



DUNGEONS & DRAGONS Campaigns

XEN'DRIK EXPEDITIONS

With His Dying Breath

Cabal of Shadows Faction Scenario #11

An Adventure for 11th-Level Characters (Scaled for 10th-13th Levels of Play)

CABAL OF SHADOWS™ Faction SCENARIO 11 for the XEN'DRIK EXPEDITIONS™ Campaign

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The Cabal is close now to reviving their cloud giant allies, all that remains for Sublime to complete his ritual is to recover the heart of air. You are sent to a most unlikely corner of Xen'drik to retrieve it, but its owner will defend it with his dying breath. A Xen'Drik Expeditions Faction adventure for the Cabal of Shadows, optimized for 11th-level characters.

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, Rich Baker, and Peter Adkison.

Sources: Book of Exalted Deeds [James Wyatt, Darrin Drader, Christopher Perkins]; Complete Champion [Ed Stark, Chris Thomasson, Rhiannon Louve, Ari Marmell, Gary Astleford]; Complete Warrior [Andy Collins, David Noonan, Ed Stark]; Explorer's Handbook [David Noonan, Rich Burlew, Frank Brunner]; Ghostwalk [Monte Cook & Sean K Reynolds]; Libris Mortis [Andy Collins and Bruce R. Cordell]; Magic Item Compendium [Andy Collins, Mike Mearls, and Stephen Schubert]; Manual of the Planes [Jeff Grubb, David Noonan, and Bruce R. Cordell]; Player's Handbook II [David Noonan]

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Adventure Background

Decades ago, Orgea Windborn was a champion of good and light touched by the heavens themselves. Orgea took it upon himself to right many wrongs and in the process of following evil where ever it may lead, he found himself on the shores of Xen'drik. Here he fought foul creatures and brought the word of the Undying Court where ever his travels took him, but eventually even heroes must fall. While trying to rescue a group of explorer's that had been taken captive, the great hero fell to the blades of cursed drow. Orgea's followers retrieved the holy warrior's body and beat a hasty retreat. Saddened by the loss of their leader and mentor the small band of survivors built a tomb and shrine to his deeds on Windswept Isle in the Teeth of Shargon where the elf might sleep forever.

Nearly a year and half ago, the Cabal of Shadows claimed the Hand of Stalwart Reverie (*CSH02 – Shadows Over Stormreach*) as its secret lair in Stormreach, but they are not alone inside this redoubt. The minds of Deondag, the Master of Rites, and his clan of cloud giants inhabit psionic constructs at the pinnacle of the tower where all of them (with the exception of Deondag) languish in madness brought on during the last invasion of Xen'drik by the realm of dreams, Dal Quor. As part of their agreement with Deondag to inhabit the tower, the Cabal promised that they would restore the cloud giants to sanity and install them in new bodies that the entire clan might be brought into the shadowy embrace of the Cabal.

The first step in fulfillment of this devil's bargain is to restore the minds of their giant allies. Unfortunately none of the standard spells or items function on the giants in their glass prisons, and more severe methods are called for. Ever the students of madness, the Children of Xoriat are well acquainted with ways to drive others to insanity or foster the madness within. However Sublime, the fallen angel who leads the bloodthirsty Obscura, has access to the rites of both Heaven and Hell and he has knows of a blessed ritual that can sooth the most troubled brow. This ritual requires a drop of blood from each of the four elements. To cure the entire clan, he postulates that more will be needed and so an entire heart must be ripped from one dedicated and spawned of each of the elements. The hearts of earth, fire, and water have since been recovered by agents of the Cabal and now only the heart of air remains. The PCs will have to travel to the tomb of Orgea Windborn and carve it from his dusty corpse.

Adventure Synopsis

Adventure Start: The party meets with Sublime who directs them onto this last mission before the ritual can be enacted. The party has an opportunity research Orgea Windborn and his resting place before leaving Stormreach.

Part One: The party travels to the tiny island, barely worthy of the name, and disembarks. At the landing point, the party encounters a handful of pilgrims who can offer more information about the area, but put up little resistance if attacked.

Part Two: The party enters into the shrine and must locate the secret entrance into the tomb proper and deal with traps left behind to deter grave robbers

Part Three: Once inside the tomb, it becomes clear that the tomb is not empty and in addition to more traps, creatures that no longer breathe but still hunger in its darkened halls.

Part Four: The party comes face to face with the deathless, Orgea Windborn who is in no mood to part with his no longer beating heart and force is required.

Ending the Adventure: The PCs return to Stromreach with the heart of air and Sublime moves to gather the necessary supplies and spellcasters in order to begin the ritual.

Troubleshooting

Adventure Secret: Should any of the PCs use a card or ability to unlock an adventure secret, through a word on the street or dusty tome while researching Orgea Windborn (as appropriate for the ability or card), they learn that many that have prayed at the shrine felt as if they were being watched at all times, though no obvious spy or place to watch from was visible. Another option is for the card or ability to warn the PCs that since Orgea was a follower of the Undying Court, it is likely that deathless may dwell in his tomb.

Content Warning: As members of an evil faction, Cabal of Shadows adventures often deal with mature themes such as violence or depravity. It is the DM's job to keep the sensibilities of the players in mind when running any adventure and adjust accordingly. Always remember that everyone should be having fun and not made to feel uncomfortable.

Obscura: Some members of the Cabal of Shadows also belong to Obscura, sub-factions within the Cabal. The Obscura often have secret missions for their members, and this time is no different. Ask each player to hand you a note listing his or her Obscura, if any. All players should hand in a note, even if they are not a member of any Obscura in order to keep suspicions evenly spread throughout the party. Return the

correct player handout to each player so they understand the details of their secret mission. This should be done immediately following the **Adventure Start** but before **Part One**.

Adventure Start

The PCs arrive individually at roughly the same time, following a message asking them to a clandestine meeting at dawn on a hillside just outside of Stormreach. It is morning and none of the PCs are traveling together prior to their arrival.

You secretly received a strange note ordering you to report for a mission briefing at dawn on the hills overlooking the city. Upon your arrival, you come across a pleasant clearing. A picnic blanket has been laid out, upon which sits full glasses, loaves of bread, bowls of fresh fruit and empty plates waiting for you. An androgynous youth with downcast eyes and wearing a simple peasant's shuff flexes his large white feathery wings apprehensively at your approach. "I hope the meal I have prepared pleases you, young masters." The boy reaches into a picnic basket and draws forth a sleeping human newborn and a large knife which he uses to provide each of you with a portion. "Eat up, there is plenty more where that came from..." The boy smiles, his eyes still downcast.

If anyone chooses not to partake of the grisly meal, Sublime asks if it is not to their liking and if they answer in the affirmative, he offers them something lighter. Reaching into the basket he pulls out a mewling kitten which he strangles with one quick motion and lays it upon their plate. After the PCs have had a chance to break their fast, Sublime continues with why he called the PCs here.

"As you likely know the Cabal shares its home with unique allies. The cloud giants of Clan Urazga remain trapped in madness inside mental prisons constructed by their leader Deondag. Bodiless and insane, they are of little use to the Cabal, so we must remedy both situations. The Children of Xoriat are no stranger to madness and we are privy to much knowledge of both heaven and hell. I have created a ritual that might bring salvation to our new allies. But I require certain implements to enact the ritual. Several of the components have been recovered but one remains and I ask you do me the simple honor of finding this last tool that we may serve our friends."

At this point allow the PCs the chance to ask questions of Sublime. He explains their mission based upon the narrative above, and the details provided here.

- **What do you need us to do?** *"The ritual requires the hearts of four individuals, each devoted to one of the four elements. Our brethren have already found the hearts of earth, fire, and water, but you must recover that of air."*
- **Where do we get the heart?** *"You must bring me the intact heart of the sainted elf champion Orgea Windborn from Windswept Isle where his remains lay with a shrine and tomb, still clinging to his last breath."*
- **How do we get there?** *"I have arranged for the Heritage, an elemental galleon some of you may recall, to ferry you there and back. The captain and his crew are stalwart allies of our cause and can be trusted. It leaves this afternoon."*
- **You say he clings to his last breath, do you mean he is undead?** *"No, not that I know of, but as a champion of things good and light and tied to the element of air, his corpse will hold onto his last breath like no other and as long as it still breathes, the heart remains undamaged."*
- **How are we to get the heart?** *"That is for you to decide, but I imagine even a simple servant such as myself can work a knife well enough to cut the heart free."*
- **What do we do once we have the heart?** *"Please return it to me at the Hand of Stalwart Reverie."*
- **Do you know anything about this Orgea Windborn?** *"Only that he was a holy warrior of Aerneal and he died for his beliefs in the jungles of Xen'drik."*
- **Can you give us anything to help us with our expedition?** *"I have some more picnic leftovers if that would please you."*

Once the PCs are ready to leave the picnic, they have roughly eight hours to research their destination or shop for items they feel they might need. They are welcome to purchase any additional gear in the city that they feel they need using the rules in the Campaign Standards. When they are prepared, move to their sea voyage on the *Heritage* and **Part One**.

Research and Knowledge Checks

Those PCs with Bardic Knowledge or Knowledge (history), Knowledge (local) or the Research Feat may attempt a skill check to know information about Orgea Windborn or Windswept Isle. Using the Research Feat takes 1d4 hours and those using the general collection in the Tower of Stalwart Reverie receive a +1 bonus to their check.

Orgea Windborn

- DC 10: Orgea Windborn was a holy warrior who defended the religion of the Undying Court and adventured throughout Xen'drik bringing truth and justice where ever the winds took him.
- DC 15: While trying to rescue a group of explorer's that had been taken captive; the great hero fell to the blades of cursed drow. Orgea's followers retrieved the holy warrior's body and built a shrine to his deeds on Windswept Isle in the Teeth of Shargon where the elf might sleep forever.
- DC 20: It is said that Orgea was particularly blessed with the powers of goodness and light, beyond even those of a paladin or cleric and that he may have been a true saint.
- DC 25: One of Orgea's closest companions, a wizard named Alilis Aerian, who many say truly loved Orgea, supervised the building of the tomb where she interred not only Orgea and those allies of his who died in the failed rescue attempt, but also chose to commit suicide after the construction that she might lay with her beloved for eternity.

Windswept Isle

- DC 5: Windswept Isle is very small island in Shargon's Teeth.
- DC 10: The island, barely bigger across than the deck of an average caravel, boasts a small pier and shrine to the memory of Orgea Windborn. His remains are said to be buried in the shrine.
- DC 20: Windswept Isle is an infrequent stop for elven pilgrims who worship the Undying Court. Occasionally they visit the isle to pay homage to the fallen warrior and his memory as a great champion of their religion.
- DC 30: Some say that when those who are devote in the elven beliefs pose a question within the shrine, the answer can be heard on the wind.

Role-playing Members of the Council of the Obscured

Sublime is one of the four individuals that sit upon the Council of the Obscured and make decisions for the Cabal of Shadows. Each is an old and powerful individual whose goals exceed the daily concerns of normal folk. Their powers exceed anything the PCs may muster. When portraying them, it is important that they maintain an air of otherworldly mystery.

Sublime: The speaker of the Children of Xoriat takes the form of masked teen of indeterminate sex with fine white angel-like wings. The child, known as Sublime is disturbingly calm for one of the Children and speaks of the eradication of whole cities with the same intensity one might discuss the weather. During discussions on how to proceed, Sublime generally urges the most violent and bloody methods.

Part One: Landfall

The Heritage made Windswept Isle in less than a day and as the tiny island comes into view, so does another sailing vessel. Anchored on the other side of the island with its sails flapping in the blustery winds, the small ship is offloading passengers into a longboat. The ship makes no threatening motions, but it is clear their passengers will reach landfall just before you.

The other ship has only a crew compliment of six sailors (elf expert 3), and the passengers they offload are all pilgrims who have come to pray at the shrine (elf commoner 1). If the PCs immediately take the *Heritage's* longboat, they arrive at the pier just as the pilgrim's are tying off.

Five elves, dressed as pilgrims are tying off their boat. Upon seeing your approach, one of them waves to you. "Hail travelers. I have never seen another party come to this lonely isle on pilgrimage at the same time. It must be truly fortuitous that our ancestors brought us together to celebrate at once."

The pilgrim who speaks, Eloris (male, elf, adept 4 (Undying Court)), is the leader of the pilgrimage and is happy to see other travelers and likely non-elves to boot. If the PCs are pleasant, he is only too happy share what he knows in polite conversation which includes all of the information found under the Knowledge checks above, as well as a few other bits of information:

- Once, on his first trip here many years ago, Eloris asked the memory of Orgea for advice on how to better serve the Court. On the wind, he heard a voice tell him that he should adopt the life of a priest and lead others on the path of veneration of the ancestors. While he has never heard the voice again, he has lead pilgrimages to the shrine every decade or so.
- If asked, Eloris does not believe that any undead or deathless are present in the shrine or the tomb but he has no proof. He has just never seen any.
- Eloris does know that Orgea and his followers are interred in the ground beneath where the shrine was built. There is likely some way down to them, though it is likely it has been walled over in the years since they were interred.

If the pilgrims are left to their own devices, Eloris leads them in prayer within the shrine for an hour and then each spends several minutes alone in the shrine asking advice and the blessing of Orgea that they might live virtuous, respectful lives. After a total of three hours, the pilgrims leave. If the PCs are blasphemous or hostile, the elves demand respect but should they not receive it, they try to say their prayers all the more quickly and leave the island.

Should the PCs attack the pilgrimage, they attempt to flee to their ship. Given their levels, the PCs should be able to easily overpower the pilgrims and destroy their ship if they should so choose. Note that Orgea watches their actions and notes any abilities used (see below).

Once the PCs are ready to inspect the shrine in detail and find a way to the tombs down below, proceed to **Part Two**.

Part Two: Memoriam (EL 6)

The room is lit by two *coldfire lanterns*, providing subdued but ample illumination. Removing a lantern from the wall causes it to cease functioning. Note that as soon as the PCs enter, Ogea's levels in the Dungeon Lord prestige class mean that he is watching everything they do. He will use this foreknowledge to time preparation spells and make sure the attacks of his allies are used to the deadliest effect. Once the PCs go inside, proceed with the following read aloud text.

The inside of the shrine is a simple affair with two pews in front of the statue of a regal elven warrior, one to either side. Despite the apparent shelter, the wind from outside appears to have been purposely funneled inside causing it to gust and whirl rapidly about the small room. Two blue coldfire lanterns sway in the breeze, lighting the room with a cool, subdued illumination.

The twenty by twenty foot room is safe enough for simple pilgrims coming to venerate the fallen hero, but grave robbers may find it slightly more dangerous. The wooden driftwood pews are plain and their smooth finish seems the work of many years of lapping waves. The statue itself is made of polished granite, and depicts an elven warrior wearing plate mail, and with his right hand holding a spear whose tip rests in the pedestal and with his left hand resting on top of a shield that obscures from his waist to the ground. There are no obvious other exits from the room beyond the door the PCs came through.

A careful search (DC 25 Search) discovers that one of the studs securing the handle on the back of the shield can be depressed. Doing so causes the floor between the pews to descend forming a stairway that descends into darkness. Unfortunately the trigger is also trapped. Anyone depressing the stair trigger without first disarming the trap or flipping the locked lever at the bottom of the hidden stairs in **Room 2** (only possible from below the floor), causes a cloud of poison dust to spray out from the statue's mouth in a 15-ft. cone (See the CR 6 Combat Statistics below).

It is possible to pound through the floor, though difficult and time consuming. Doing so not only allows entrance to the hallway below, but prevents the stair from rising up behind the PCs after they have descended and trigger the next trap.

Reinforced Stone Floor: 4 in. thick; hardness 8; hp 90; AC 5; Break DC 30.

Trap Statistics

Ungol Dust Vapor Gust: CR 6; mechanical; touch trigger; manual reset; lock bypass (Open lock DC 40, Room 2); multiple targets (all targets in a 15-ft. cone); never miss; poison (purified ungol dust, DC 17 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 29; Disable Device DC 27.

Ungol Dust Vapor Gust: CR 7; mechanical; touch trigger; manual reset; lock bypass (Open lock DC 40, Room 2); multiple targets (all targets in a 20-ft. cone); never miss; poison (rarified ungol dust, DC 19 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 30; Disable Device DC 29.

Scaling the Encounter

12th & 13th-Level Characters: Use the CR 7 version of the Ungol Dust Vapor Gust trap.

Part Three: Rest Eternal

The stairs descend twenty feet to a hallway. There is no light. The same breeze found in the shrine above can be felt throughout the tombs below. The winds throughout are caused by the place's connection to Syriana and cannot be *dispelled* or suppressed.

1. Hallway of Foul Breezes (EL 6)

Beyond the door, the smell of salt water wafts up from the clean stone stairs. The walls are carved in the likeness of many smiling faces, possibly elven children with their lips pursed as if blowing. A strange echoing of children's playful laughter comes from somewhere unseen, barely covering the sounds of winds playing across the seashore. No one can be seen in what little light radiates from above.

A closer examination of the children's' faces suggests a malicious glee, rather than innocent playfulness. A DC 12 Knowledge (nature) check reveals that the faces depict not elven children, but rather fey creatures. Anyone walking down the stairs who is not wearing a holy symbol of the Undying Court is targeted by a devious fey enchantment. Those who wear the holy symbol openly where it can be seen (and not hidden in a bag or beneath clothing) are immune to this encounter trap. One round after the PCs descend the stairs, the stairs rapidly return to their original position. Those on the stairs at the time must succeed in DC 20 Reflex saving through or fall prone at the bottom of the stairs. Those that succeed may choose to be in the hallway or above, in the shrine. One the stairs have raised, the trap is triggered. The foul breezes can still be heard in the shrine so only fleeing outside saves the PCs. Setting off this trap alerts those NPCs in **Room 3**.

At the end of the hallway is a stone door to the next room. The door displays a stylized skull. A successful DC 5 Knowledge (Religion) recognizes this as a holy symbol of the Undying Court. Any PC belonging to a worships the Undying Court or is native to Aerenal automatically succeeds.

Embedded in each of the skull's eye sockets is an ornate lock. It requires two successful Open Lock checks to bypass this door.

Reinforced Stone Door: 4 in. thick; hardness 8; hp 90; AC 5; Break DC 30; Open Locks DC 30; requires two separate rolls.

Once the PCs have managed to open the door to the next level, proceed to **Encounter 3: Undercover**.

Trap Statistics

Foul Breezes Trap CR 6

Description One round after a dragon, fey, giant, humanoid, monstrous humanoid or outsider steps upon the stairs without displaying a holy symbol of the Undying Court, the wind rises and becomes even more biting, draining upon the psyche of those who trespass.

Only by defacing all of the fey children's faces can the wind be stopped. Disarming the trap is possible by stuffing something in those mouths that are frozen in stony puffing.

Search DC 21; **Type** Magic

Trigger Detection (*true seeing*); **Init** +3

Effect Resolve drain (2d6+3 points of mental damage plus 1d2 points of Charisma damage, DC 16 Will negates the Charisma damage). The mental damage is caused by a sonic effect.

Duration 9 rounds (after which the wind returns to normal levels for 1 round before it resets)

Destruction AC 19; hp 27; hardness 8

Disarm Disable Device DC 27 (only one check is needed)

Disarm A *silence* spell negates mental damage, but not the Charisma damage.

Dispel DC 18 (suppress for 3 rounds)

Foul Breezes Trap CR 7

Description One round after a dragon, fey, giant, humanoid, monstrous humanoid or outsider steps upon the stairs without displaying a holy symbol of the Undying Court, the wind rises and becomes even more biting, draining upon the psyche of those who trespass.

Only by defacing all of the fey children's faces can the wind be stopped. Disarming the trap is possible by stuffing something in those mouths that are frozen in stony puffing.

Search DC 22; **Type** Magic

Trigger Detection (*true seeing*); **Init** +3

Effect Resolve drain (2d6+3 points of mental damage plus 1d3 points of Charisma damage, DC 17 Will negates the Charisma damage). The mental damage is caused by a sonic effect.

Duration 10 rounds (after which the wind returns to normal levels for 1 round before it resets)

Destruction AC 21; hp 32; hardness 8

Disarm Disable Device DC 29 (only one check is needed)

Disarm A *silence* spell negates mental damage, but not the Charisma damage.

Dispel DC 19 (suppress for 3 rounds)

Scaling the Encounter

12th-Level Characters: Use the CR 7 version of the Foul Breezes trap.

13th-Level Characters: Use the CR 7 version of the Foul Breezes trap, but in the first round, the party is also first targeted by an area *dispel magic* cast at 10th-level.

2. Windstorm

A swirling portal of blue sky and swirling clouds illuminates the north wall, with strong winds pouring forth to fill the room with chilling gusts. Double doors are on the other three walls and raised pool of water is in the center of the room, decorated with five mailed hands reaching inward.

A successful DC 20 Knowledge (the Planes) identifies the gate to the north as a planar portal to Syrania, the Azure Sky and a plane of good. The gate is one way only and it feels like cold glass to the touch. Nothing from this world can pass inside and only cold winds come out of it.

The cold winds themselves present a danger. Anyone entering the room must succeed in a DC 16 Fortitude saving throw or suffer 1d6 points of nonlethal damage due to the biting cold. Another saving throw must be made every hour the PC stays in the room. Cold weather gear, an *endure elements* spell, or similar protections protect against the cold. In addition to the cold, anyone standing within the raging winds may be stripped of their magic. Each PC and all of their currently active items are targeted by a *greater dispel magic* cast at 11th-level. This effect happens the first round the PC steps into the room and occurs again every 3d6 rounds.

The pedestal in the center of the room is filled with holy water, which likely makes some PCs uncomfortable at the very least. A DC 15 Search discovers a lock in the wrist of the fifth mailed hand (the one that does not have a matching hand across from it). A DC 40 Open Locks check allows the level to be pulled and causes the stairs from the shrine above to descend, bypassing the Ungol Dust Vapor Gust trap.

3. Shrines of the Guardian

There are two rooms, one showing a man in full plate with a shield and one with a spear. Both are similar, but have slightly different effects.

A statue, the height of one and half men, holding a (shield/spear) is in the corner of this small room, between you and another door. Elven words are carved upon the pedestal upon which the statue stands.

Anyone that can read elven understands, "Venerate the example of Orgea Windborn, Guardian of the Undying Court and the Elven People." Should one of the PCs say a short prayer to the memory of Orgea or the Undying Court they receive a short blessing based upon the statue that stand in front of. Prayer at a second shrine overrides and replaces the first blessing.

Shield: This statue honors Orgea's role as a defender of the righteous. The recipient gains a +1 sacred bonus to their armor class for six hours.

Spear: This statue honors Orgea's role as a warrior, seeking out evil in all places. The recipient gains a +1 sacred bonus to their melee attack rolls for six hours.

Praying before the statues is a Good act. If a divine caster who is the worshipper of an evil deity offers up a prayer, their god is not pleased and they lose their ability to cast divine spells or channel positive or negative energy for six hours. Destroying the statues has no effect on this penalty or any blessings already given out, but does prevent future blessings from being bestowed. This effect can be ended prematurely with an *atonement* spell.

4. Crypt of Shadows Remembered (EL 13)

Beyond the doors, the next room looks like the inside of a cavern. Rough, natural stone covers the walls and the faint sound of the wind can be heard coming from some distant corner. Stalactites hang from the ceiling bathing the room in shadow; in some cases almost reaching to the ground and making it hard for you to see a spiral stair descend in the center of the room. Four sarcophagi are spread throughout the room.

The room is filled with a nondescript moonlight that provides shadowy illumination. Spells with the [Light] descriptor of 4th-level or lower cannot overcome this effect, though higher level spells will.

The darkness is filled with shadows, cast from no particular object. They seem to move when one's gaze is turned, and occasional faint incomprehensible whispers come and go, giving the overall impression of being stalked by some unseen menace. Animals and magical beasts with an Intelligence of less than 5 must succeed on a DC 11 Will save or be shaken and refuse to enter the room. This is a Fear effect. Animal companions with two Attack tricks (to attack the unnatural) can be forced into the room despite being shaken. More intelligent creatures (such as the PCs) may be disturbed but can force themselves to overcome their fear.

The spiral stairs lead to **Room 5**.

CREATURES

A fey joystealer, Etheus, and his deceased elven companion, Aelen, have been charged with guarding this gate to the resting place of Orgea alongside the allips. They wait here endlessly, wallowing in insanity for the chance to drain the emotions from someone unlucky enough to enter. Due to their tortured insanities, neither Etheus nor Aelen are affected by the allips' babble attack.

Alarming Allip (2): advanced allip lurking terror 3, hp 68 (each); See Combat Statistics.

Etheus Emptyheart: male joystealer fighter 2/hexblade 4, hp 69; See Combat Statistics.

Aelen: female advanced spectral lyrist dirgesinger 5, hp 87; See Combat Statistics.

Tactics: The allips begin by babbling in an attempt to eliminate some threats, while hiding in plain sight. They then use their incorporeal touch on the same target, choosing one who isn't fascinated. If a PC tries to turn or rebuke undead, they become the new favored target. The allips fight until dead.

Etheus likes to target a heavily armored, slow moving, likely low Will save fighter type; particularly one who seems to be suffering the effect of ungol dust or the *Foul Breezes* trap. He then uses his hexblade curse, dark companion, and *phantom threat* upon the same individual and attacks, possibly concentrating on the same target as Aelen if advantageous. Etheus cannot feel emotion, and so has no fear of death.

Aelen starts by offensively using a bardic music or dirgesong ability (which is best varies with the party's level and situation), but is particularly fond of her *song of horror*. After that she helps Etheus to the best of her ability, likely attacking the same target. If they are warned of the PCs' approach by combat on the floor above or setting off traps, she uses her *song of bolstering* to aid her and the allips before the PCs arrive.

Treasure: The PCs can gain the following treasure for use during the rest of the adventure by defeating the tomb guards: +1 *stygian falchion* (+1 *hunting stygian short sword* if the PCs are 12th-level or higher), *chronocharm of the horizon walker*, *counterstrike bracers*.

Detect Magic Results: +1 *hunting stygian short sword* (moderate abjuration, moderate necromancy), +1 *stygian falchion* (moderate necromancy), *chronocharm of the horizon walker* (faint transmutation), *counterstrike bracers* (faint transmutation).

Scaling the Encounter

10th-Level Characters: Remove one Alarming Allip.

12th-Level Characters: Use the CR 8 version of the Alarming Allips, the CR 13 version of Etheus Emptyheart, and the CR 12 version of Aelen.

13th-Level Characters: As for 12th-level PCs but add an additional Alarming Allip.

Combat Statistics

ALARMING ALLIP CR 7

Advanced allip lurking terror 3

N Medium undead (Incorporeal)

Init +5; Senses Listen +14, Spot +14; darkvision 90 ft.

Languages None

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 deflection)

Miss Chance 50% (Incorporeal)

hp 68 (11 HD)

Immune undead traits
Fort +5, **Ref** +8, **Will** +11

Speed Fly 30 ft. (perfect) (6 squares)
Melee incorporeal touch +7 (1d4 Wisdom drain)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** -
Atk Options Wisdom drain
Special Actions Babble, madness

Abilities Str -, Dex 12, Con -, Int 11, Wis 11, Cha 19
SQ +6 turn resistance, incorporeal traits
Feats Improved Initiative, Lifebond (Etheus Emptyheart, added in above), Lightning Reflexes
Skills Hide +15, Intimidate +7, Listen +14, Search +11, Spot +14, Survival +0 (+2 following tracks)

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 22 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.
Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.
Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.
Deathly Power (Ex) A lurking terror adds its class level to the DCs of all special abilities. (This is added in above).
Hide in Plain Sight (Ex) A lurking horror can hide even while being observed, as long as it has cover or concealment.

Power-Up Suite (song of bolstering):
SQ +11 turn resistance

ALARMING ALLIP CR 8

Advanced allip lurking terror 3
N Medium undead (Incorporeal)
Init +5; **Senses** Listen +18, Spot +18; darkvision 90 ft.
Languages None

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 deflection)
Miss Chance 50% (Incorporeal)
hp 96 (15 HD)
Immune undead traits
Fort +5, **Ref** +8, **Will** +11

Speed Fly 30 ft. (perfect) (6 squares)
Melee incorporeal touch +10/+5 (1d4 Wisdom drain)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** -
Atk Options Wisdom drain
Special Actions Babble, madness

Abilities Str -, Dex 12, Con -, Int 11, Wis 11, Cha 20
SQ +6 turn resistance, incorporeal traits
Feats Ability Focus (babble), Improved Initiative, Lifebond (Etheus Emptyheart, added in above), Lightning Reflexes, Weapon Focus (incorporeal touch)
Skills Hide +19, Intimidate +7, Listen +18, Search +15, Spot +18, Survival +0 (+2 following tracks)

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 27 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Deathly Power (Ex) A lurking terror adds its class level to the DCs of all special abilities. (This is added in above).

Hide in Plain Sight (Ex) A lurking horror can hide even while being observed, as long as it has cover or concealment.

Power-Up Suite (song of bolstering, *mage armor*):

AC 19, touch 15, flat-footed 19 (+1 Dex, +4 deflection, +4 *mage armor*)

SQ +11 turn resistance

ETHEUS EMPTYHEART CR 11

Male joystealer fighter 2/hexblade 4

N Medium fey (incorporeal)

Init +8; **Senses** Listen +12, Spot +12, low-light vision, sense emotions 60 ft.

Languages Common, Khen-Zai, Sylvan

AC 19, touch 19, flat-footed 15 (+4 Dex, +5 deflection)

Miss Chance 50% (incorporeal)

hp 69 (12 HD); **DR** 5/cold iron

Fort +7, **Ref** +10, **Will** +10; +5 vs. spells and spell-like abilities, mettle

Speed fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +15/+10 (1d4+2 Cha) OR

Melee +1 *stygian falchion* +15/+10 (2d4+2/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** -

Special Actions dark companion, drain emotions, hexblade curse 1/day

Hexblade Spells Known (CL 2nd):

1st (2/day)—*entropic shield*, *phantom threat* (DC 16)

Abilities Str -, Dex 18, Con 12, Int 13, Wis 12, Cha 20

SQ incorporeal traits

Feats Alertness, Blind-fight, Ghostly Grasp, Improved Initiative, Touch Attack Specialization, Track, Weapon Focus (incorporeal touch)

Skills Bluff +14, Concentration +13, Diplomacy +9, Disguise +4 (+6 acting), Hide +17, Intimidate +13, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +12, Sense Motive +10, Spot +12, Survival +10 (+12 in above ground natural environments)

Possessions combat gear plus +1 *stygian falchion*, *counterstrike bracers*, *chronocharm of the horizon walker*

Sense Emotions (Su) This ability functions like blindsense except that the joystealer can detect the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 1 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by moral bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered only by finding and destroying the joystealer who caused it or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Hex blade Curse (Su) As a free action a hexblade can curse a foe within 60 ft. to suffer a -2 penalty on attacks, saves, ability checks, skill checks and weapon damage unless the target succeeds in a DC 16 Will save. Multiple hexblade curses do not stack and if resisted, the foe cannot be affected by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effects of a hexblade's curse.

Mettle (Ex) If a hexblade succeeds on a Fortitude or Will save that would normally have a lesser effect (such as a half or partial effect), they instead completely negate the effect.

Dark Companion Any enemy adjacent to your dark companion takes a -2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess) and it acts during your turn each round. It follows your mental commands perfectly—in effect, it is merely an extension of your will.

Your dark companion has no real substance, and thus can't attack or otherwise affect creatures or objects. It occupies a 5-foot space. Even though any creature can enter a dark companion's 5-foot space without restriction, it must occupy its own space in order to have any effect on enemies. It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is treated as a spell whose level is equal to 1/4 your hexblade level. If it is dispelled, it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provoke attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

Skills Joystealers receive a +4 racial bonus on Hide checks.

Physical Description: A cruelly beautiful insubstantial elf with a feral smile and glittering, gemlike eyes.

ETHEUS EMPTYHEART CR 13

Male joystealer fighter 2/hexblade 4/ranger 2

N Medium fey (incorporeal)

Init +8; **Senses** Listen +15, Spot +18, low-light vision, sense emotions 60 ft.

Languages Common, Khen-Zai, Sylvan

AC 19, touch 19, flat-footed 15 (+4 Dex, +5 deflection)

Miss Chance 50% (incorporeal)

hp 81 (14 HD); **DR** 5/cold iron

Fort +10, **Ref** +13, **Will** +10; +5 vs. spells and spell-like abilities, mettle

Speed fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +17/+12/+7 (1d4+2 Cha) OR

Melee incorporeal touch +15/+10/+5 (1d4+2 Cha) AND

Melee +1 *hunting stygian short sword* +15 (1d6+2/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** –

Atk Options favored enemy +2 (humans)

Special Actions dark companion, drain emotions, hexblade curse 1/day

Class Spells Known (CL 2nd):

1st (2/day)—*entropic shield*, *phantom threat* (DC 16)

Abilities Str -, Dex 18, Con 12, Int 13, Wis 12, Cha 20

SQ incorporeal traits, wild empathy

Feats Alertness, Blind-fight, Ghostly Grasp, Improved Initiative, Touch Attack Specialization, Track, Two Weapon Fighting, Weapon Focus (incorporeal touch)

Skills Bluff +14, Concentration +18, Diplomacy +9, Disguise +4 (+6 acting), Hide +17, Intimidate +13, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +15, Sense Motive +10, Spot +18, Survival +10 (+12 in above ground natural environments)

Possessions combat gear plus +1 *hunting stygian short sword*, *counterstrike bracers*, *chronocharm of the horizon walker*

Sense Emotions (Su) This ability functions like blindsense except that the joystealer can detect the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 1 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by moral bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered only by finding and destroying the joystealer who caused it or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Hexblade Curse (Su) As a free action a hexblade can curse a foe within 60 ft. to suffer a -2 penalty on attacks, saves, ability checks, skill checks and weapon damage unless the target succeeds in a DC 16 Will save. Multiple hexblade curses do not stack and if resisted, the foe cannot be affected by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effects of a hexblade's curse.

Mettle (Ex) If a hexblade succeeds on a Fortitude or Will save that would normally have a lesser effect (such as a half or partial effect), they instead completely negate the effect.

Dark Companion Any enemy adjacent to your dark companion takes a -2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess) and it acts during your turn each round. It follows your mental commands perfectly—in effect, it is merely an extension of your will.

Your dark companion has no real substance, and thus can't attack or otherwise affect creatures or objects. It occupies a 5-foot space. Even though any creature can enter a dark companion's 5-foot space without restriction, it must occupy its own space in order to have any effect on enemies. It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is treated as a spell whose level is equal to 1/4 your hexblade level. If it is dispelled, it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provoke attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

Skills Joystealers receive a +4 racial bonus on Hide checks.

Physical Description: A cruelly beautiful insubstantial elf with a feral smile and glittering, gemlike eyes.

Power-Up Suite (*mage armor*):

AC 23, touch 19, flat-footed 19 (+4 Dex, +5 deflection, +4 *mage armor*)

AELLEN CR 10

Female advanced spectral lyrist dirgesinger 5

CN Medium undead (Incorporeal)

Init +7; **Senses** Listen +20, Spot +15, darkvision 60 ft.

Languages Common, Elven

AC 22, touch 17, flat-footed 19 (+3 Dex, +5 natural, +4 deflection)

Miss Chance 50% (incorporeal)

hp 87 (14 HD)

Immune undead traits

Fort +5, **Ref** +8, **Will** +13

Weakness inescapable craving (Charisma)

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +12/+7 (1d6*1.5 Cha drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; Grp -

Special Actions Bardic music 6/day, dirgesong

Abilities Str -, Dex 16, Con -, Int 13, Wis 14, Cha 18

SQ Alter appearance, incorporeal traits

Feats Ability Focus (Charisma Drain), Alertness, Empowered Ability Damage, Improved Initiative, Requiem

Skills Bluff +21, Diplomacy +6, Disguise +21 (+23 acting), Knowledge (religion) +5, Intimidate +6, Listen +20, Perform (sing) +22, Sense Motive +5, Spot +15

Alter Appearance (Su) As a free action, once per round, the spectral lyrist can appear as any corporeal Medium humanoid with a +10 bonus to Disguise. Unless a Spot check is successful, onlookers cannot even tell the spectral lyrist is incorporeal.

Bardic Music (Su) A spectral lyrist has the bardic music abilities of *fascinate* (DC of Perform check) and *suggestion* (DC 19).

Charisma Drain (Su) Living creatures hit by a spectral lyrist's touch attack must make a DC 23 Fortitude save or take 1d6 points of Charisma drain. The save is Charisma based. When a spectral lyrist drains a victim's Charisma, it gains 5 temporary hit points and 1 temporary Charisma point, no matter how many points it drains with that attack. Temporary points last up to 1 hour.

Dirgesong (Su): A dirgesinger gains the dirgesong ability. Each of these songs counts as a use of bardic music.

Song of Sorrow: A dirgesinger can evoke sorrow and lament in his enemies. To be affected, an enemy must be able to hear the dirgesinger perform. The effect lasts for as long as the enemy hears the dirgesinger perform and for 5 rounds thereafter. An affected enemy takes a—2 penalty on Will saving throws and a—2 penalty on attack rolls and weapon damage rolls. A successful Will save (DC 10+the dirgesinger's ranks in Perform) negates the effect and makes the character immune to that dirgesinger's song of sorrow ability for 24 hours. Song of sorrow is a mind-affecting ability.

Song of Bolstering: At 2nd level and higher, a dirgesinger can bolster undead creatures against turning, much as an evil cleric does. All undead within 30 feet of the dirgesinger gain a bonus on their turn resistance equal to the dirgesinger's class level plus the dirgesinger's bard class level. The bolstering lasts for as long as the dirgesinger performs and for 10 rounds thereafter. An undead dirgesinger can bolster himself in this manner.

Song of Grief: A dirgesinger of 3rd level or higher can use song or poetics to inspire maddening grief in a living creature. The creature must be within 60 feet of the dirgesinger and able to hear him. Unless the target succeeds on a Will save (DC 10 + the dirgesinger's ranks in Perform), she becomes confused for as long as the dirgesinger performs and for 5 rounds thereafter. Song of grief is an enchantment (compulsion) mind-affecting ability.

Song of Horror: At 4th level and higher, a dirgesinger can strike a horrifying chord in the hearts of his enemies. Any enemy within 60 feet who can hear the dirgesinger must succeed on a Will save (DC 10 + the dirgesinger's ranks in Perform) or take 1d6 points of Strength damage and 1d6 points of Dexterity damage. A creature that is affected by a dirgesinger's song of horror or a creature that successfully saves against this effect cannot be affected by the same dirgesinger's song of horror for 24 hours.

Song of Awakening: At 5th level, a dirgesinger can animate the recently slain corpse of a creature within 30 feet. This requires the dirgesinger to make a Perform check (DC 10 + target creature's HD). The slain creature can have no more Hit Dice than the dirgesinger's character level. If the attempt fails, the dirgesinger can try again in a later round. The corpse to be awakened must have been dead for no more than 1 hour.

The awakened creature's type becomes undead, and it retains any subtypes it had. The creature retains all class features, as well as any supernatural or spell-like (but not extraordinary) abilities it possessed in life (though any spells cast or daily uses expended before the creature's death count against its normal limits). The awakened creature is completely loyal to the dirgesinger and obeys any commands given it (if no commands are given, it simply attacks the dirgesinger's foes). The creature remains animate as long as the dirgesinger continues to perform.

Physical Description: A smiling, drably clothed elven woman carrying a harp.

Power-Up Suite (song of bolstering):

SQ +5 turn resistance

AELLEN CR 12

Female advanced spectral lyrist dirgesinger 5/sorcerer 2

CN Medium undead (Incorporeal)

Init +7; **Senses** Listen +20, Spot +15, darkvision 60 ft.

Languages Common, Elven

AC 22, touch 17, flat-footed 19 (+3 Dex, +5 natural, +4 deflection)

Miss Chance 50% (incorporeal)

hp 93 (16 HD)

Immune undead traits

Fort +5, **Ref** +8, **Will** +16

Weakness inescapable craving (Charisma)

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +14/+9 (1d6*1.5 Cha drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** -

Special Actions Bardic music 6/day, dirgesong

Sorcerer Spells Known (CL 2nd):

1st (5/day)—mage armor^{††††}, shield[†]

0 (6/day)—*detect magic*, *mage hand*, *open/close*, *prestidigitation*, *resistance*

[†]Already cast

Abilities Str -, Dex 16, Con -, Int 13, Wis 14, Cha 19

SQ Alter appearance, incorporeal traits

Feats Ability Focus (Charisma Drain), Alertness, Empowered Ability Damage, Improved Initiative, Requiem, Weapon Focus (incorporeal touch)

Skills Bluff +21, Concentration +6, Diplomacy +6, Disguise +21 (+23 acting), Knowledge (religion) +5, Intimidate +6, Listen +20, Perform (sing) +22, Sense Motive +5, Spot +15

Alter Appearance (Su) As a free action, once per round, the spectral lyrist can appear as any corporeal Medium humanoid with a +10 bonus to Disguise. Unless a Spot check is successful, onlookers cannot even tell the spectral lyrist is incorporeal.

Bardic Music (Su) A spectral lyrist has the bardic music abilities of *fascinate* (DC of Perform check) and *suggestion* (DC 19).

Charisma Drain (Su) Living creatures hit by a spectral lyrist's touch attack must make a DC 24 Fortitude save or take 1d6 points of Charisma drain. The save is Charisma based. When a spectral lyrist drains a victim's Charisma, it gains 5 temporary hit points and 1 temporary Charisma point, no matter how many points it drains with that attack. Temporary points last up to 1 hour.

Dirgesong (Su): A dirgesinger gains the dirgesong ability. Each of these songs counts as a use of bardic music.

Song of Sorrow: A dirgesinger can evoke sorrow and lament in his enemies. To be affected, an enemy must be able to hear the dirgesinger perform. The effect lasts for as long as the enemy hears the dirgesinger perform and for 5 rounds thereafter. An affected enemy takes a—2 penalty on Will saving throws and a—2 penalty on attack rolls and weapon damage rolls. A successful Will save (DC 10+the dirgesinger's ranks in Perform) negates the effect and makes the character immune to that dirgesinger's song of sorrow ability for 24 hours. Song of sorrow is a mind-affecting ability.

Song of Bolstering: At 2nd level and higher, a dirgesinger can bolster undead creatures against turning, much as an evil cleric does. All undead within 30 feet of the dirgesinger gain a bonus on their turn resistance equal to the dirgesinger's class level plus the dirgesinger's bard class level. The bolstering lasts for as long as the dirgesinger performs and for 10 rounds thereafter. An undead dirgesinger can bolster himself in this manner.

Song of Grief: A dirgesinger of 3rd level or higher can use song or poetics to inspire maddening grief in a living creature. The creature must be within 60 feet of the dirgesinger and able to hear him. Unless the target succeeds on a Will save (DC 10 +the dirgesinger's ranks in Perform), she becomes confused for as long as the dirgesinger performs and for 5 rounds thereafter. Song of grief is an enchantment (compulsion) mind-affecting ability.

Song of Horror: At 4th level and higher, a dirgesinger can strike a horrifying chord in the hearts of his enemies. Any enemy within 60 feet who can hear the dirgesinger must succeed on a Will save (DC 10 + the dirgesinger's ranks in Perform) or take 1d6 points of Strength damage and 1d6 points of Dexterity damage. A creature that is affected by a dirgesinger's song of horror or a creature that successfully saves against this effect cannot be affected by the same dirgesinger's song of horror for 24 hours.

Song of Awakening: At 5th level, a dirgesinger can animate the recently slain corpse of a creature within 30 feet. This requires the dirgesinger to make a Perform check (DC 10 + target creature's HD). The slain creature can have no more Hit Dice than the dirgesinger's character level. If the attempt fails, the dirgesinger can try again in a later round. The corpse to be awakened must have been dead for no more than 1 hour.

The awakened creature's type becomes undead, and it retains any subtypes it had. The creature retains all class features, as well as any supernatural or spell-like (but not extraordinary) abilities it possessed in life (though any spells cast or daily uses expended before the creature's death count against its normal limits). The awakened creature is completely loyal to the dirgesinger and obeys any commands given it (if no commands are given, it simply attacks the dirgesinger's foes). The creature remains animate as long as the dirgesinger continues to perform.

Physical Description: A smiling, drably clothed elven woman, carrying a harp.

Power-Up Suite (song of bolstering, *mage armor*, *shield*):

AC 30, touch 17, flat-footed 27 (+3 Dex, +5 natural, +4 deflection, +4 *mage armor*, +4 *shield*)

SQ +5 turn resistance

New Rules

ALTERNATE CLASS FEATURE

DARK COMPANION

By mixing arcane spells with martial talents, the hexblade blurs the traditional line between fighter and sorcerer. Replacing the familiar—a link to traditional forms of arcane magic—with a unique fighting companion helps establish the hexblade's difference from the sorcerer.

In combat, a dark companion functions like a floating hex that you can place upon your foes. By weakening the defenses of enemies, your dark companion makes your spells and attacks (and those of your allies) more powerful.

Level: 4th.

Replaces: If you select this class feature, you do not gain a familiar.

Benefit: At 4th level, you can create an illusory companion resembling a panther, spun from the darkness of the night. Doing so takes 24 hours and uses up magic materials that cost 100 gp. Once created, your dark companion stands with you in battle, hindering your enemies' defenses.

Any enemy adjacent to your dark companion takes a -2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess) and it acts during your turn each round. It follows your mental commands perfectly—in effect, it is merely an extension of your will. Your dark companion has no real substance, and thus can't attack or otherwise affect creatures or objects. It occupies a 5-foot space. Even though any creature can enter a dark companion's 5-foot space without restriction, it must occupy its own space in order to have any effect on enemies. It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is treated as a spell whose level is equal to 1/4 your hexblade level. If it is dispelled, it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provoke attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

FEATS

EMPOWERED ABILITY DAMAGE

You ability damage (or ability drain) special attack is more potent than normal.

Prerequisites: Cha 11, undead type, incorporeal subtype, supernatural ability to drain or damage an ability score.

Benefit: All variable numeric effects of an empowered ability damage or ability drain special attack are increased by 50%. For example, an allip with this feat drains 1-1/2 times the normal amount of Wisdom (roll 1d4 and multiply the result by 1-1/2)

GHOSTLY GRASP

You can handle corporeal objects even while incorporeal.

Prerequisites: Cha 15, incorporeal subtype

Benefit: You can wear, wield, and otherwise use corporeal items as though you were not incorporeal.

Special: Without this feat, an incorporeal creature can only wear or wield items that have the ghost touch special ability.

LIFEBOND

Select a specific living creature that is friendly to you. You create a special bond with that creature.

Prerequisites: Cha 11, undead type

Benefit: Whenever the chosen creature is within 60 ft., you gain a +4 bonus to your turn resistance and a +2 bonus on all saving throws.

If the chosen creature dies, you lose the bonuses and take a -2 penalty on all saves for 24 hours.

If you replace the chosen creature with another living creature, the bond can be transferred at your option.

Special: This feat can be selected multiple times. Each time you select this feat, you apply its affects to a different living ally of yours. The effects of multiple lifebonded allies stack.

REQUIEM

Your bardic music affects undead creatures.

Prerequisites: Bardic music class feature, Perform (any) 8 ranks

Benefit: You can extend the effects of your mind-affecting bardic music and virtuoso's performance abilities so that they influence even undead. All bardic music effects on undead creatures have only half the duration they normally would against the living.

Normal: Undead are usually immune to mind-influencing effects.

TOUCH ATTACK SPECIALIZATION

Choose one of your ghost touch attacks that deals hit point damage, ability damage, or ability drain, such as Corrupting Touch. You are especially good at using this touch attack.

Benefit: You add +2 to all damage rolls you make using the selected touch attack.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different touch attack of the appropriate type.

ITEMS

CHRONOCHARM OF THE HORIZON WALKER

Price (Item Level): 500 gp (3rd)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

Weight: --

This charm shows a rising sun half-obscured by the horizon.

Like other chronocharms, this item slows your perception of time for a specific, singular purpose. When you activate a *chronocharm of the horizon walker*, you can move up to half your speed as part of the same swift action used to activate it; this movement does not provoke attacks of opportunity. When determining the distance you can move, round down to the nearest 5-foot increment. This ability functions once per day.

Prerequisites: Craft Wondrous Item, *expeditious retreat*.

Cost to Create: 250 gp, 20 XP, 1 day.

COUNTERSTRIKE BRACERS

Price (Item Level): 2,500 gp (7th)

Body Slot: Arms

Caster Level: 5th

Aura: Moderate; (DC 17) transmutation

Activation: Immediate (command)

Weight: --

Each of these steel bracers bears the image of a stacked pair of daggers pointed in opposite directions.

Counterstrike bracers allow you to answer an unsuccessful melee attack against you with an unexpected riposte. You can activate the bracers immediately after an enemy has missed you with a melee attack.

Doing this grants you a free attack of opportunity against that enemy (even if you have already used up your allotted attacks of opportunity for the round). You must activate the bracers before your enemy takes any other attacks or actions. This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *barkskin*, *cure serious wounds*.

Cost to Create: 1,700 gp, 136 XP, 4 days.

HUNTING ENHANCEMENT

Price: +1 bonus

Property: Weapon

Caster Level: 6th

Aura: Moderate; (DC 18) abjuration

Activation: --

This weapon bears toothlike inscriptions across its surface.

A hunting weapon increases your bonus on weapon damage rolls by 4 against your favored enemies (see ranger class feature, *PH 47*).

Prerequisites: Craft Magic Arms and Armor, *greater magic fang*.

Cost to Create: Varies

STYGIAN WEAPON ENHANCEMENT

Price: +1 bonus

Property: Weapon

Caster Level: 9th

Aura: Moderate; (DC 19) necromancy

Activation: Swift (mental)

This weapon is composed of black crystal that seems to absorb the light around it.

When you activate a stygian weapon, the next successful attack you make before the end of your turn bestows one negative level on the target in addition to dealing normal damage. This negative level lasts for 10 minutes and thus can't result in permanent level decrease.

A stygian weapon functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *enervation*.

Cost to Create: Varies

SPELL

PHANTOM THREAT

Illusion (Phantasm) [Mind-Affecting]

Level: Bard 1, Hexblade 1

Components: V, S

Casting Time: 1 action
Range: Close (25ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Reaching out to your foe's mind, you cause him to feel as though a threat looms close behind no matter which way he turns.

You create the sensation in the subject's mind that it is threatened by more foes than it actually faces. Though the subject doesn't actually perceive any additional enemies (and thus doesn't waste any attacks on the phantasm), a creature affected by this spell is considered flanked, even if not threatened by other creatures. No amount of convincing by others can help the victim of this spell avoid its effect – only a successful saving throw against the spell when initially cast can help the target. A creature that can't be flanked is immune to this spell.

Part Four: His Dying Breath

The stairs from **Room 4** lead down thirty feet to a dark room with no light. The stairs themselves are covered with a silent, mental *alarm* spell (10th-level caster) that alerts Alilis Aerian if anyone crosses them.

5. Proudful Winds (EL 13)

The winds at the bottom of the stairs are stronger than above and pick up the dust on the floor filling the room with grit that make it hard to see the huge doors on the other side of the plain room.

The dust in the room is no simple grit, but rather an affliction (a magical disease that only affects those of evil alignment). Evil aligned creatures entering the room must make a Fortitude saving throw or suffer the listed effects. Those that save are not affected by the room.

In addition to taking the Charisma damage listed, evil creatures also suffer Charisma damage equal to their Charisma bonus (minimum 0) before suffering damage for the affliction. In addition evil elementals and evil undead suffer one additional point of Charisma damage and evil outsiders and evil clerics suffer two additional points of Charisma damage.

The doors across from the stairs are made of metal and have no visible lock but do not open. The doors open if a cleric is able to channel positive energy equal to 10 HD. If targeted with a *knock* spell the caster must make a DC 15 caster level check to succeed. Barring those methods, the only way to open the doors are to destroy them, pull them off their hinges, or use magic to pass through them.

Metal Double Door: 4 in. thick; hardness 10; hp 120; AC 5; Break DC 30.

Trap Statistics

Pride in Vain Affliction: CR 13; mechanical; touch trigger; manual reset; multiple targets (all evil targets in the room); never miss; disease (purified pride in vain, DC 23 Fortitude save resists, 1 minute incubation, 1d6+1 Charisma; target becomes obsessed with their appearance); Search DC 29; Disable Device DC 28.

Pride in Vain Affliction: CR 14; mechanical; touch trigger; manual reset; multiple targets (all evil targets in the room); never miss; disease (purified pride in vain, DC 26 Fortitude save resists, 1 minute incubation, 1d6+2 Charisma; target becomes obsessed with their appearance); Search DC 31; Disable Device DC 31.

Scaling the Encounter

12th & 13th-Level Characters: Use the CR 14 version of the Pride in Vain Affliction trap.

6. Tomb of Orgea Windborn (EL 14)

Once the PCs breach the doors, they have finally found their prize, the tomb of Orgea Windborn.

A throne made of polished silver and bone shimmers with a light of its own, and a strong wind emanates from it, blowing towards you. In the center of the room, a large holy symbol of the Undying Court is inlaid in

the floor, and all of the tiles that surround it flicker with other less identifiable symbols, constantly changing their shape. You are not alone.

This room is well lit. The floor is trapped with several sigils, all of which including the large holy symbol radiate strong Universal magic. Any time a creature begins its turn standing on the floor on one of the small sigils, roll 1d6 and consult the chart below. The sigils keep changing so the effect is different every round, even if the PC does not move. Standing on the large holy symbol in the center of the room causes no harm. Moving above the sigils, such as by flying or using a *spider climb* spell, avoids contact with the floor and is also safe.

Roll 1d6	Spell Effect (11th-level caster) that targets the PC
1	<i>Touch of fatigue</i> (DC 10)
2	<i>Chill touch</i> (DC 11)
3	<i>Shocking grasp</i> (+2 touch)
4	<i>Blindness</i> (DC 13)
5	<i>Hold person</i> (DC 13)
6	<i>Dispel magic</i>

This is the final resting place of Orgea Windborn. No doubt he is well aware of the PCs by this time, and if the PCs have been involved in combat throughout the tomb, he and his retinue are ready to do battle.

Orgea Windborn: hp 95; advanced undying soldier saint dungeon lord 3/fighter 2/paladin 2; See Combat Statistics.

Alilis Aerial: hp 66; half air elemental undying wizard wizard 7; See Combat Statistics.

Huge Air Elemental: hp 136; *MM96*.

Greater Air Elemental: hp 178; *MM96*.

Tactics: The air elementals fly over the trapped sigils to avoid being affected by them, and engage those PCs who enter the room. Orgea steps forward, unaffected by the sigils due to his Dungeon Lord levels. He places his aura to protect his allies and prefers to target anyone who looks obviously evil (such as wearing an evil holy symbol) and use his various smite abilities while gaining the extra damage from his holy touch). Alilis takes cover behind the throne and supports from the rear using crowd control spells such as *ice storm* or *web* if appropriate, but otherwise prefers to specifically target troublesome enemies with spells that diminish their effectiveness such as a quickened *true strike* followed by *enervation* for casters or empowered *ray of enfeeblement* for fighters. If the party is bottlenecked, she uses area of effect spells such as *fireball* or her *wand of lightning bolts*. Because Orgea has been watching the PCs since they entered the area, she does not use spells that she knows they are unlikely to be affected by, and may use her *dispel magic* if a *death ward* or other protective spell proves troublesome.

Note that both Orgea and Alilis are deathless, but their types are not due to their templates. So appear as animated corpses, a male elven corpse in full plate and a female elven corpse in wizard's robes.

Combat Statistics
<p>ORGEA WINDBORN CR 12 Male advanced undying soldier saint dungeon lord 3/fighter 2/paladin 2 LG Medium outsider [Native] Init +4; Senses Listen +13, Spot +19; darkvision 60 ft.; low-light vision Aura protective Languages Common, Elven; <i>tongues</i> (always active; 14th-level)</p> <hr/> <p>AC 26, touch 12, flat-footed 24 (+10 armor, +4 shield, +2 insight) hp 95 (15 HD); fast healing 7; DR 10/evil and 5/targath Immune acid, cold, electricity, petrification and deathless traits Resist fire 10; SR Fort +11 (+15 vs. poison if somehow made not immune), Ref +7, Will +13 Weakness deathless traits</p> <hr/> <p>Speed 20 ft. (4 squares); 30 ft. without armor Melee +1 <i>shocking shortspear</i> +15/+10 (1d6+4 plus 1d6 electrical and 1d6 holy or 1d8 holy against evil undead and outsiders) Ranged mwk shortspear +12/+7 (1d6+3) Base Atk +10; Grp +13 Atk Options Power Attack, smite evil (1/day, +4 to hit and +15 damage and 1/day +4 to hit and +2 damage)</p>

Spell-Like Abilities (CL 2nd):

1/day – *dimension door* (inside tomb only)

At will – *bless*[†], *clairvoyance/clairaudience* (inside tomb only), *detect evil*, *guidance*[†], *lay one hands* (2 points total), *resistance*[†], *virtue*[†]

Used Abilities:

[†]Already used

Abilities Str 17, Dex 10, Con -, Int 11, Wis 15, Cha 18

SQ complete awareness, deathless traits, dungeon mastery, dungeon minions, dungeon step, holy power (+2 DCs), holy touch, horde lord +1

Feats Air Devotion (+5 deflection), Awesome Smite, Blind-Fight, Cleave, Improved Initiative, Power Attack, Shield Specialization, Weapon Focus (shortspear)

Skills Climb +10, Concentration +4, Jump +4, Listen +13, Sense Motive +10, Spot +19

Possessions combat gear plus +1 *full plate*, +2 *heavy steel shield*, +1 *shocking shortspear*, five masterwork shortspears, *gauntlets of ogre power* +2

Complete Awareness (Su) You gain complete awareness of your dungeon. You can use *clairvoyance/clairaudience* at will to view any chamber in the dungeon. In addition, you receive a mental alarm, as the *alarm* spell, whenever anyone enters the dungeon. This alarm tells you the location at which the intruder entered, but gives no other details. Your caster level is equal to your hit dice.

Dungeon Mastery (Ex) Your familiarity with the dungeon is so complete that you know its entire layout by memory. While inside your dungeon, you can move at normal speed when unable to see and when crossing difficult terrain. You can move through any trap in the dungeon without setting it off. You automatically notice any difference to any chamber in your dungeon (such as a chair that is out of place, a bookshelf that has been reorganized, or an area of dust that has been disturbed). You also receive a +8 bonus on Survival checks made to track creatures in your dungeon. In addition, you can open or close any door or secret door in your dungeon as a free action.

Dungeon Minions (Ex) You share your mastery of the dungeon with you allies. They can open and close doors and secret doors in the dungeon as free actions. They ignore difficult terrain in the dungeon caused by persistent, enduring features such as rubble, cracks in the floor, and so forth. A newly introduced obstacle, such as an overturned cart of apples, does not fall into this category.

Dungeon Step (Su) You gain the ability to use *dimension door* to travel to any location in your dungeon. You can use this ability a number of times per day equal to your Intelligence modifier (minimum 1). You cannot take others with you when you use this ability. Your caster level is equal to your hit dice.

Horde Lord (Ex) You share your knowledge of the dungeon with the minions you command. Your allies gain a +1 bonus on attack rolls and damage rolls who you live and they are within your dungeon. (This is already applied in all other stat blocks but must be added to Monster Manual creatures.)

Protective Aura (Su) As a free action, a saint can surround himself with a nimbus of light having a radius of 20 feet. This acts as a double strength *magic circle against evil* and as a *lesser globe of invulnerability*, both as cast by a cleric whose level equals the saint's hit dice.

Hook “The undying breath of the Court will sweep you from this land.”

Power-Up Suite (Air Devotion, *bless*, *guidance*, *haste*, *resistance*, *virtue*):

AC 32, touch 18, flat-footed 29 (+1 *haste*, +5 deflection)

hp 96

Fort +12, **Ref** +9, **Will** +14 (+15 vs. fear)

Melee +1 *shocking shortspear* +17/+12

Ranged mwk shortspear +14/+9

SQ +1 on one attack roll, saving throw, or skill check

ALILIS AERIAN CR 11

Female half air elemental undying wizard wizard 7

NG Medium outsider (air)

Init +2; **Senses** Listen +5, Spot +5; darkvision 60 ft.

Languages Auran, Common, Draconic, Elven, Undercommon

AC 22, touch 15, flat-footed 19 (+3 natural, +3 Dex, +2 deflection, +4 *mage armor*)

hp 66 (10 HD); *false life*

Immune cold, disease, deathless traits

Fort +3 (+7 vs. disease if somehow made not immune), **Ref** +4, **Will** +9

Weakness deathless traits

Speed 30 ft. (6 squares)

Melee mwk dagger +5 (1d4/19-20)

Ranged mwk dagger +8 (1d4/19-20)

Base Atk +4; **Grp** +4

Combat Gear *wand of lightning bolts* (23 charges)

Wizard Spells Prepared (CL 10th):

5th—*cone of cold* (DC 24), *feeblemind* (DC 22), empowered *fireball* (DC 22)

4th—*dimension door*, *enervation* (+8 ranged touch), *ice storm*, empowered *scorching ray* (+8 ranged touch, 2 rays)

3rd—*dispel magic*, *fireball* (DC 22), *haste*, empowered *ray of enfeeblement* (+8 ranged touch), *slow* (DC 20)

2nd—*false life*[†], *glitterdust* (DC 19), *mirror image*, *scorching ray* (+8 ranged touch, 2 rays), see *invisibility*, *web* (DC 19)

1st—*grease* (DC 18), *magic missile*, *mage armor*[†], *ray of enfeeblement* (+8 ranged touch), *true strike* (x2)

0—*detect magic*, *message*, *ray of frost* (+8 ranged touch), *touch of fatigue* (+4 melee touch, DC 17)

[†]Already cast

Spell-Like Abilities (CL 10th):

1/day – *air walk*, *control winds*, *gaseous form*, *obscuring mist*, *wind wall*

Abilities Str 10, Dex 16, Con -, Int 25, Wis 14, Cha 15

SQ deathless traits

Feats Combat Casting, Empower Spell, Greater Spell Focus (evocation), Scribe Scroll, Spell Focus (evocation), Weapon Focus (ray)

Skills Concentration +14 (+18 cast defensively), Knowledge (arcana) +20, Knowledge (history) +20, Knowledge (local) +14, Knowledge (the planes) +20, Listen +5, Spot +5, Spellcraft +20

Possessions combat gear plus masterwork dagger, spell component pouch, *amulet of natural armor* +2, *ring of protection* +2, *headband of intellect* +4, *lesser metamagic rod of quicken*

Hook “The fury of the storm will rain upon you.”

Power-Up Suite (*air walk*, *bless*, *guidance*, *haste*, *mirror image*, *resistance*, see *invisibility*, *virtue*):

AC 23, touch 16 (+1 *haste*)

hp 67

Fort +4, **Ref** +6, **Will** +10 (+11 vs. fear)

Melee mwk dagger +7

Ranged mwk dagger +10 OR +10 ray

SQ +1 on one attack roll, saving throw, or skill check, 1d4+3 *mirror images*

New Rules

Feats

AIR DEVOTION

You can defend yourself with the power of air.

Benefit: Once per day, as a swift action, you can shroud yourself in a mantle of air. This effect grants you a +1 sacred bonus to AC. This bonus increases for every for character levels you possess (maximum +6 at 20th level). In addition, thrown and projectile weapons have an automatic 50% miss chance against you while the air mantle is active. This protection lasts for 1 minute.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

AWESOME SMITE

Through a combination of sheer muscle and mystic acumen, you can deliver devastating smite attacks.

Prerequisites Power Attack, base attack +6, smite ability

Benefit: This feat allows the use of three tactical maneuvers, each of which requires that you make a smite attack while using the Power Attack feat (minimum attack penalty -1). You must declare the use of this feat before making the attack roll. You can employ only one of these maneuvers at a time.

Demolishing Smite: Your smite attack punches through your enemy's defenses. For the purposes of this single attack, you can ignore a number of points of damage reduction (except DR/- or DR/epic) up to twice your Charisma bonus (if any).

Overwhelming Smite: Your smite attack can knock an opponent prone. If the attack hits and deals damage, it is treated as though it were also a trip attack. Make a Strength check opposed by the defender's Strength or Dexterity with all of the normal trip modifiers. A foe that resists is not entitled to make a trip attempt against you in return. You can attempt an overwhelming smite only one per round.

Seeking Smite: Your smite attack is uncannily guided to its target. For the purpose of this single attack, you ignore any miss chance your foe might have, though weapon must still be able to strike the target. Thus, while this maneuver allows you to strike incorporeal creatures unerringly with a magic sword, it does not allow you to strike it with a nonmagical weapon.

Scaling the Encounter

10th-Level Characters: Remove the Greater Air Elemental.

12th-Level Characters: Change the Huge Air Elemental into a Greater Air Elemental.

13th-Level Characters: Change the Huge Air Elemental into an Elder Air Elemental.

Removing the Heart

After killing Orgea, his heart must still be carefully removed assuming the body remains. Any attack that destroys the body of the target (e.g. *disintegrate*) or the heart specifically (e.g. *clutch of orcus*), results in an automatic failure of the mission if the PCs cannot somehow reconstitute the body.

If the body is more or less (probably less) intact, the heart can surgically be removed by a DC 15 Heal check in six rounds. PCs concerned about damaging the heart can instead remove the limbs and lower torso with a bladed weapon taking ten rounds, and simply carry the upper/middle torso with them.

Ending the Adventure

If the PCs arrive at another conclusion than what is presented, it is up to the judge to determine the appropriate ending. In addition, at the end of this adventure the Cabal makes *restoration* spells available to the PCs (if not already castable by one of the PCs) for the discounted price of 200 gp. If used in this manner, this amount should be listed on the tracking sheet as a gp debt.

Success

Read this if the PCs successfully recovered the heart of Orgea Windborn and gave it to Sublime:

Sublime is waiting for you upon your return. Moments after you hand over the heart, he caresses the heart lovingly and whispers sweet words. What follows began as words of such pure beauty and goodness that you could not truly comprehend them and you weep tears of blood, but slowly they turn. Something is not quite right. Foulness flows from his vile lips and the sweet pain ends. You feel emboldened by darkness as the heart on the altar before you beats one last time and then turns into a cloud of vapor which Sublime catches in a crystal vial. "Yes, this will do nicely. You have done well my children. See my minion Felvard for your reward." And then as if by magic, he fades from view. A little gnome with the odd eyes is waiting for you when you leave.

PCs who receive this Conclusion receive the story object **EXCS36 Gift of Air** and the event treasure. Those PCs return a damaged heart still receive this ending, but receive less event treasure (see below).

Failure

Read this if the PCs failed to recover the heart of Orgea Windborn or for some reason chose not to give it to Sublime:

Sublime is waiting for you upon your return. With a gentle smile, he reaches his hand out to take the heart, but quickly realizes you are empty handed.

He reaches towards your face and caresses your cheek lovingly as he whispers sweet words. What follows began as words of such pure beauty and goodness that you could not truly comprehend them and you weep tears of blood. Pain wracks your body as you fall to the floor and your muscles knot so tight you fear your bones will snap. Then he stops, "I trust you will do better next time, or you will receive more of the same reward."

PCs who receive this Conclusion do not receive the story object **EXCS36 Gift of Air** or the event treasure.

Resolving Obscura Secret Missions

Any PC that completes the secret mission given to them by their Obscura at the beginning of the adventure should receive the **Obscura Reward #21** story object. Here is a summary of what must be done to receive this reward.

- *Children of Xoriat*: To succeed in their mission, Children must kill the elven pilgrims and the elven sailors (not the crew of the *Heritage*) who witness their landfall on Windswept Isle. They must also kill all of the unliving denizens of the tomb.
- *The Defiance*: In order to succeed in their assignment the PC must retrieve the heart of Orgea Windborn.
- *Instruments of Change*: The PC must recover the spectral elven harp from the spectral lyrist, Aelen. Note that after they kill her, if they do not pick up and hold the harp using one of the magical gloves given to them for this purpose, the harp is lost on the ethereal winds.
- *Mourners of Yore*: The PC must kill Alilis Aerian and use the magical bottle to capture her last breath.
- *No Obscura*: The PC must kill the joystealet Etheus Emptyheary and carve out his strange gem-like eyes and bring them to Deondag in the Hand of Stalwart Reverie.

Event Treasure

If you are running *CSH-11 With His Dying Breath* as part of another event and the PCs successfully retrieve Orgea's intact heart, they are rewarded by Sublime. Have each PC record the following event treasure upon their adventure journals in addition to any story objects to be carried on their adventure journal until the results of this event are reported and their EV is updated. Each PC receives a *potion of gaseous form* and a pair of *winged boots*. Those PCs who returned a damaged heart do not receive the *potion of gaseous form*.

Adventure Questions

1. Did the PCs make any preparations for their expedition into the tomb by researching their target or interviewing the pilgrims on the island?
 - a. They are veritable librarians and should consider joining the Crimson Codex.
 - b. They made some minimal effort.
 - c. They are more the type who burns libraries and murders innocents, and don't really care about "knowing" things.
2. How did the PCs deal with the multitude of traps in the tomb?
 - a. They destroyed or bypassed them all.
 - b. The PCs realized that hit points are an expendable resource and so they forced their way through the traps by spending them. No one died, but the traps wore them down.
 - c. They were defeated by them and lost some of the party.
 - d. They never made it this far.
3. How did the PCs deal with the Etheus Emptyheart and his draining companions?
 - a. They killed every last one.
 - b. They drove off the life sucking scum.
 - c. The PCs ran away.
 - d. They gave up long before getting to this point.
4. How did the PCs deal with Orgea Windborn and his blustery allies?
 - a. They took them by force.
 - b. They encountered them and defeated some but not all of them.
 - c. The party was blown away.
 - d. They never got this far.
5. Did PCs recover the heart of air?
 - a. Yes
 - b. No

6. Rate the players' role-playing (while keeping in mind limitations of convention time restrictions)?
 - a. Excellent, they should all be on the silver screen.
 - b. Good, you had a fun time.
 - c. Fair, someone used a funny voice.
 - d. Poor, they rolled some dice and ignored chances to role-play.

Story Objects

Gift of Air

Code: EXCS36

You have been infused with a small portion of the power of the heart of air that you can call upon once per adventure. As a spell-like ability, you can cast *air walk* with only yourself as the target and a caster level of 3 plus the number of action points you choose to spend. You may choose to spend no action points when activating this ability. This story object allows you to spend multiple action points in the same round for the activation of this ability only.

Obscura Reward #21

Code: EXCS37

You have succeeded in a secret mission given to you by your Obscura. The benefit you receive depends upon the Obscura to which you belong.

Children of Xoriat: Your ruthlessness shines through. You receive a +1 competence bonus to melee damage against creatures with hit dice at least eight less than your own.

Defiance: You follow orders well. Receive a +1 competence bonus to resist Compulsion effects.

Instruments of Change: You have touched the ethereal realm. Once per adventure as a swift action you can spend an action point to make your next melee attack as if your weapon had the *ghost touch* enhancement. The ability is used up for the adventure whether you hit or not.

Mourners of Yore: You are given a vial containing a small fragment of Alilis Aerial's soul. Once per adventure you may ask her advice and uncork the bottle to hear her answer. This is the equivalent of an *augury* spell cast at 10th-level.

No Obscura: You are given a pair of spectacles made from the eyes of a joystealer. Once per adventure you can use them to sense emotions. This functions like *blindsight* except that you can only detect the presence and positions of living creatures with emotions. Activating the glasses requires a move action that does not provoke attacks of opportunity. You must be wearing the glasses to activate them and the effect lasts for three rounds.

Player Handout #1: Obscura Orders

The DM should have each player secretly write down their membership in an Obscura, if any, and then provide them with the appropriate handout. These are SECRET orders and should only be shown to players whose PCs are in the listed Obscura.

Children of Xoriat

As you prepare to leave, Sublime pulls you aside and tells you, “The Undying Court are a trifling enemy, but it is best that we not alert them to our plans. There must be no witnesses to your actions on the island.

Goal: Kill all non-Cabal members/allies that you meet on or near the island until the heart is retrieved back to Stormreach.

The Defiance

Congratulations, you have no special orders. Do as you are told and make certain this mission succeeds.

Goal: Retrieve the heart of Orgea Windborn.

Instruments of Change

The Discordant Voyage tells you that there is rumor of a spectral elven harp entombed beneath the shrine. If so, you are to recover it. The Voyage gives you special gloves that can reach into the ethereal plane solely for the purpose of holding the harp. He warns you that once you have the harp, you will have to hold with one gloved hand at all times, or it will drift away on the ether.

Goal: Recover the spectral elven harp.

Mourners of Yore

The Mourners have been roused by the story of one of Ogrea’s followers. One of Orgea’s closest companions, a wizard named Alilis Aerial who many say truly loved Orgea, supervised the building of the tomb where she interred not only Orgea and those allies of his who died in the failed rescue attempt, but also chose to commit suicide after the construction that she might lay with her beloved for eternity. If true, her soul is one of true sorrow that we might learn much from. You must find her corpse and use this magical bottle to capture her last breath.

Goal: Use the magical bottle given to you, to capture the last breath from the corpse of Alilis Aerial.

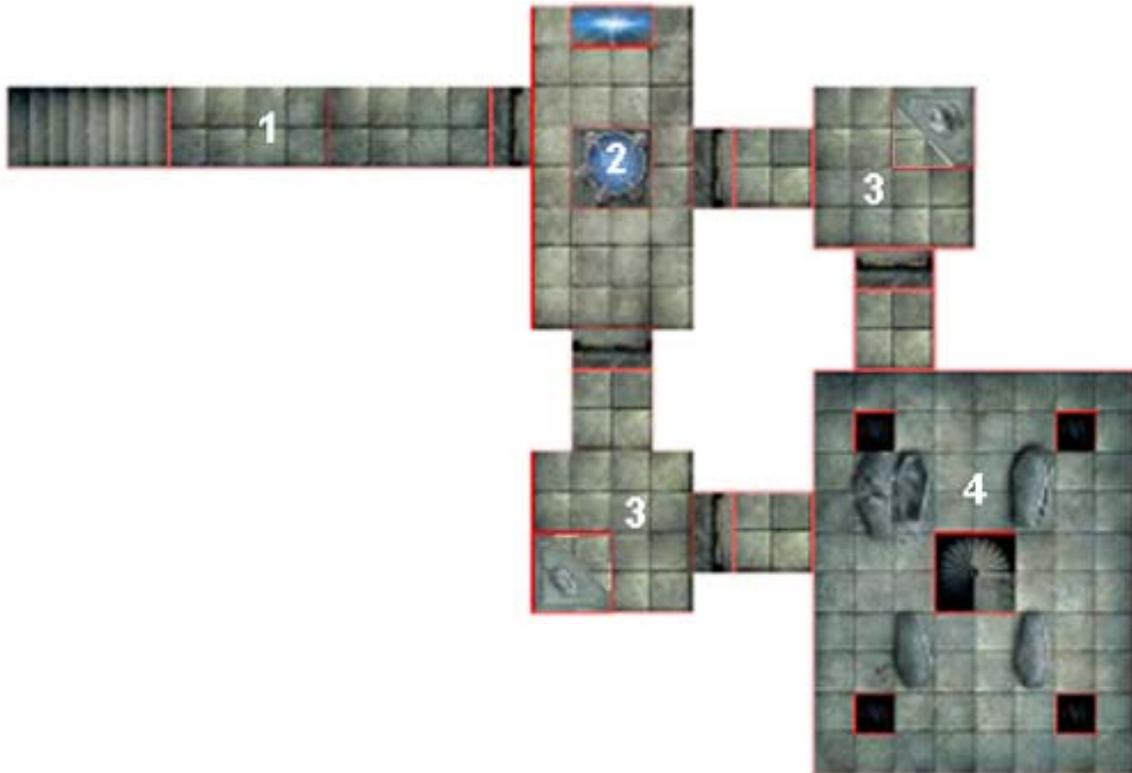
No Obscura

Within the tomb dwells a creature that can, in addition to feeding upon your will, see into the emotions of others with strange jewel-like eyes. Kill the creature and bring me its eyes.

Goal: Deondag the Master of Rites demands that you kill the creature with strange gem-like eyes and bring the eyes to him.

DM Aid #1: Maps

Level 1



Level 2

