was prepared to combat another imprisonment, but he was not expecting this. His power is greatly diminished in human form, and so is his presence. Malkisharn is a small, bookish little man with very little hair, crooked teeth and large ears. He feels no joy at regaining his mortal form in this prison, even if his spellcasting abilities have returned to him. Malkisharn's spirit within the gem possesses the magic items he was buried with. They will not manifest outside of the gem, even if the PCs take them after defeating him.

Acan is stoic, and maintains the baleful air he possessed as a vampire. He feels no less driven to serve Malkisharn just because his mortal form is awkward and ugly. Many of the powerful wizards Acan served had frail, loathsome forms.

Once they found Nytania's body, Malkisharn wanted to slit her throat, but Acan convinced him otherwise. Acan realizes that neither Malkisharn nor Nytania fully understand what has happened. Being a level-headed tactician, he does not wish to dispose of any possible resources until he is sure that Nytania is not an avenue of escape. He is reasonably certain that most of the PCs are of no use, but he will encourage Malkisharn to spare the PC who wielded the gem, in case that one has some idea of how to escape. They have located a possible clearing that has slowly begun to look more like the sacrificial ring where the PCs imprisoned Malkisharn.

It is obvious there is a break in the featureless terrain ahead. As you move closer there is a large platform that looks not unlike a summoning circle. You see the knight in the ancient chain mail armor standing in the center of the circle, but his skin looks darker from here, you think. He is standing over the prone form of Nytania. Pacing along behind the knight is a small man dressed in green robes. He is very thin and has Flan features, with deep bronze skin. He has wispy, oily hair and large ears. His eyes are deep set and droopy. His scarred mouth shows many missing teeth and those that remain look rotten and brown. He glares at you with undisguised hatred.

If the PCs want to talk, Malkisharn is willing to hear what they say. He is still off-balance from this transformation, and he is afraid now that he is no longer a towering wraith. He would have gladly embraced a return to life outside of this gem, but among his enemies, this is his worst nightmare. His voice is weak, and he is nervous. PCs might find him humorous and pathetic until he begins spellcasting. Acan, however, is still confident of his skill at arms, and will fight to the bitter, bloody end to protect his charge.

Malkisharn and Acan are only interested in the following:

- Do you know how to get out of here?
- Are you willing to work together?

Malkisharn will be most interested in anything the PCs have somehow learned about his interest in the Shroud of Nuress and Haradaragh. He will

admit to be a scholar and researcher of powerful artifacts. He will also admit that Haradaragh was lost and thought a legend long before even he was born. He will not say anything that makes him look weak or admit to any errors. The gem he used to partially negate Nytania's magic was a gift from Acan, based on some of Malkisharn's research. It did not seem to come inside the gem with them, so Malkisharn is pretty sure that its magic has been used. Acan will say that it allowed Malkisharn to focus his will, and nothing more. Acan knows where to find many old and powerful items of magic, but will not share any such information with the PCs.

The conversation will probably not last long, but the DM can discuss most anything from either NPCs' history. Eventually, even if the PCs do not attack Malkisharn and Acan, the NPCs will likely conclude that they can do without the PCs and attack. Nytania begins at Malkisharn and Acan's feet, with 20 hit points left. The DM should put a miniature on the battlemat to represent her so the PCs are aware of her location. Malkisharn will not throw a spell that kills Nytania, he knows he may need her. Nytania is still at risk of being killed by the PCs using area of effect spells. Her CON has been reduced to 2, and she is barely alive. She cannot be awakened during the fight; it will take time for her to come around. By contrast, Malkisharn will try to make maximum use of his area of effect spells.

If the PCs take time to prepare spells, Malkisharn will also prepare spells on himself first, and Acan second.

APL 6 (EL 9)

Malkisharn, Male Human (Flan)
Wiz3/Clr3/MyT2: hp 46; see *Appendix 1*.

Acan, Male Human (Flan) Ftr6: hp 55; see *Appendix 1*.

APL 8 (EL 11)

Malkisharn, Male Human (Flan)
Wiz3/Clr3/MyT4: hp 58; see *Appendix 2*.

Acan, Male Human (Flan) Ftr7/EWM1: hp 71; see *Appendix 2*.

APL 10 (EL 13)

Malkisharn, Male Human (Flan)
Wiz3/Clr3/MyT6: hp 75; see *Appendix 3*.

Acan, Male Human (Flan) Ftr8/EWM1/Rog1:
hp 86; see *Appendix 3*.

APL 12 (EL 15)

Malkisharn, Male Human (Flan)
Wiz3/Clr3/MyT8: hp 85; see *Appendix 4*.

Acan, Male Human (Flan) Ftr8/EWM1/Rog3:
hp 95; see *Appendix 4*.

Treasure: None

Once Malkisharn dies, the gray featureless sky will begin to show faint ribbons of darkness etched into the horizon. The sky will slowly begin to lighten up, showing dark tendrils like marbling in the sky. The dark ribbons will begin to slowly thin, representing Malkisharn's fading influence. It will take days, but the sky will eventually become a clear white. This will be an indicator to the PCs that they have a day or two to complete their work.

If the PCs have not figured out that they must return Malkisharn's spirit back to an undead state, the DM can utilize the following tactics:

- The aspect shows back up on the horizon.
- Nytania will try to steer the PCs toward the conclusion that something else must be done
- PCs who cast divination spells would get responses indicating that Malkisharn will not be trapped.

If the DM wants to use the aspect, he reappears. PCs who wish to avoid him may do so, but any PC willing to talk can approach him without the others. The aspect will offer the same deal as he did in Encounter 5.

Although Nytania does not know for sure that the gem will not work, she expresses serious concern that it is not working the way she expected. She is worried that since it is not working as devised, it might not work to trap Malkisharn as planned either. She will share her concerns with the PCs.

If asked, she will repeat (from Encounter 1) that the gem was built for the express purpose of holding the dread wraith's spirit.

The gem was built to drain negative energy from the spirit trapped inside while surrounding it with positive energy.

It was built to be as physically unbreakable as she could make it.

It was not meant to drag the PCs and everything else in with Malkisharn. She knows that the PCs are used to being lied to all the time, after all, they work for Gran March, but she did not lie to them. If she had known this was going to happen, she would have warned them. (The comment about Gran March is just her prejudice coming through. She really is telling the truth).

The idea that the gem is encased in positive energy as a barrier to a weakened being of negative energy is the major clue for the PCs. Nytania is always tired (2 Con), and will sleep 90% of the time. She will not draw the correct conclusion on what must be done to trap Malkisharn. For PCs who do not talk to the aspect, this may be their only hint that the gem will not work as fashioned.

If the PCs figure out that they must make Malkisharn undead, they must determine who can (and who is willing to) cast the spell that will animate Malkisharn's remains. The spell is evil, and cannot be cast by a good cleric. Malkisharn is carrying an arcane scroll of animate dead, as a further clue. Any cleric who can cast the spell without jeopardizing his alignment can pray for the spell on the following day, and does not need a scroll. Assume that Malkisharn is carrying various spell components as needed.

The DM should not go out of his way to remind the PCs about Acan. If the PCs think to do the same to Acan, he will be trapped in the gem as well. Initially, Nytania will be unwilling to use her divinely granted powers to create an undead, as it goes against her very being. If there are PCs who can cast the spell, allow them to role-play amongst themselves to determine who is willing to perform this distasteful task. If no one else is willing to do it, Nytania will take responsibility to do it because she correctly feels that the problems with the crystal are her fault, and she must make it right in regards to the PCs. She does not have such spells in memory, but she can cast it tomorrow if they have time. The rate of change in the sky gives the PCs an indication that they should have two days inside the gem. She can memorize and cast any particular animate or create undead spells the PCs request, though a simple animate dead should likely be sufficient. She can also cast any spell that a cleric of her level could cast for the PCs now that Malkisharn has been caught. She will not have the material component on hand for extremely expensive spells.

CONCLUSION

If Nytania was killed by the PCs in their fight with Malkisharn, and none of them have the ability to animate dead on Malkisharn, then after two days, all of the people inside the gem are released.

If the PCs do what they must to trap the undead, describe the effects of the mindless remains of Malkisharn (and perhaps Acan) staring hollowly at them as the PCs fade away. The PCs are returned to the mountainside, along with the remains of many of the undead. None of the undead will be alive. If the PCs stripped Acan of his possessions in the gem, but failed to trap him there, they still have his possessions, but he is nowhere to be seen.

PCs who were killed inside the gem are dead when they return to the mortal world. Their spirits have been freed, however, and they can be *raised* with no problems. PCs who bonded with the gem find that their drained Con point has returned, and they are no longer bonded with the gem. PCs who suffered Con drain from wielding the gem are restored. Any drain caused by wraiths has not been restored. PCs who were injured before going into the gem are still injured, but anyone between -1 and -9 hit points is stable.

Nytania has passed away. One of the PCs will have to take possession of the gem, or indicate that they hand it over to Lt. Watcher Melerin. Allow the players to determine which PC carries the burden. Only one PC from each table can take the gem.

OTHER CONCLUSIONS

If the PCs destroyed Malkisharn before he was pulled into the gem:

The only favor they might receive on this AR is the Favor of the Mountaineers. Any previous favor of Nytania is void.

If the PCs kill Nytania inside the gem and do not trap Malkisharn:

They cannot receive the Favor of Fury, The Favor of the Shadowhunters, The Prison of Malkisharn or the Favor of the Commandant. Any previous favor of Nytania is void.

If the PCs do not trap Malkisharn, and are not responsible for Nytania's death:

They cannot receive the Prison of Malkisharn or the Favor of the Commandant.

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 or release the dominated soldiers.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp.

Encounter 5

Prevent the undead from killing Nyntania.

APL 6 – 300 xp.

APL 8 – 360 xp.

APL 10 – 420 xp.

APL 12 – 480 xp.

Encounter 6

Defeat Malkisharn and Acan.

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 369 xp.

APL 12 – 450 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

APL 6 – 225 xp.

APL 8 – 270 xp.

APL 10 – 315 xp.

APL 12 – 360 xp.

Total possible experience (Maximum Experience Allowed):

APL6 – 1,035 xp (900 xp);

APL8 – 1,260 xp (1,125 xp);

APL10 – 1,485 xp (1,350 xp);

APL12 – 1,710 xp (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.

Introduction:

All APLs: L: 0 gp, C: 200 gp, M: 0 gp.

Encounter 3:

APL 6: L: 31 gp, C: 0 gp, M: 2,297 +1 *ghost touch bastard sword* (693 gp), +2 chain mail (354 gp), gauntlets of ogre power (333 gp), cloak of turn resistance (917).

APL 8: L: 34 gp, C: 0 gp, M: 2,964 +1 *ghost touch bastard sword* (693 gp), +2 chain mail (354 gp), gauntlets of ogre power (333 gp), cloak of turn resistance (917), +2 ring of protection (667).

APL 10: L: 38 gp, C: 0 gp, M: 6,630 +3 *ghost touch bastard sword* (2,693 gp), +2 chain mail (354 gp), belt of giant strength +4 (1,333 gp), cloak of turn resistance (917), +2 amulet of natural armor (667).

APL 12: L: 38 gp, C: 0 gp, M: 7,630 +3 *ghost touch bastard sword* (2,693 gp), +4 chain mail (1,333 gp), belt of giant strength +4 (1,333 gp), cloak of turn resistance (917), +2 amulet of natural armor (667).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 31 gp, C: 200 gp, M: 2,297 (900 gp).

APL 8: L: 34 gp, C: 200 gp, M: 2,964 (1,300 gp).

APL 10: L: 38 gp, C: 200 gp, M: 6,630; (2,300 gp).

APL 12: L: 38 gp, C: 200 gp, M: 7,630; (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

- **Gran March Military Commendation:** commendation is given to an active-duty military PC who reported back to Lt. Watcher Melerin
- **Favor of the Mountaineers:** This favor is available only if the PCs freed the

dominated soldiers of the 6th Battle from Acan's control and did not kill any of them. The soldiers were assisting the mountaineers and that Special Forces unit is grateful for the PCs actions. The PC has access to have a suit of armor, a shield or a weapon made of adamantine. Mark this favor as USED when the object is acquired.

- **Favor of the Shadowhunters:** For helping Nyrania hunt down Malkisharn and his minions, they offer you access (Frequency: Regional) to any one of the following: *wand of lesser restoration*, *scroll of restoration*, *phylactery of undead turning*. Mark as USED when the item is purchased. The Shadowhunters will also assume the responsibility for the *Favor of Nyrania* as listed on the AR for the module *GRM5-04, The Lines are Blurred*.
- **The Prison of Malkisharn:** This PC has assumed the burden of safeguarding the Gem that contains the soul of the ancient dread wraith, Malkisharn. The once crystal clear gem is now black and oily to the touch. This prison requires constant vigilance and regular infusions of positive energy. At the beginning of each adventure, an undead turning attempt must be used to maintain the strength of the prison. The PC does not have to be the one to use the turning attempt; another PC at the table can donate it. If the PC fails to power the gem at the beginning of the module, it takes positive energy from the PC in the form of a point of Constitution. It is considered an ability score drain and can be repaired normally. The gem radiates faint evil. The PC will be given a document signed by Lt. Watcher Melody Melerin, Vicious Mink, of the Commandant's Special Guard indicating that the Commandant is aware of the item and the PC safeguards it with his blessings. There are many forces in this world that would gladly kill the PC to get the gem, so the PC is advised to be discreet in its safeguarding.
- **Favor of the Commandant:** This favor is only granted to the PC who carries the Prison of Malkisharn. The PC can purchase *lesser restoration*, *restoration*, and *greater restoration* spells for 50% of normal cost from any temple of an

approved religion in Gran March. This favor is effective for as long as the PC carries the Prison of Malkisharn.

- **Favor of Fury:** This favor is only available to PCs that volunteered to wield the gem on Nyrania's behalf, and who willingly surrendered part of their life force to power the gem. The PC must also have at least an 11 Charisma, unmodified by temporary enhancements. A pegasus appears before the PC, and agrees to act as a mount for the PC. The PC must accept the offer within 52 TUs of this AR, or the pegasus returns forever to the Dim Forest. It requires a one-time purchase cost of 5,000 GP that represents training and providing special housing for the pegasus. It also requires 4 TUs of time to train with the Pegasus. Given the special care the PC provides, this pegasus grows quickly, and advances to 8HD 52 TUs after the AR that shows that the Pegasus was purchased. There is no partial advancement. If the PC does not meet the Charisma requirement at the time of this AR, but raises his Charisma to 11 at a future date, the pegasus will appear at that time. Acceptance of the pegasus is subject to the costs and TU restrictions as detailed above.
- **Favor of the Whispered One:** This PC bargained secrets with an aspect of Vecna, and the Whispered One now feels that the PC can be redeemed as a proper worshipper of All That Is Secret and Hidden. The PC may invoke the favor of Vecna to cast any of the following spells as a standard action: *Time Stop*, *Confusion (DC23)*, *Weird (DC23)*, *Insanity (DC21)*, *Wail of the Banshee (DC23)*. The spells are cast at 18th level.

PCs may invoke this favor once per module. Each time this favor is invoked, the PC's alignment is moved one step toward Neutral Evil. The Law/Chaos movement is made first, and then the Good/Evil movement is made. No cleric will ever cast *atonement* on the PC for willingly embracing the favor of Vecna. The PC may not voluntarily change his alignment away from the path it is taking once he has embraced this favor the first time. Any class abilities that are dependent on alignment may be lost in

this way, and not regained. Once the PC has shifted alignment to evil, he becomes an NPC and is removed from play. The player should contact the Gran March triad to inform them of the PC's choice.

The player must show the DM this AR to invoke the Favor of The Whispered One. The DM should note on this AR when a power is used, and the PC's new alignment.

Item Access

APL 6:

- +1 *ghost touch bastard sword (Adventure)*
- +2 *chain mail (Adventure)*

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

- +2 *ring of protection (Adventure)*

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

- +3 *ghost touch bastard sword (Adventure)*
- *belt of giant strength +4 (Adventure)*
- +2 *amulet of natural armor (Adventure)*

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

- +4 *chain mail (Adventure)*

APPENDIX 1 – APL 6

ENCOUNTER 2

Gran March Soldiers, Male Human Ftr4: Size Type; CR 4; HD 4d10+4; hp 30; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 armor); Base Atk/Grp: +4/+7; Atk +8 melee (1d8+6, long spear) or +8 melee (1d6+3, shortsword); Full Atk +8 melee (1d8+6, long spear) or +8 melee (1d6+3, shortsword); SA none; SQ none; AL LG; SV Fort +5, Ref +3, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +10, Jump +10, Profession (soldier) +5, Ride +6, Swim +10. Combat Reflexes, Dodge, Weapon Focus long spear), Weapon Focus (short sword) Weapon Specialization (long spear).

Languages: Common.

Possessions: Leather armor, long spear, short sword.

Description: Mixed human races. All are in their mid-twenties and are solidly built. They look very tired and anxious.

Corporal Prenten, Male Human Ghoul (Undead): Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +2 armor, +2 natural armor); Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 plus paralysis, Bite); Full Atk +2 melee (1d6+1 plus paralysis, Bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills & Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or

be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Languages: Common.

Possessions: Leather armor, Gran March infantry uniform.

Description: Corporal Prenten has only recently been animated as a ghoul after being killed by Acan. His skin has already thinned across his bones and assumed a deathly gray pallor. His tongue has blackened and his hair is beginning to fall out. He is trying to resist the call of undeath, but if he is freed, he will succumb and turn on any living creatures nearby.

ENCOUNTER 3

Acan Male Human (Flan) Vampire Ftr6: Medium Undead; CR 8; HD 6d12+6; hp 51; Init +8; Spd 30 ft.; AC 27, touch 14, flat-footed 23 (+4 Dex, +6 natural, +7 +2 *chain mail*); Base Atk/Grp: +6/+13; Atk +13 melee (1d6+7 plus Energy Drain, Slam) or +15 melee (1d10+13, +1 *ghost touch bastard sword*); Full Atk +13/+8 melee (1d6+7 plus Energy Drain, Slam) or +15/+10 melee (1d10+13, +1 *ghost touch bastard sword*); Blood drain, children of the night, create spawn, dominate, energy drain; SQ Alternate form, damage reduction 10/silver and magic, Darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL NE; SV Fort +5, Ref +8, Will +5; Str 24, Dex 18, Con -, Int 14, Wis 12, Cha 14.

Skills & Feats: Bluff +10, Climb +11, Craft (weapons) +6, Hide +8, Jump +11, Knowledge (military history) +11, Listen +9, Move Silently +8, Search +9, Sense Motive +9, Spot +9, Swim +13; Alertness, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Mobility, Power Attack, Improved Turn Resistance, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

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.

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.

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.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

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

Turn Resistance (Ex): A vampire has +4 turn resistance. ***Acan turns as an 18 HD undead with his Improved Turn resistance and Cloak of Turn Resistance.***

Languages: Flan, Common, Suel.

Possessions: +1 ghost touch bastard sword, +2 chain mail, gauntlets of ogre power, cloak of turn resistance +4.

Description: Acan is short and stocky. His features display his pure Flan heritage which contrasts with his milky pale skin. His eyes are black and glare balefully at all things. He never smiles or feigns diplomacy with anyone. He wears very ancient, ornate chain mail with no heraldic markings. He carries an ancient bastard sword that looks a bit long for him, but that he wields with practiced ease.

Wraith: Medium Undead (incorporeal); CR 5 HD 5d12; hp 32; Init +7; Spd 60 ft.fly (good); AC 15, touch 15, flat-footed 12 (+3 Dex, +2 deflection); Base Atk/Grp: +2/-; Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Full Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Space/Reach 5ft./5ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills & Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-fight, Combat Reflexes, Improved Initiative.

Possessions: none

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Ogre Skeleton: Large Undead; CR 2 HD 4d12; hp 26; Init +4; Spd 40 ft.; AC 11, touch 9, flat-footed 11 (-1 size, +2 natural); Base Atk/Grp: +2/+11; Atk +6 melee (2d8+7, greatclub) or +6 melee (1d6+5, claw); Full Atk +6 melee (2d8+7, greatclub) or +6/+6 melee (1d6+5, 2 claws); Space/Reach 10ft./10ft.; SA none; SQ Damage reduction 5/bludgeoning, Darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +1, Will +4; Str 21, Dex 10, Con -, Int -, Wis 10, Cha 1. *Libris Mortis*, page 159.

Skills & Feats: none; Improved Initiative.

Possessions: Greatclub

Ghoul: Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +2 armor, +2 natural armor); Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 plus paralysis, Bite); Full Atk +2 melee (1d6+1 plus paralysis, Bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills & Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Languages: Common.

Possessions: Leather armor, Gran March infantry uniform.

Gnoll Warrior zombie: Medium Undead; CR 1; HD 4d12+3; hp 29; Init -1; Spd 30 ft.; AC 12, touch 9, flat-footed 12 (+3 natural, -1 Dex); Base Atk/Grp: +2/+5; Atk +5 melee (1d6+3, slam); SA -; SQ Single actions only, damage reduction 5/slashing, Darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref +0, Will +4; Str 17, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: none; Toughness.

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Possessions: none

Human Warrior Skeleton: Medium Undead; CR 1/3; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +2 natural, +2 heavy steel shield); Base Atk/Grp: +0/+1; Atk +1 melee (1d6+1, scimitar) or +1 melee (1d4+1, claw); Full Atk +1 melee (1d6+1, scimitar) or +1

melee (1d4+1, 2 claw); SA none; SQ damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: Improved Initiative.

Possessions: scimitar, heavy steel shield.

ENCOUNTER 6

Malkisharn, Human Wiz 3/Cleric 3/Mystic Theurge 2: Medium Humanoid; CR 8; HD 3d4+3d8+3d4+8; hp 36 {46 with *false life*}; Init +2; Spd 30 ft. (6 squares); AC 17 (+2 Dex, +4 *mage armor*, +1 deflection), touch 13, flat-footed 15; Base Atk/Grp: +4/+3; Atk +3 melee (1d4-1/19-20x2, dagger); Full Atk +3 melee (1d4-1/19-20x2, dagger); SA Turn undead; SQ None; AL NE; SV Fort +6, Ref +5, Will +14; Str 8, Dex 14, Con 12, Int 17, Wis 18, Cha 12

Skills & Feats: Concentration +15, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (religion) +13, Knowledge (the planes) +14, Sense Motive +5, Spellcraft +14; Craft Wondrous Item, Scribe Scroll, Skill Focus (Concentration), Spell Focus (necromancy)

Languages: Common, Flan, Infernal, Abyssal

Wizard Spells Prepared (4/4/3/2, save DC = 13 + spell level, 14+ spell level for necromancies): 0 – *detect magic, touch of fatigue, prestidigitation, mage hand*; 1st – *magic missile, ~~mage armor~~, ray of enfeeblement, grease* 2nd – *glitterdust, scorching ray, ~~false life~~*; 3rd – *fireball, slow*

Cleric Spells Prepared (4/5/4/3, save DC = 14 + spell level, 15 + spell level for necromancies): 0 – *detect magic, resistance, light, guidance*; 1st – *sanctuary, cause fear, command, bane, protection from good* ^D 2nd – *sound burst, death knell, spiritual weapon, invisibility* ^D; 3rd – *blindness/deafness, contagion, nondetection* ^D; Deity – Vecna, Domains – Evil, Trickery

Possessions: Lesser metamagic rod of extend, Cloak of resistance +1, ring of protection +1, periapt of wisdom +2, dagger, spell component pouch, silver holy symbol of Vecna, arcane scroll (*animate dead*) 8th level caster.

Description: A short, skinny middle-aged Flan man with thin wisps of hair, big ears, rotting teeth and deep, droopy eyes. He looks intelligent in a bookish way, and is anxious and jittery.

Acan Male Human (Flan) Ftr6: Medium humanoid; CR 6; HD 6d10+18; hp 55; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +7

+2 *chain mail*); Base Atk/Grp: +6/+10; Atk +12 melee (1d10+9, +1 *ghost touch bastard sword*); Full Atk +12/+7 melee (1d10+9, +1 *ghost touch bastard sword*); SA none SQ none; AL NE; SV Fort +7, Ref +4, Will +4; Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills & Feats: Climb +8, Craft (weapons) +5, Jump +8, Knowledge (military history) +10, Swim +10; Exotic Weapon Proficiency (bastard sword), Improved Toughness, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Flan, Common, Suel.

Possessions: +1 ghost touch bastard sword, +2 chain mail, gauntlets of ogre power, cloak of turn resistance +4.

Description: Acan is short and stocky. His features display his pure Flan heritage. His eyes are black and glare balefully at all things. He never smiles or feigns diplomacy with anyone. He wears very ancient, ornate chain mail with no heraldic markings. He carries an ancient bastard sword that looks a bit long for him, but that he wields with practiced ease.

APPENDIX 2 – APL 8

ENCOUNTER 2

Gran March Soldiers, Male Human Ftr6: Size Type; CR 6; HD 6d10+9; hp 46; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 armor); Base Atk/Grp: +6/+9; Atk +11 melee (1d8+6, masterwork long spear) or +11 melee (1d6+3, masterwork shortsword); Full Atk +11/+6 melee (1d8+6, masterwork long spear) or +11/+6 melee (1d6+3, masterwork shortsword); SA none; SQ none; AL LG; SV Fort +6, Ref +4, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +12, Jump +12, Profession (soldier) +5, Ride +6, Swim +12. Combat Reflexes, Dodge, Power Attack, Toughness, Weapon Focus (long spear), Weapon Focus (short sword) Weapon Specialization (long spear).

Languages: Common.

Possessions: Leather armor, masterwork long spear, masterwork short sword.

Description: Mixed human races. All are in their mid-twenties and are solidly built. They look very tired and anxious.

Corporal Prenten, Male Human Ghoul (Undead): Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +2 armor, +2 natural armor); Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 plus paralysis, Bite); Full Atk +2 melee (1d6+1 plus paralysis, Bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills & Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Languages: Common.

Possessions: Leather armor, Gran March infantry uniform.

Description: Corporal Prenten has only recently been animated as a ghoul after being killed by Acan. His skin has already thinned across his bones and assumed a deathly gray pallor. His tongue has blackened and his hair is beginning to fall out. He is trying to resist the call of undeath, but if he is freed, he will succumb and turn on any living creatures nearby.

ENCOUNTER 3

Acan Male Human (Flan) Vampire Ftr7/EWM 1: Medium Undead; CR 10; HD 8d12+8; hp 68; Init +8; Spd 30 ft.; AC 29, touch 16, flat-footed 25 (+4 Dex, +6 natural, +7 +2 *chain mail armor*, +2 *deflection*); Base Atk/Grp: +8/+15; Atk +15 melee (1d6+7 plus Energy Drain, Slam) or +17 melee (1d10+17, +1 *ghost touch bastard sword*); Full Atk +15/+10 melee (1d6+7 plus Energy Drain, Slam) or +17/+12 melee (1d10+17, Bastard Sword); Blood drain, children of the night, create spawn, dominate, energy drain; SQ Alternate form, damage reduction 10/silver and magic, Darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL NE; SV Fort +7, Ref +8, Will +5; Str 25, Dex 18, Con -, Int 14, Wis 12, Cha 14.

Skills & Feats: Bluff +10, Climb +13, Craft (weapons) +8, Hide +8, Jump +13, Knowledge (military history) +13, Listen +9, Move Silently +8, Search +9, Sense Motive +9, Spot +9, Swim +15; Alertness, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Mobility, Power Attack, Improved Turn Resistance, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

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.

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.

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.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

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

Turn Resistance (Ex): A vampire has +4 turn resistance. ***Acan turns as a 20 HD undead with his Improved Turn Resistance and his Cloak of Turn Resistance +4.***

Languages: Flan, Common, Suel.

Possessions: +1 ghost touch bastard sword, +2 chain mail, gauntlets of ogre power, +2 ring of protection, Cloak of turn resistance +4.

Description: Acan is short and stocky. His features display his pure Flan heritage which contrasts with his milky pale skin. His eyes are black and glare balefully at all things. He never smiles or feigns diplomacy with anyone. He wears very ancient, ornate chain mail with no heraldic markings. He carries an ancient bastard sword that looks a bit long for him, but that he wields with practiced ease.

Wraith: Medium Undead (incorporeal); CR 5 HD 5d12; hp 32; Init +7; Spd 60 ft.fly (good); AC 15, touch 15, flat-footed 12 (+3 Dex, +2 deflection); Base Atk/Grp: +2/-; Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Full Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Space/Reach 5ft./5ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills & Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-fight, Combat Reflexes, Improved Initiative.

Possessions: none

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Ettin Skeleton: Large Undead; CR 5 HD 10d12; hp 65; Init +4; Spd 40 ft.; AC 11, touch 9, flat-footed 11 (-1 size, +2 natural); Base Atk/Grp: +5/+15; Atk +10 melee (2d6+6, morningstar) or +10 melee (1d6+6, claw) or +4 ranged (1d8+6, javelin); Full Atk +10 melee (2d6+6, 2 morningstars) or +10 melee (1d6+6, 2 claws) or +4 ranged (1d8+6, javelin); Space/Reach 10ft./10ft.; SA none; SQ Damage reduction 5/bludgeoning, Darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +3, Will +7; Str 23, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: none; Improved Initiative.

Possessions: 2 morningstars, 2 javelins.

Ogre Zombie: Large Undead; CR 3; HD 8d12+3; hp 55; Init-2; Spd 40 ft. (can't run); AC 15, touch 7, flat-footed 15 (-1 size, -2 Dex, +8 natural); Base Atk/Grp: +4/+14; Atk +9 melee (2d8+9, Greatclub) or +9 melee (1d8+9, Slam) or +1 ranged (1d8+9, Javelin); Full Atk +9 melee (2d8+9, Greatclub) or +9 melee (1d8+9, Slam) or +1 ranged (1d8+9, Javelin); Space/Reach 10 ft./10 ft.; SA none; SQ Single actions only, damage reduction 5/slashing, Darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1..

Skills & Feats: none; Toughness.

Single actions only (Ex); Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Possessions; Greatclub.

Ghoul: Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +2 armor, +2 natural armor); Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 plus paralysis, Bite); Full Atk +2 melee (1d6+1 plus paralysis, Bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills & Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Languages: Common.

Possessions: Leather armor, Gran March infantry uniform.

Human Warrior Skeleton: Medium Undead; CR 1/3; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +2 natural, +2 heavy steel shield); Base Atk/Grp: +0/+1; Atk +1 melee (1d6+1, scimitar) or +1 melee (1d4+1, claw); Full Atk +1 melee (1d6+1, scimitar) or +1 melee (1d4+1, 2 claw); SA none; SQ damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: Improved Initiative.

Possessions: scimitar, heavy steel shield.

ENCOUNTER 6

Malkisharn, Human Wiz 3/Clr 3/Mystic Theurge 4: Medium Humanoid; CR 10; HD 3d4+3d8+5d4+10; hp 43 {58 with *false life*}; Init +2; Spd 30 ft. (6 squares); AC 17 (+2 Dex, +4 *mage armor*, +1 deflection), touch 13, flat-footed 15; Base Atk/Grp: +5/+4; Atk +4 melee (1d4-1/19-20x2, dagger); Full Atk +4 melee (1d4-1/19-20x2, dagger); SA Turn undead; SQ None; AL NE; SV Fort +8, Ref +7, Will +16; Str 8, Dex 14, Con 12, Int 19, Wis 18, Cha 12

Skills & Feats: Concentration +17, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (religion) +13, Knowledge (the planes) +17, Sense Motive +8, Spellcraft +17; Craft Wondrous Item, Practiced Spellcaster (wizard), Scribe Scroll, Skill Focus (Concentration), Spell Focus (necromancy)

Languages: Common, Flan, Infernal, Abyssal

Wizard Spells Prepared (4/5/4/3/2, save DC = 14 + spell level, 15 + spell level for necromancies): 0 – *detect magic, touch of fatigue, prestidigitation, mage hand*; 1st – *magic missile, magic missile, ~~mage armor~~, ray of enfeeblement, grease* 2nd – *glitterdust, command undead, scorching ray, ~~false life~~*; 3rd – *fireball, slow, ray of exhaustion*; 4th – *enervation, fear*

Cleric Spells Prepared (4/6/5/4/3, save DC = 14 + spell level, 15 + spell level for necromancies): 0 – *detect magic, resistance, light, guidance*; 1st – *sanctuary, cure light wounds, cause fear, command, bane, protection from good* ^D 2nd – *cure moderate wounds, sound burst, death knell, spiritual weapon, invisibility* ^D; 3rd – *animate dead, deeper darkness, blindness/deafness, nondetection* ^D; 4th – *freedom of movement, poison, unholy blight* ^D; Deity – Vecna, Domains – Evil, Trickery

Possessions: Lesser metamagic rod of extend, Cloak of resistance +2, ring of protection

+1, *peripart of wisdom* +2, *headband of intellect* +2, dagger, spell component pouch, silver holy symbol of Vecna, arcane scroll (*animate dead*) 8th level caster.

Description: A short, skinny middle-aged Flan man with thin wisps of hair, big ears, rotting teeth and deep, droopy eyes. He looks intelligent in a bookish way, and is anxious and jittery.

Acan Male Human (Flan) Ft7/EWM1: Medium humanoid; CR 8; HD 7d10+1d8+24; hp 71; Init +2; Spd 30 ft.; AC 21, touch 14, flat-footed 17 (+2 Dex, +7 +2 *chain mail*, +2 *deflection*); Base Atk/Grp: +8/+12; Atk +14 melee (1d10+11, +1 *ghost touch bastard sword*); Full Atk +14/+9 melee (1d10+11, +1 *ghost touch bastard sword*); SA none SQ none; AL NE; SV Fort +9, Ref +4, Will +4; Str 19, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills & Feats: Climb +10, Craft (weapons) +7, Jump +10, Knowledge (military history) +12, Swim +12; Exotic Weapon Proficiency (bastard sword), Improved Toughness, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Flan, Common, Suel.

Possessions: +1 ghost touch bastard sword, +2 chain mail, gauntlets of ogre power, +2 ring of protection, cloak of turn resistance +4.

Description: Acan is short and stocky. His features display his pure Flan heritage. His eyes are black and glare balefully at all things. He never smiles or feigns diplomacy with anyone. He wears very ancient, ornate chain mail with no heraldic markings. He carries an ancient bastard sword that looks a bit long for him, but that he wields with practiced ease.

APPENDIX 3 – APL 10

ENCOUNTER 2

Gran March Soldiers, Male Human Ftr8: Size Type; CR 8; HD 8d10+11; hp 59; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 armor); Base Atk/Grp: +8/+11; Atk +13 melee (1d8+6, masterwork long spear) or +13 melee (1d6+3, masterwork shortsword); Full Atk +13/+8 melee (1d8+6, masterwork long spear) or +13/+8 melee (1d6+3, masterwork shortsword); SA none; SQ none; AL LG; SV Fort +7, Ref +4, Will +3; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +14, Jump +14, Profession (soldier) +5, Ride +6, Swim +14. Combat Reflexes, Dodge, Improved Critical (long spear) Power Attack, Toughness, Weapon Focus (long spear), Weapon Focus (short sword) Weapon Specialization (long spear).

Languages: Common.

Possessions: Leather armor, masterwork long spear, masterwork short sword.

Description: Mixed human races. All are in their mid-twenties and are solidly built. They look very tired and anxious.

Corporal Prenten, Male Human Ghoul (Undead): Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +2 armor, +2 natural armor); Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 plus paralysis, Bite); Full Atk +2 melee (1d6+1 plus paralysis, Bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills & Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Languages: Common.

Possessions: Leather armor, Gran March infantry uniform.

Description: Corporal Prenten has only recently been animated as a ghoul after being killed by Acan. His skin has already thinned across his bones and assumed a deathly gray pallor. His tongue has blackened and his hair is beginning to fall out. He is trying to resist the call of undeath, but if he is freed, he will succumb and turn on any living creatures nearby.

ENCOUNTER 3

Acan Male Human (Flan) Vampire Ftr8/EWM1/Rog1: Medium Undead; CR 12; HD 10d12+10; hp 85; Init +8; Spd 30 ft.; AC 31, touch 16, flat-footed 27 (+4 Dex, +8 natural, +7 +2 *chain mail armor*, +2 *deflection*); Base Atk/Grp: +9/+17; Atk +17 melee (1d6+8 plus Energy Drain, Slam) or +21 melee (1d10+21, +3 *ghost touch bastard sword*); Full Atk +17/+12 melee (1d6+8 plus Energy Drain, Slam) or +21/+16 melee (1d10+21, Bastard Sword); Blood drain, children of the night, create spawn, dominate, energy drain; SQ Alternate form, damage reduction 10/silver and magic, Darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL NE; SV Fort +8, Ref +10, Will +5; Str 27, Dex 18, Con -, Int 14, Wis 12, Cha 14.

Skills & Feats: Bluff +11, Climb +15, Craft (weapons) +9, Hide +9, Jump +15, Knowledge (military history) +15, Listen +11, Move Silently +9, Search +10, Sense Motive +10, Spot +11, Swim +16; Alertness, Blind Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Mobility, Power Attack, Improved Turn Resistance, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

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.

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.

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.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

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

Turn Resistance (Ex): A vampire has +4 turn resistance. ***Acan turns as a 22 HD undead with his Improved Turn Resistance and his Cloak of Turn Resistance (+4).***

Languages: Flan, Common, Suel.

Possessions: +3 ghost touch bastard sword, +2 chain mail, belt of giant strength +4, +2 ring of protection, +2 amulet of natural armor, cloak of turn resistance.

Description: Acan is short and stocky. His features display his pure Flan heritage which contrasts with his milky pale skin. His eyes are black and glare balefully at all things. He never smiles or feigns diplomacy with anyone. He wears very ancient, ornate chain mail with no heraldic markings. He carries an ancient bastard sword that looks a bit long for him, but that he wields with practiced ease.

Dire Bear Skeleton: Large Undead; CR 6 HD 12d12; hp 78; Init +6; Spd 40 ft.; AC 13, touch 11, flat-footed 11 (+2 Dex, -1 size, +2 natural); Base Atk/Grp: +6/+20; Atk +15 melee (2d4+10, claw); Full Atk +15 melee (2d4+10, 2 claws) and +10 melee (2d8+5, bite); Space/Reach 10ft./5ft.; SA none; SQ Damage reduction 5/bludgeoning, Darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +4, Ref +6, Will +8; Str 31, Dex 15, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: none; Improved Initiative.

Possessions: none

Wraith: Medium Undead (incorporeal); CR 5 HD 5d12; hp 32; Init +7; Spd 60 ft.fly (good); AC 15, touch 15, flat-footed 12 (+3 Dex, +2 deflection); Base Atk/Grp: +2/-; Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Full Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Space/Reach 5ft./5ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills & Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-fight, Combat Reflexes, Improved Initiative.

Possessions: none

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Bugbear zombie: Medium Undead; CR 2; HD 6d12+3; hp 42; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16 (+5 natural, +1 light wood shield); Base Atk/Grp: +3/+6; Atk +6 melee (1d8+3, morningstar) or +6 melee (1d6+3, Slam) or +3 ranged (1d6+3, Javelin); Full Atk +6 melee (1d8+3, morningstar) or +6 melee (1d6+3, Slam) or +3 ranged (1d6+3, Javelin); SA -; SQ Single actions only, damage reduction 5/slashing, Darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +2, Will +5; Str 17, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: none; Toughness.

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Possessions: Morningstar, light wood shield, 3 javelins.

Ghoul: Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +2 armor, +2 natural armor); Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 plus paralysis, Bite); Full Atk +2 melee (1d6+1 plus paralysis, Bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills & Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Languages: Common.

Possessions: Leather armor, Gran March infantry uniform.

Human Warrior Skeleton: Medium Undead; CR 1/3; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +2 natural, +2 heavy steel shield); Base Atk/Grp: +0/+1; Atk +1 melee (1d6+1, scimitar) or +1 melee (1d4+1, claw); Full Atk +1 melee (1d6+1, scimitar) or +1 melee (1d4+1, 2 claw); SA none; SQ damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: Improved Initiative.

Possessions: scimitar, heavy steel shield.

ENCOUNTER 6

Malkisharn, Human Wiz 3/Clr 3/Mystic Theurge 6: Medium Humanoid; CR 12; HD 3d4+3d8+6d4+24; hp 60 {75 with *false life*}; Init +2; Spd 30 ft. (6 squares); AC 18 (+2 Dex, +4 *mage armor*, +2 deflection), touch 14, flat-footed 16; Base Atk/Grp: +6/+5; Atk +5 melee (1d4-1/19-20x2, dagger); Full Atk +5 melee (1d4-1/19-20x2, dagger); SA Turn undead; SQ None; AL NE; SV Fort +10, Ref +8, Will +18; Str 8, Dex 14, Con 14, Int 20, Wis 20, Cha 12

Skills & Feats: Concentration +20, Knowledge (arcana) +20, Knowledge (history) +20, Knowledge (religion) +14, Knowledge (the planes) +20, Sense Motive +11, Spellcraft +20; Craft Wondrous Item, Practiced Spellcaster (wizard), Practiced Spellcaster (cleric), Scribe Scroll, Skill Focus (Concentration), Spell Focus (necromancy)

Languages: Common, Flan, Infernal, Abyssal

Wizard Spells Prepared (4/6/5/4/3/2, save DC = 15 + spell level, 16 + spell level for necromancies): 0 – *detect magic, touch of fatigue, prestidigitation, mage hand*; 1st – *magic missile, magic missile, ~~mage armor~~, ray of enfeeblement, ray of enfeeblement, grease* 2nd – *glitterdust, command undead, scorching ray, blindness/deafness, ~~false life~~*; 3rd – *fireball, slow, ray of exhaustion, vampiric touch*; 4th – *enervation, fear, Evard's black tentacles*; 5th – *cloudkill, feeblemind*

Cleric Spells Prepared (4/7/6/5/4/3, save DC = 15 + spell level, 16 + spell level for necromancies): 0 – *detect magic, resistance, light, guidance*; 1st – *sanctuary, cure light wounds, cause fear, command, command, bane, protection from good* ^D; 2nd – *cure moderate wounds, sound burst, death knell, spiritual weapon, spiritual weapon, invisibility* ^D; 3rd – *cure serious wounds, deeper darkness, blindness/deafness, contagion, nondetection* ^D; 4th

– *death ward, freedom of movement, poison, unholy blight* ^D; 5th – *slay living, flame strike, dispel good* ^D Deity – Vecna, Domains – Evil, Trickery

Possessions: Lesser metamagic rod of empower, lesser metamagic rod of extend, Cloak of resistance +3, ring of protection +2, periapt of wisdom +4, headband of intellect +2, amulet of health +2, dagger, spell component pouch, silver holy symbol of Vecna, arcane scroll (*animate dead*) 8th level caster.

Description: A short, skinny middle-aged Flan man with thin wisps of hair, big ears, rotting teeth and deep, droopy eyes. He looks intelligent in a bookish way, and is anxious and jittery.

Acan Male Human (Flan) Ftr8/EWM1/Rog1: Medium humanoid; CR 10; HD 8d10+1d8+1d6+30; hp 86; Init +2; Spd 30 ft.; AC 23, touch 14, flat-footed 21 (+2 Dex, +7 +2 *chain mail*, +2 deflection, +2 natural); Base Atk/Grp: +9/+14; Atk +18 melee (1d10+15, +3 *ghost touch bastard sword*); Full Atk +18/+13 melee (1d10+13, +3 *ghost touch bastard sword*); SA none SQ none; AL NE; SV Fort +10, Ref +6, Will +4; Str 21, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills & Feats: Bluff +1, Climb +12, Craft (weapons) +8, Hide -1, Jump +12, Knowledge (military history) +14, Listen +2, Move Silently -1, Search +1, Sense Motive +1, Spot +2, Swim +13; Blind Fight, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Toughness, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Flan, Common, Suel.

Possessions: +3 ghost touch bastard sword, +2 chain mail, belt of giant strength +4, +2 ring of protection, cloak of turn resistance +4, +2 amulet of natural armor.

Description: Acan is short and stocky. His features display his pure Flan heritage. His eyes are black and glare balefully at all things. He never smiles or feigns diplomacy with anyone. He wears very ancient, ornate chain mail with no heraldic markings. He carries an ancient bastard sword that looks a bit long for him, but that he wields with practiced ease.

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ENCOUNTER 2

Gran March Soldiers, Male Human Ftr10: Size Type; CR 10; HD 10d10+13; hp 72; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 armor); Base Atk/Grp: +10/+13; Atk +16 melee (1d8+6, masterwork long spear) or +15 melee (1d6+5, masterwork shortsword); Full Atk +16/+11 melee (1d8+6, masterwork long spear) or +15/+10 melee (1d6+5, masterwork shortsword); SA none; SQ none; AL LG; SV Fort +8, Ref +5, Will +4; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +16, Jump +16, Profession (soldier) +5, Ride +6, Swim +16. Combat Reflexes, Dodge, Improved Critical (long spear), Improved Weapon Focus (long spear), Power Attack, Toughness, Weapon Focus long spear), Weapon Focus (short sword) Weapon Specialization (long spear), Weapon Specialization (short sword).

Languages: Common.

Possessions: Leather armor, masterwork long spear, masterwork short sword.

Description: Mixed human races. All are in their mid-twenties and are solidly built. They look very tired and anxious.

Corporal Prenten, Male Human Ghoul (Undead): Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +2 armor, +2 natural armor); Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 plus paralysis, Bite); Full Atk +2 melee (1d6+1 plus paralysis, Bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills & Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul

in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Languages: Common.

Possessions: Leather armor, Gran March infantry uniform.

Description: Corporal Prenten has only recently been animated as a ghoul after being killed by Acan. His skin has already thinned across his bones and assumed a deathly gray pallor. His tongue has blackened and his hair is beginning to fall out. He is trying to resist the call of undeath, but if he is freed, he will succumb and turn on any living creatures nearby.

ENCOUNTER 3

Acan Male Human (Flan) Vampire Ftr8/EWM1/Rog3: Medium Undead; CR 14; HD 12d12+12; hp 102; Init +8; Spd 30 ft.; AC 33, touch 16, flat-footed 29 (+4 Dex, +8 natural, +9 +4 chain mail armor, +2 deflection); Base Atk/Grp: +11/+20; Atk +20 melee (1d6+9 plus Energy Drain, Slam) or +25 melee (1d10+23, +3 ghost touch bastard sword); Full Atk +20/+15/+10 melee (1d6+9 plus Energy Drain, Slam) or +25/+20/+15 melee (1d10+23, Bastard Sword); Blood drain, children of the night, create spawn, dominate, energy drain; SQ Alternate form, damage reduction 10/silver and magic, Darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL NE; SV Fort +9, Ref +11, Will +6; Str 28, Dex 18, Con -, Int 14, Wis 12, Cha 14.

Skills & Feats: Bluff +11, Climb +16, Craft (weapons) +9, Hide +9, Jump +16, Knowledge (military history) +17, Listen +15, Move Silently +9, Search +10, Sense Motive +11, Spot +15, Swim +17; Alertness, Blind Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Mobility, Power Attack, Improved Turn Resistance, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

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.

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.

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.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

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

Turn Resistance (Ex): A vampire has +4 turn resistance. ***Acan turns as a 24 HD undead with his Improved Turn Resistance and his Cloak of Turn Resistance (+4).***

Languages: Flan, Common, Suel.

Possessions: +3 ghost touch bastard sword, +4 chain mail, belt of giant strength +4, +2 ring of protection, cloak of turn resistance, +2 amulet of natural armor.

Description: Acan is short and stocky. His features display his pure Flan heritage which contrasts with his milky pale skin. His eyes are black and glare balefully at all things. He never smiles or feigns diplomacy with anyone. He wears very ancient, ornate chain mail with no heraldic markings. He carries an ancient bastard sword that looks a bit long for him, but that he wields with practiced ease.

Dire Bear Skeleton: Large Undead; CR 6 HD 12d12; hp 78; Init +6; Spd 40 ft.; AC 13, touch 11, flat-footed 11 (+2 Dex, -1 size, +2 natural); Base Atk/Grp: +6/+20; Atk +15 melee (2d4+10, claw); Full Atk +15 melee (2d4+10, 2 claws) and +10 melee (2d8+5, bite); Space/Reach 10ft./5ft.; SA none; SQ Damage reduction 5/bludgeoning, Darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +4, Ref +6, Will +8; Str 31, Dex 15, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: none; Improved Initiative.

Possessions: none

Wraith: Medium Undead (incorporeal); CR 5 HD 5d12; hp 32; Init +7; Spd 60 ft. fly (good); AC 15, touch 15, flat-footed 12 (+3 Dex, +2 deflection); Base Atk/Grp: +2/-; Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Full Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Space/Reach 5ft./5ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills & Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-fight, Combat Reflexes, Improved Initiative.

Possessions: none

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Ettin Skeleton: Large Undead; CR 5 HD 10d12; hp 65; Init +4; Spd 40 ft.; AC 11, touch 9, flat-footed 11 (-1 size, +2 natural); Base Atk/Grp: +5/+15; Atk +10 melee (2d6+6, morningstar) or +10 melee (1d6+6, claw) or +4 ranged (1d8+6, javelin); Full Atk +10 melee (2d6+6, 2 morningstars) or +10 melee (1d6+6, 2 claws) or +4 ranged (1d8+6, javelin); Space/Reach 10ft./10ft.; SA none; SQ Damage reduction 5/bludgeoning, Darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +3, Will +7; Str 23, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: none; Improved Initiative.

Possessions: 2 morningstars, 2 javelins.

Ogre Zombie: Large Undead; CR 3; HD 8d12+3; hp 55; Init-2; Spd 40 ft. (can't run); AC 15, touch 7, flat-footed 15 (-1 size, -2 Dex, +8 natural); Base Atk/Grp: +4/+14; Atk +9 melee (2d8+9, Greatclub) or +9 melee (1d8+9, Slam) or +1 ranged (1d8+9, Javelin); Full Atk +9 melee (2d8+9, Greatclub) or +9 melee (1d8+9, Slam) or +1 ranged (1d8+9, Javelin); Space/Reach 10 ft./10 ft.; SA none; SQ Single actions only, damage reduction 5/slashing, Darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1..

Skills & Feats: none; Toughness.

Single actions only (Ex); Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Possessions: Greatclub.

Ghoul: Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +2 armor, +2 natural armor); Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 plus paralysis, Bite); Full Atk +2 melee (1d6+1 plus paralysis, Bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills & Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the

control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Languages: Common.

Possessions: Leather armor, Gran March infantry uniform.

Human Warrior Skeleton: Medium Undead; CR 1/3; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +2 natural, +2 heavy steel shield); Base Atk/Grp: +0/+1; Atk +1 melee (1d6+1, scimitar) or +1 melee (1d4+1, claw); Full Atk +1 melee (1d6+1, scimitar) or +1 melee (1d4+1, 2 claw); SA none; SQ damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: Improved Initiative.

Possessions: scimitar, heavy steel shield.

Malkisharn, Advanced (32 HD) Dread Wraith: Medium Undead (Incorporeal); CR 16; HD 32d12+32; hp 240; Init +14; Spd Fly 60 ft. (Good) (12 squares); AC 27 (+10 Dex, +8 deflection, -1 Size), touch 27, flat-footed 17; Base Atk/Grp: +16/-; Atk +25 incorporeal touch melee (2d6 plus 1d8 x 1½ constitution drain); Full Atk incorporeal touch melee (2d6 plus 1d8 x 1½ constitution drain); SA Constitution drain, create spawn; SQ Darkvision 60', daylight powerlessness, incorporeal traits, lifesense 60', undead traits, unnatural aura, Rejuvenation²; AL NE; SV Fort +10, Ref +20, Will +22; Str -, Dex 30, Con -, Int 17, Wis 18, Cha 26

Skills & Feats: Diplomacy +26, Hide +41, Intimidate +35, Knowledge (religion) +30, Listen +41, Search +38, Sense Motive +39, Spot +41, Survival +4 (+6 following tracks); Ability Focus (constitution drain), Alertness^B, Blind-Fight, Combat Reflexes, Dodge, Empowered Energy Drain¹, Improved Initiative^B, Improved Natural Attack (incorporeal touch), Improved Toughness¹, Mobility, Spring Attack, ¹ – Libris Mortis pg. 27

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the

strength of their life force automatically, as if it had cast *deathwatch*.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 36 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

²**Rejuvenation (Su):** In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Description: As a dread wraith, Malkisharn is a true nightmare. He is 12 ft. tall, and looks like a robed skeletal demon, with horns and tendrils of shadowy blackness flickering out in all directions. Even though he moves with great speed, he always seems to flow in slow motion, filling the area around him with cold black ribbons of torn robe and flesh.

ENCOUNTER 6

Malkisharn, Human Wiz 3/Clr 3/Mystic Thourge 8: Medium Humanoid; CR 14; HD 3d4+3d8+8d4+28; hp 70 {85 with *false life*}; Init +3; Spd 30 ft. (6 squares); AC 19 (+3 Dex, +4 *mage armor*, +2 deflection), touch 15, flat-footed 16; Base Atk/Grp: +7/+6; Atk +6 melee (1d4-1/19-20x2, dagger); Full Atk +6 melee (1d4-1/19-20x2, dagger); SA Turn undead; SQ None; AL NE; SV Fort +11, Ref +9, Will +20; Str 8, Dex 16, Con 14, Int 22, Wis 20, Cha 12

Skills & Feats: Concentration +22, Knowledge (arcana) +23, Knowledge (history) +23, Knowledge (religion) +15, Knowledge (the planes) +23, Sense Motive +13, Spellcraft +23; Craft Wondrous Item, Practiced Spellcaster (wizard),

Practiced Spellcaster (cleric), Scribe Scroll, Skill Focus (Concentration), Spell Focus (necromancy).

Languages: Common, Flan, Infernal, Abyssal

Wizard Spells Prepared (4/6/6/5/4/3/2, save DC = 15 + spell level, 16 + spell level for necromancies): 0 – *detect magic*, *touch of fatigue*, *prestidigitation*, *mage hand*; 1st – *magic missile*, *magic missile*, ~~*mage armor*~~, *ray of enfeeblement*, *ray of enfeeblement*, *grease* 2nd – *glitterdust*, *glitterdust*, *command undead*, *scorching ray*, *blindness/deafness*, ~~*false life*~~; 3rd – *fireball*, *lightning bolt*, *slow*, *ray of exhaustion*, *vampiric touch*; 4th – *enervation*, *fear*, *Evard's black tentacles*, *Evard's black tentacles* 5th – *cloudkill*, *feeblemind* 6th – *disintegrate*, *repulsion*.

Cleric Spells Prepared (6/8/6/6/5/4/2, save DC = 15 + spell level, 16 + spell level for necromancies): 0 – *cause minor wounds*, *cause minor wounds*, *detect magic*, *resistance*, *light*, *guidance*; 1st – *sanctuary*, *cure light wounds*, *cause fear*, *command*, *command*, *bane*, *bane*, *protection from good* ^D 2nd – *cure moderate wounds*, *sound burst*, *death knell*, *spiritual weapon*, *spiritual weapon*, *invisibility* ^D; 3rd – *cure serious wounds*, *cure serious wounds*, *deeper darkness*, *blindness/deafness*, *contagion*, *nondetection* ^D; 4th – *death ward*, *freedom of movement*, *poison*, *unholy blight*, *unholy blight* ^D; 5th – *slay living*, *flame strike*, *flame strike*, *dispel good* ^D; 6th – *Blade Barrier*, *Mislead* ^D Deity – Vecna, Domains – Evil, Trickery

Possessions: Lesser metamagic rod of empower, lesser metamagic rod of extend, Gloves of dexterity +2, cloak of resistance +4, ring of protection +2, periapt of wisdom +4, headband of intellect +4, amulet of health +2, dagger, spell component pouch, silver holy symbol of Vecna, arcane scroll (*animate dead*) 8th level caster.

Description: A short, skinny middle-aged Flan man with thin wisps of hair, big ears, rotting teeth and deep, droopy eyes. He looks intelligent in a bookish way, and is anxious and jittery.

Acan Male Human (Flan) Ftr8/EWM1/Rog3:
Medium humanoid; CR 12; HD 8d10+1d8+3d6+36; hp 95; Init +2; Spd 30 ft.; AC 25, touch 14, flat-footed 23 (+2 Dex, +9 +4 *chain mail*, +2 deflection, +2 natural); Base Atk/Grp: +11/+17; Atk +22 melee (1d10+17, +3 *ghost touch bastard sword*); Full Atk +22/+17/+12 melee (1d10+17, +3 *ghost touch bastard sword*); SA none SQ none; AL NE; SV Fort +11, Ref +7, Will +5; Str 22, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills & Feats: Bluff +1, Climb +13, Craft (weapons) +8, Hide -1, Jump +13, Knowledge (military history) +16, Listen +6, Move Silently -1, Search +1, Sense Motive +2, Spot +6, Swim +14; Blind Fight, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Toughness, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Flan, Common, Suel.

Possessions: +3 ghost touch bastard sword, +4 chain mail, belt of giant strength +4, +2 ring of protection, cloak of turn resistance +4, +2 amulet of natural armor.

Description: Acan is short and stocky. His features display his pure Flan heritage. His eyes are black and glare balefully at all things. He never smiles or feigns diplomacy with anyone. He wears very ancient, ornate chain mail with no heraldic markings. He carries an ancient bastard sword that looks a bit long for him, but that he wields with practiced ease.

APPENDIX 5 – ALL APLS

INTRODUCTION

Lieutenant Watcher Melody Melerin, Vicious Mink, Female Human Clr15: Medium humanoid (Oeridian human); CR 15; HD 15d8+30; hp 108; Init +0; Spd 30 ft.; AC 28, touch 10, flat-footed 28; Base Atk +11; Grp +13; Atk +18 melee (1d8+6 +4 adamantine battle axe); Full Atk +18/+13/+8 melee (1d8+6 +4 adamantine battle axe) or; SA Spells; SQ cast good spells at +1 caster level; AL LG; SV Fort +10, Ref +5, Will +19; Str 14, Dex 10, Con 14, Int 10, Wis 25, Cha 10.

Skills and Feats: Concentration +18, Craft +2, Diplomacy +10, Heal +14, Knowledge (religion) +2, Profession (Soldier) +6, Ride +5, Speak language (dwarven), Spellcraft +2; Martial Weapon Proficiency (Battleaxe), Weapon Focus (Battleaxe), Combat Casting, Blind-fight, Craft Magic Arms and Armor, Lightning Reflexes, Craft Wondrous Item, Leadership, Quicken Spell.

Spells: Domains: War, Good; (6/7+1/7+1/7+1/5+1/5+1/4+1/3+1/1+1) 0 - *detect magic* x2, *detect poison*, *light*, *mending*, *purify food and water*; 1 - *comprehend languages*, *detect evil*, *divine favor*, *remove fear*, *sanctuary*, *shield of faith* x2, *protection from evil**; 2 - *align weapon*, *calm emotions*, *remove paralysis*, *resist elements* x2, *silence*, *status spiritual weapon**; 3 - *dispel magic*, *magic vestment* x2*, *invisibility purge*, *magic circle against evil* x2, *speak with dead*, *water breathing*; 4 - *air walk*, *death ward*, *freedom of movement*, *greater magic weapon* x2, *divine power**; 5 - *flame strike* x2*, *quicken divine favor*, *quicken shield of faith*, *righteous might* x2; 6 - *find the path*, *heal* x2, *hero's feast*, *blade barrier*; 7 - *aspect of the deity*, *greater restoration*, *holy word**; 8 - *greater spell immunity*, *holy aura**.

Possessions: +1 moderate fortification, ease full plate, heavy steel shield +2, animated, +1 adamantine battle axe, ring of blinking, boots of striding and springing, cloak of elemental protection, vest of resistance +3, periapt of wisdom +6, strand of prayer beads, rod of extension, lesser rod of extension, Heward's handy haversack, crown of light.

ENCOUNTER 1

Nytania; Medium Fey Female CLR12/SMI5¹; CR 19; HD 17d8-51; hp 41; Init +2; Spd 30 ft/x4 or 60

ft fly; AC 28 (+7 armor, +5 shield, +2 dex, +4 deflection), touch 16, flat-footed 26; Base Atk/Grapple +12/+12; Full Atk +13/+8/+3 +1 Ghost Touch Bane Undead Longsword (1d8+1;19-20/x2), +13/+8/+3 +1 Ghost Touch Disrupting Heavy Mace (1d8+1;20/x2), +22/+17/+12 +1 Seeking Holy Composite Longbow (1d8+1;20/x3); SA: Spell-like abilities (see below) SQ: Low-light vision, Fey Blood, immune to enchantments; AL N; SV Fort +13, Ref +14, Will +22; Str 10(+0), Dex 14(+2), Con 4(-3), Int 14(+2), Wis 28(+9), Cha 26(+8)

Skills & Feats: Concentration +19, Heal +17, Knowledge (geography) +11, Knowledge (religion) +16, Spellcraft +12, Spot +34, Survival +25; Leadership, Skill Focus (Concentration), Craft Magic Arms and Armor, Craft Wondrous Item, Zen Archery¹, Augment Healing¹

¹ - See DM Aid

Possessions: +1 Bane Undead Ghost Touch Longsword, +1 Ghost Touch Disrupting Heavy Mace, +1 Seeking Holy Composite Longbow, +3 Death Ward Mithral Chain Shirt¹, +3 Darkwood Large Shield, Periapt of Wisdom +6, +6 Cloak of Charisma, +2 Gloves of Dexterity, +4 Ring of Protection, +4 Vest of Resistance¹, *Orange Prism Ioun Stone*.

¹ - See Appendix VI for description

Spells Prepared: (6/8+1/7+1/7+1/6+1/6+1/4+1/4+1/3+1 Base DC = 19 + spell level) 0-level – *create water* x3, *detect magic* x2, *purify food and drink* 1st – **longstrider** (D), *bles*, *bles water*, *protection from evil*, *sanctuary*, *resurgence*, *lesser vigor*, *endure elements*, *detect undead*; 2nd – *Consecrate*, *Sound Burst*, *Spiritual Weapon*, *Locate Object* (D), *Resist Energy*, *Zone of Truth*, *Calm Emotions*, *Deific Vengeance*; 3rd – *Fly* (x2) (D), *Briar Web*, *Mass Lesser Vigor* (x2), *Prayer*, *Protection From Energy*, *Water Breathing*; 4th – *Dimension Door* (D), *Restoration* (x2), *Recitation*, *Freedom of Movement*, *Tongues*, *Death Ward*; 5th – *Teleport* (D), *True Seeing* (x2), *Hallow*, *Dispel Evil* (x2), *Commune*; 6th – *Find the Path* (D), *Heal*, ~~*Heroes' Feast*~~, *Wind Walk* (x2); 7th – *Repulsion* (D), *Greater Restoration* (x2), *Regenerate*, *Mass Spell Resistance*; 8th – *Mind Blank* (D), *Holy Aura*, *Fire Storm*, *Dimensional Lock*

(D) = Domain Spell. Domains: Travel, Protection.

(Spells in strikethrough have already been cast today, on Nytania if applicable. She has been given 12 additional hit points for Heroes' Feast)

Wings: Nytania has butterfly-like wings that give her a fly speed equal to 60 feet. She does not like to use her wings and rarely unfurls them.

Spell-like Abilities (caster level 17): At will: *Charm Person*; 1/day: *Faerie Fire* or *Glitterdust* (can choose either or each day), *Hypnotism*, *Sleep* or *Enthrall*, *Tasha's hideous laughter* or *Suggestion*, *Confusion*, *Lesser Geas*, *Dominate Person* or *Hold Monster*, *Mass Invisibility*, *Geas*, or *Mass Suggestion*, *Insanity* or *Mass Charm*, 3/day: *Detect Law*, *Protection from Law*

Save DC is 10 plus corresponding spell level plus 17 (27+ spell level)

Nytania 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.

Her work to develop a gem to imprison Malkisharn has drained her life's essence until she hovers near death. The gem she created is powered by positive energy, and she has fueled it with her own life. She is dedicated to following through on this task, and will gladly die to see Malkisharn safely imprisoned again.

Fury, Male Pegasus: Large Magical Beast; CR 4; HD 8d10+24; hp 68; Init +2; Spd 60 ft., fly 120 ft.; AC 15, touch 12, flat-footed 12 (-1 size, +3 Dex, +3 natural); Base Atk/Grp: +8/+16; Atk +11 melee (1d6+4, hoof); Full Atk +11 melee (1d6+4, hoof (x2)) and +6 melee (1d3+2, bite); SA none; SQ Darkvision 60 ft., low-light vision, scent, spell-like abilities; AL CG; SV Fort +9, Ref +9, Will +5; Str 18, Dex 16, Con 16, Int 10, Wis 13, Cha 13.

Skills & Feats: Diplomacy +3, Listen +10, Sense Motive +13, Spot +10; Endurance, Flyby Attack, Iron Will.

Spell-Like Abilities: At will – detect good and detect evil within a 60 ft. radius. Caster level 9th.

Languages: Pegasi cannot speak, but they understand common.

Description: Fury stands 6 feet high at the shoulder, weighs 1,600 pounds and has a wingspan of 20 feet. He is white, with a reverse blaze (black) running down the length of his face. He has been flying hard, so PCs with animal handling will notice that Fury is lathered from recent exertions, but not breathing heavily (Endurance feat).

ENCOUNTER 3

Malkisharn, Advanced (32 HD) Dread Wraith: Medium Undead (Incorporeal); CR 16; HD 32d12+32; hp 240; Init +14; Spd Fly 60 ft. (Good) (12 squares); AC 27 (+10 Dex, +8 deflection, -1 Size), touch 27, flat-footed 17; Base Atk/Grp: +16/-; Atk +25 incorporeal touch melee (2d6 plus 1d8 x 1½ constitution drain); Full Atk incorporeal touch melee (2d6 plus 1d8 x 1½ constitution drain); SA Constitution drain, create spawn; SQ Darkvision 60', daylight powerlessness, incorporeal traits, lifesense 60', undead traits, unnatural aura, Rejuvenation²; AL NE; SV Fort +10, Ref +20, Will +22; Str -, Dex 30, Con -, Int 17, Wis 18, Cha 26

Skills & Feats: Diplomacy +26, Hide +41, Intimidate +35, Knowledge (religion) +30, Listen +41, Search +38, Sense Motive +39, Spot +41, Survival +4 (+6 following tracks); Ability Focus (constitution drain), Alertness^B, Blind-Fight, Combat Reflexes, Dodge, Empowered Energy Drain¹, Improved Initiative^B, Improved Natural Attack (incorporeal touch), Improved Toughness¹, Mobility, Spring Attack, ¹ – Libris Mortis pg. 27

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 36 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

²Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The

“destroyed” spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost’s HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Description: As a dread wraith, Malkisharn is a true nightmare. He is 12 ft. tall, and looks like a robed skeletal demon, with horns and tendrils of shadowy blackness flickering out in all directions. Even though he moves with great speed, he always seems to flow in slow motion, filling the area around him with cold black ribbons of torn robe and flesh.

Martin the Pale, Male Human Ghost (undead)Clr3/Wiz3/MyT8: Medium undead; CR 16; HD 14d12; hp 91; Init +4; Spd 30 ft., fly 30 ft. (perfect); AC 14, touch 14, flat-footed 14 (+4 deflection); Base Atk/Grp: +7/+6; Atk +6 melee (1d6-1, light mace); Full Atk +6/+1 melee (1d6-1, light mace); SA Corrupting gaze, corrupting touch, draining touch, frightful moan, horrific appearance, malevolence, manifestation, telekinesis; SQ Rejuvenation, turn resistance +4; Fort +9, Ref +7, Will +23; Str 8, Dex 10, Con -, Int 22, Wis 23, Cha 12.

Skills & Feats: Concentration +17, Decipher Script +21, Diplomacy +5, Knowledge (arcane) +23, Knowledge (history) +15, Knowledge (religion) +23, Sense Motive +10, Spellcraft +25; Combat Casting, Eschew Materials, Improved Initiative, Iron Will, Empower Spell, Necromantic Presence¹. ¹Libris Mortis pg 28.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost’s gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On

each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost’s moan for 24 hours.

Horrid Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost’s horrid appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost’s Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target’s space; moving into the target’s space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost’s Cha modifier). A creature that successfully saves is immune to that same ghost’s malevolence for 24 hours, and the ghost cannot enter the target’s space. If the save fails, the ghost vanishes into the target’s body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A

manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): A ghost can use telekinesis as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

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

Languages: Common, Flan, Elven, Draconic, Infernal.

Spells Prepared: Cleric (6/7+1/6+1/5+1/4+1/3+1/2+1 Base DC = 16 + spell level) 0-level - *detect magic, inflict minor wounds (x4), resistance*; 1st - *bane (x2), obscuring mist (x2), protection from good, shield of faith, sanctuary (x2)* 2nd - *detect thoughts, hold person, silence (x2), sound burst (x2), lesser restoration* 3rd - ~~*animate dead (x4)*~~, *dispel magic, magic circle against good*, 4th - *freedom of movement, unholy blight, restoration, cure critical wounds, summon monster IV*; 5th -

flame strike, spell resistance, dispel good, summon monster V; 6th - ~~*create undead, create undead, summon monster VI*~~.

Wizard (4/6/6/5/4/3/2 Base DC = 16 + spell level) 0-level - *acid splash, Daze (x3)* 1st - *color spray, grease (x2), ~~mage armor~~, magic missile (x2)* 2nd - *glitterdust (x3), Tasha's hideous laughter, mirror image (x2)* 3rd - *haste, fireball (x2)*, empowered *Ray of Enfeeblement, slow* 4th - *enervation (x4)* 5th - *feeblemind, wall of force*, empowered *fireball* 6) - *summon monster VI, ~~create undead~~*.

*Domain spell. *Domains:* Trickery, Evil.

Possessions: Light mace, headband of intellect +6, Martin's spellbook, *periapt of wisdom +4, vest of resistance +3, rod of undead mastery*¹.

¹Libris Mortis, pg 78.

Description: A smallish man of mixed racial heritage in his late 40's. Martin spent his life plotting the return of Malkisharn, only to find himself abandoned and killed within moments of achieving that goal. Martin rose as a ghost, and Malkisharn immediately dragged him along on his schemes of conquest. Malkisharn has completely disregarded Martin as anything other than a lackey, despite the fact that Martin's power has actually grown considerably in the last two years.

Before his death, Martin might have stood up to the ancient wraith and demanded more respect. Since his death, Martin has become obsessed with his own mortality. Despite his personal power, he is terrified of conflict, and will seek to avoid fighting adventurers, clerics and soldiers at all costs. He tries to act cavalierly, using his powers to create minions to fight on his behalf and acting above such petty melee, but his cowardice has not gone unnoticed. Even though he has the ghostly power of rejuvenation, Martin is always afraid that some outside power will find a way to overcome his ghostly powers, and snuff out his unlife as easily as they snuffed out his mortal life.

He despises Acan, who Malkisharn treats more as an equal due to the fact that he presents himself as being nearly as ancient as the dread wraith. Malkisharn listens to the vampire, and Martin begins to despise them both for treating him like a lackey. He is too cowardly to say or do anything about it, though.

ENCOUNTER 5

Aspect of Vecna: Medium undead; CR 10; HD 10d12; hp 65; Init +3; Spd 30 ft.; AC 22, touch 17, flat-footed 19 (+3 Dex, +5 natural, +4 deflection); Base Atk/Grp: +5/+8; Atk +9 melee (1d4+4, +1

ghost touch dagger); Full Atk +9 melee (1d4+4, +1 ghost touch dagger); SA Magic missile; SQ Damage reduction 5/epic, darkvision 60 ft., spell resistance 21, undead traits; AL NE; SV Fort +3, Ref +6, Will +13; Str 17, Dex 16, Con -, Int 28, Wis 23, Cha 18. *Miniatures Handbook, page 54.*

Skills & Feats: Appraise +22, Concentration +17 (casting defensively +21), Craft (alchemy) +22, Decipher Script +22, Diplomacy +6, Knowledge (arcane) +22, Knowledge (history) +22, Knowledge (the planes) +22, Knowledge (religion) +22, Listen +21, Search +22, Sense Motive +19, Spellcraft +24, Spot +21, Survival +6 (+8 following tracks, +10 following tracks on other planes, +8 on other planes); Alertness, Blind-Fight, Combat Casting, Spell Penetration.

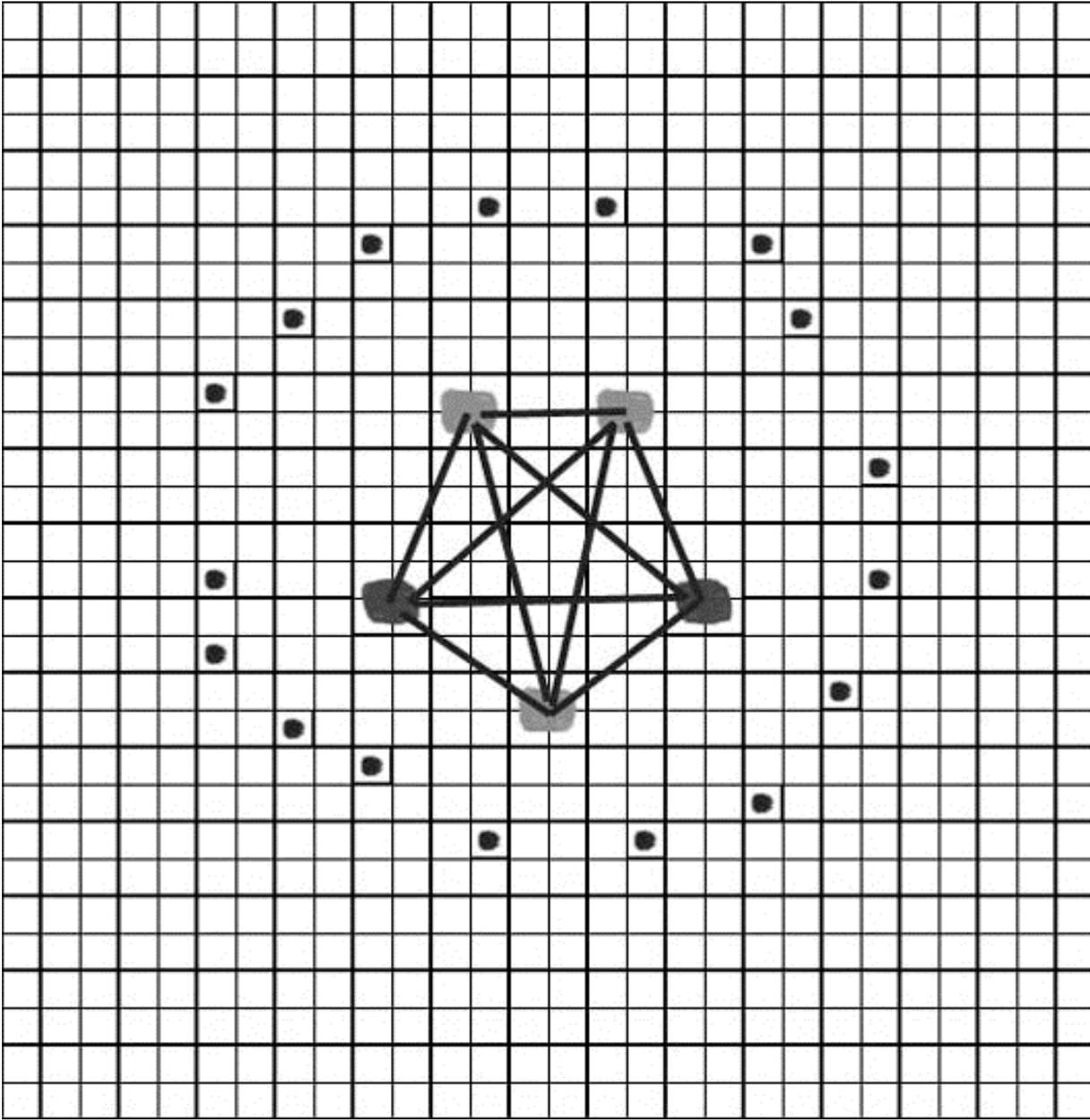
Magic Missile (SU): At will, an aspect of Vecna can use as empowered magic missile effect, as the spell (caster level 10th).

Languages: Abyssal, Common, Draconic and Infernal.

Possessions: +1 ghost touch dagger.

Description: This withered humanoid stands 6 feet tall. Its flesh seems partly mummified, and portions of its flesh are absent, most notably one eye and one hand. It wears dark robes and cloaks, each embroidered with secret mystical runes. Its one remaining eye flashes with magic, malice and perhaps madness.

DM AID: MAP #1 – DEATHYARD



DM AID 2: UNDEAD HIT DICE ENCOUNTER 3

The undead horde from encounter 3 has the following effective hit dice for turning:

APL 6	Controlled	Uncontrolled
Acan		18
Wraith		7
Ogre Skeleton	8	4
Ghoul	8	4
Gnoll Warrior Zombies	8	4
Human Warrior Skeleton	5	1

APL 8

Acan		20
Wraith		7
Ettin Skeleton	14	10
Ogre Zombies	12	8
Ghoul	8	4
Human Warrior Skeleton	5	1

APL 10

Acan		22
Dire Bear Skeleton	16	12
Wraith		7
Bugbear Zombie	10	6
Ghoul	8	4
Human Warrior Skeleton	5	1

APL 12

Acan		24
Dire Bear Skeleton	16	12
Wraith		7
Ettin Skeleton	14	10
Ogre Zombies	12	8
Ghoul	8	5
Human Warrior Skeleton	5	1

DM AID: NEW RULES

As presented in *Complete Divine*

Augment Healing - 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.

As presented in *Complete Warrior*

Improved Toughness - You are significantly tougher than normal. **Prerequisite:** Base Fortitude Save bonus +2. **Benefit:** You gain a number of hit points equal to your 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.

Zen Archery – Your intuition guides your hand when you use a ranged weapon. **Prerequisites:** Wis 13, base attack bonus +1. **Benefit:** You can use your Wisdom modifier instead of your Dexterity modifier when making a ranged attack roll.

Spells

As presented in *Complete Divine*

Deific Vengeance – Conjunction (summoning) **Level:** Cleric 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.

Lesser Vigor – Conjunction (Healing) **Level:** Cleric 1, druid 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 spell 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, 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.

Lesser Vigor, Mass – Conjunction (Healing) **Level:** Cleric 3, druid 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 until the spell ends 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.

Recitation – Conjunction (creation) **Level:** Cleric 4, purification 3 **Components:** V, S, DF **Casting Time:** 1 standard action **Range:** 60 feet. **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.

As presented in *Complete Arcane*

Practiced Spellcaster

Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of non-spellcasting classes, you might be able to apply the rest of the bonus.

As presented in *Libris Mortis*

Necromantic Presence

Whenever undead you control are within 60' of you, they gain a +4 bonus to their turn resistance.

Prestige Classes

As presented in *Complete Divine*

Seeker of the Misty Isle

Millenia ago, a well-placed arrow from Corellon Larethian put out one of Gruumsh's eye. But Gruumsh and Kurtulmak conspired to have their revenge on the deity of the elves. Using potent magic (and sacrificing thousands of orcs, kobolds, and captive elves), Gruumsh and Kurtulmak managed to whisk away one of the world's most beautiful elven communities: the Misty Isle. Neither Corellon Larethian's personal power nor the combined prowess of the elven nation's diviners was able to glean so much as a hint about where Gruumsh and Kurtulmak have hidden the Misty Isle – only that the elves there yet survive, though they are trapped and cannot contact their brethren.

Joining the seekers is an arduous process, for the order admits only those likely to survive long travels in hostile lands. And because looking for the Misty Isle is a lifelong quest, the ranks of the seekers are filled with those who no longer "fit in" among the elves: the heartbroken, the grieving, and the exiled. Many have at least some training as a ranger or druid, because the forbidding wilderness where a seeker wanders provides entry trials of its own. Multiclass barbarian druids and cleric/rangers also find the pursuit rewarding.

Hit Die: d8

Requirements

To qualify to become a seeker of the misty isle, a character must fulfill all of the following criteria:

Race: Elf or half-elf.

Skills: Knowledge (religion) 4 ranks, Survival 8 ranks

Spells: Able to cast 2nd level divine spells.

Special: Must be inducted into the order by another member.

Class Skills

The seeker of the misty isle's class skills (and the key ability for each skill) are Balance (Des), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Speak Language (n/a), Spellcraft (Int), Spot (Wis), and Survival (Wis).

Skill points at each level: 6 + Int modifier

Class Features

All of the following are class features of the hunter of the dead prestige class.

Weapon and Armor Proficiency: Seekers of the Misty Isle are proficient with all martial weapons and with light and medium armor.

Extra Domain: A seeker of the Misty Isle gains the granted power and spell access of the Travel domain at 1st level and Magic domain at 7th level. For an explanation of how nonclerics receive domain spells, see the Extra Domains section at the beginning of this chapter.

Spells per Day/Spells Known: When a new seeker of the Misty Isle level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class in which she could cast 2nd level divine spells before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability and so on). This essentially means that she adds the level of seeker of the Misty Isle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class in which she could cast 2nd level divine spells before she became a seeker of the Misty Isle, the player must decide which class to assign each level of seeker of the Misty Isle for the purpose of determining spells per day and spells known.

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.

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).

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.

Find the Path (Sp): A 6th-level seeker can use *find the path* on herself once per day as a spell-like ability. Her caster level is equal to her class level.

Arcane Sight (Su): Three times per day, a 9th level seeker of the Misty Isle's eyes glow blue, enabling her to use *arcane sight*, as the spell from the caster of the seeker's highest divine caster level.

Discern Location (Sp): A 10th-level seeker can use *discern location* once per week as a spell-like ability. Her caster level is equal to her class level.

Table 2: Seeker of the Misty Isle

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+2	+2	+0	Extra Domain (Travel)	+1 level of existing divine spellcasting class
2 nd	+1	+3	+3	+0	--	+1 level of existing divine spellcasting class
3 rd	+2	+3	+3	+1	--	+1 level of existing divine spellcasting class
4 th	+3	+4	+4	+1	Swiftfooted	+1 level of existing divine spellcasting class
5 th	+3	+4	+4	+1	Corellon's Perception, Surefooted	--
6 th	+4	+5	+5	+2	<i>Find the Path</i>	+1 level of existing divine spellcasting class
7 th	+5	+5	+5	+2	Extra Domain (Magic)	+1 level of existing divine spellcasting class

8 th	+6	+6	+6	+2	--	+1 level of existing divine spellcasting class
9 th	+6	+6	+6	+3	<i>Arcane Sight</i>	+1 level of existing divine spellcasting class
10 th	+7	+7	+7	+3	<i>Discern Location</i>	--

Templates

As presented in *Fiend Folio*

Half-Fey Template

Creating a half-nymph

"Half-fey" is an inherited template that can be added to any corporeal living creature (referred to hereafter as the base creature). The creature's type changes to fey. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d6

Speed: All half-fey have butterflylike wings unless the base creature has wings already. A half-fey that did not already have wings gains a fly speed equal to twice the base creature's fastest mode of movement, with good maneuverability.

Special Attacks: A half-fey with Wisdom or Charisma of 8 or higher (after the ability score adjustments noted below) gains spell-like abilities, using its Hit Dice as its caster level. The table below lists the abilities available. These abilities are cumulative; a half-fey with 3 HD can use the abilities on the 1-2 HD row on the table as well as those on the 3-4 HD row. When a half-fey gets a choice between two abilities (such as *Faerie Fire* or *Glitterdust* at 1-2 HD), it can choose anew between these abilities each day.

HD	Abilities
1-2	<i>Charm Person</i> at will, <i>Hypnotism</i> 1/day, <i>Faerie Fire</i> or <i>Glitterdust</i> 1/day
3-4	<i>Detect Law</i> 3/day, <i>Sleep</i> or <i>Enthrall</i> 1/day
5-6	<i>Protection from Law</i> 3/day, <i>Tasha's Hideous Laughter</i> or <i>Suggestion</i> 1/day
7-8	<i>Confusion</i> 1/day
9-10	<i>Eyebite</i> or <i>Lesser Geas</i> 1/day
11-12	<i>Dominate Person</i> or <i>Hold Monster</i> 1/day
13-14	<i>Mass Invisibility</i> 1/day
15-16	<i>Geas/Quest</i> or <i>Mass Suggestion</i> 1/day
17-18	<i>Insanity</i> or <i>Mass Charm</i> 1/day
19+	<i>Otto's Irresistible Dance</i> 1/day

Special Qualities: Half-fey have low-light vision and are immune to enchantment spells and effects

Abilities: Increase from the base creature as follows: Dex +2, Con -2, Wis +2, Cha +4.

Skills: A half-fey has skill points equal to (6+ its Int modifier) x (its Hit Dice +3). Treat skills possessed by the base creature as class skills and other skills as cross-class. If the creature has a class, it gains skill points for class levels normally.

Challenge Rating: as base creature +1

Alignment: Usually chaotic (any)

Level Adjustment: Same as base creature +2.

