



XEN'DRIK EXPEDITIONS

The Dead of Night

Expedition Scenario #8

A One Round Dungeons and Dragons Adventure for 11th Level Characters (Scaled for 10th to 14th Levels of Play) for the Xen'drik Expeditions campaign

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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: Eberron Campaign Setting (Keith Baker, Bill Slavicsek, James Wyatt), Secrets of Xen'drik (Keith Baker, Jason Bulmahn, Amber Scott), Monster Manual II (Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter), Maps originally by Robert Lazzaretti

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A tragedy in the darkest hours of the night calls the attention of the four factions to the heart of the city. A dark wound in the ground threatens to engulf Stormreach in the terrible power of Death itself if it cannot be closed. Will those sent into the abyss emerge alive or will they fall victim to the Dead of Night?

Adventure Background

The Day of Mourning gave rise to some of the most bizarre and terrible dangers ever wrought by humanity upon itself. Of the many hazards to come from this disaster, one of the most notable and lasting is the genesis of *living spells*, animated spell forces created when magic in existence at the moment of Cyre's detonation was given animate force and violent, indeterminate life spans.

Many adventurers have encountered such fearsome 'creatures' before; they are a catalogued and much-talked about feature of Eberron's diverse hazardous fauna. Sages debate their existence and nature, professors in places like Margrove University teach the many ways to contain or exploit them and battle ready legions are trained in combat techniques to counter their serious but somewhat predictable tactics. Living spells are, most believe, just another mindless reminder of the Last War – an unthinking, lethal echo of magic gone awry.

But, as with so many things in Eberron, things are not always what they seem.

On the Day of Mourning, many battles were taking place in what is now called the Mournlands. Of the conflicts taking place at that time, few were as fierce as the clash between an occupation force sent by the lords of Karrnath and the besieged but defiant garrison of Wartower Caidra, a Cyran fortress guarding a small but powerful creation forge.

The battle was considered important enough by Karrnathi tacticians that it was led by one of their most powerful general-wizards, a necromancer named Raishan "Ill Wind" ir'Tursa. Called Ill Wind for his preferred methods of sweeping battlefields with *cloudkill* to kill the wounded, some also claimed it was because he had dabbled so much in the black arts that he actually smelled half-dead. He was as feared by his own troops as he was his enemies because of his complete disregard for life. Capable of killing with a word and perfectly willing to finish off his own injured troops to raise them as zombies, he had a well-deserved reputation as a thoroughly evil, brutally effective warlord.

His bleak, vicious career was cut short by the Day of Mourning. In the midst of a pitched battle with an enemy spellcaster, the first waves of Cyre's death blast swept over the land. Raishan's opponent was destroyed in the backlash of the tower's creation forge and he was caught up in its force, battered unconscious and hurled away from the devastated battlefield.

When he awoke, he found himself in the midst of raw magical chaos. The unleashed energies of incarnation held dormant in Wartower Caidra's forge were animating everything around him into twisted, violent forms of pseudomagical life. Horrified and fearful of his life, 'Ill Wind' attempted to cast *dimension door* to flee the scene and ended up giving rise to a living creation, an animate form of his spell. Immediately attacked by this dimensional rift in humanoid form, he fought back with more magic, creating yet more living spells.

Though it was long-fought and he suffered greatly in the battle, Raishan ir'Tursa emerged victorious. Most of the spells to which he had 'given birth' were slain and one, a living *create undead* he had cast to try and turn the slain around him into allies, had been pulled into his *spell storing* staff for future examination. Broken and nearly out of magical power, he fled Cyre. In his haste to escape, he left behind two of his inadvertent creations, the *dimension door* and a living *finger of death*.

Disoriented and fearful that his spells-coming-to-life affliction might make him a subject of study and possible dissection back in Karrnath, Raishan secured passage using much of his hoarded personal wealth and put some distance between himself and all of Khorvaire. His sea voyage eventually led him to Stormreach, a backwater, primitive port city where one could easily lose themselves to the rest of the world. There, amid the bustle of hundreds of people too displaced to care about events across the sea, the terrible Karrnathi warlord Ill Wind ceased to exist. In his place, a 'harmless' old wizard named Turias made a quiet living as a scholar and physician.

But all was not quiet in the home of "Turias". He continued his researches, bolstered by the energies of his captured living spell and a new found hunger for necromantic lore. His appetites for knowledge at any cost eventually drew the suspicion of his neighbors and to hide his studies, he used magic to dig out and construct a facility under his mundane looking abode.

There in the seclusion of his underground demesne, the former general discovered that his body had absorbed some of the same energy that empowered the living spells he cast during the Day of Mourning. It enhanced his magic but it was also acting like a beacon, one that allowed him to sense his inadvertent creations and allowed them to do the same. Not confident that the living spells would be controllable and paranoid by nature, he began to dwell on the impending arrival of his dangerous children.

Unable to find a way to break this connection, he opted instead to place himself under the effects of a *stasis* spell in the hopes that while he slept a year each time, the living spells would get slain or lose their bond in some way. Once a year, he came out of the *stasis* to see if he was safe. Each time, he sensed the living spells coming closer, inexorably approaching Stormreach.

Meanwhile, life went on without the strange old hermit Turias. His house, abandoned during his sleeps, was resold by a greedy Coin Lord gambling that the absent sage was dead or permanently missing. The

new owners refurbished the home and set it up as a charity work – an orphanage for the many displaced children of the flourishing port city. In time, the building became a valuable civic work and all memory of the sage faded.

All that changed with the coming of Raishan's errant spells, arriving in the dead of night.

Adventure Synopsis

The scenario begins with the PCs gathering on the site of the orphanage, or rather what's *left* of the orphanage. The building is in ruins and where the ground floor once was, a shattered foundation and an inky black vortex into nothingness remains. Each of the factions has their own reasons for sending the PCs to the site but they all have the same basic mission – discover the meaning of this seemingly random and devastating attack in the heart of Stormreach.

The PCs are met by a sometimes ally also present on the scene, a necromancer named Grave also investigating the scene. They will likely be able to see that he knows more than he initially lets on and if pressed for answers gives the PCs a dark tale indeed.

His story not only reveals a great deal about the city necromancer but also explains the vortex and the ruins of the orphanage. Certain that the threat to Stormreach has only just begun, he can provide the PCs with some valuable tools for defeating the living spells, each of which has a name and a history he knows all too well. These are no ordinary magical constructs; they have will, intelligence and a terrible agenda for wholesale destruction.

Armed with knowledge, the means to defeat this new threat to the city and new orders from their factions, the PCs can descend through the vortex into Raishan's laboratory. They essentially enter a small pocket dimension brought into existence through the power of the living *dimension door* spell called the Widening Gyre. This dimension has its own laws and effects, some of which will be very troubling and dangerous for the PCs as they explore their new, shadowy surroundings.

The laboratory was fortified against intruders during Raishan's paranoid period, made to keep out the living spells he was afraid were coming to destroy him. The two level complex has no physical connection between each layer but this is not stopping the living spells from penetrating his abode. The PCs can use their efforts to follow the living spells and bring them down.

The first to be found is Demise, the living *finger of death* spell. It has found Raishan's storehouse of animated dead and has been feeding off their negative energy to replenish itself after its long voyage to Xen'drik. Before the PCs reach Demise, they will have to go through several fragments of the creature itself, shadows desperate for the life energy they sense in the PCs.

The Widening Gyre is next, found in the very heart of the second level, penetrating the warded doors of the complex with its dimensional powers. Unwilling to stop its advance towards its maker, it fights the PCs when they try to interfere with its progress. It breaches the doors during the battle even if it is defeated, opening the way for the PCs to confront "Ill Wind" Raishan and put an end to the many dangers he poses by his mere existence.

The final battle with Raishan is complicated by the power of the absorbed spell in his staff. Its proximity to the energies of its sibling constructs has awakened it and before Raishan can be engaged, he is instantly 'reborn' as a powerful undead! The adventure is not truly over until Raishan's Requiem. Success brings reward and fame from a grateful city.

Failure brings a dark fate deep within the cold shadows of the earth.

Troubleshooting

This scenario is primarily a single location-based adventure. There is a short opportunity at the beginning for roleplaying and diplomatic skills, especially during the conversation with Grave. The better the PCs do with Grave, the more aid and information they have in their fight against the living spells. That said, it is not impossible for them to succeed in this adventure even if they completely fail to convince Grave to help them at all.

That said, one of the keys to keeping this adventure from being entirely combat is to ensure the PCs have ample opportunity to interact with Grave. His insight into what is happening with the shattered orphanage and its dark past is extremely helpful if not critical to the scenario. There is a way to give the basic facts to the PCs if they miss their chance with Grave (see Reporting In, a section of the Introduction below) but the Players may feel this option is less interesting than if they initiate a conversation with Grave and glean the details themselves through direct use of their skills.

There is another issue to deal with in this adventure; the introduction as written deals with some disturbing imagery. Be sure to judge your Players before you begin the scenario and determine the appropriate level of detail to describe as play occurs. Because the destroyed building was an orphanage, there is the sensitive matter of dead and injured children. This can be an evocative and emotional scene.

Such impact is entirely intentional. Few things can motivate heroic play like the thought of suffering innocents. Some Players may have a hard time with a mature theme of this nature. If the Players are young or if you do not feel the scene as presented is appropriate for them, feel free to tone down the imagery to a level that can be more easily handled. There is no need to use the Introduction, or any other part of the scenario, verbatim. You should always try to tailor the style of game play to suit the participants, yourself included.

In many Xen'drik Expedition scenarios, surveillance and background activities by Non-Player Characters can be an issue during play. In this adventure, there are no outside forces or hidden agendas at work. The danger known to the PCs is all they need to deal with and likely as much as they can possibly handle.

Adventure Secret: There are several ways for PCs to learn adventure secrets (the most notable being campaign cards available during Xen'drik Expedition's first year of play). For this scenario, the adventure secret is the fact that a standing reward exists in Breland for the death of "Ill Wind" Raishan. If the PCs know about this reward (your discretion on how or even if they learn of it), they qualify for the Ill Rewarded story object when they complete the adventure.

Adventure Start – The Ruins at Dawn

Do **not** use the following text word-for-word if the style of it does not suit you. This is merely a suggestion for how to begin the adventure and if you would prefer to paraphrase it or use your own method of gathering the PCs into the scenario, you are welcome and even encouraged to do so.

It is very early morning, too early for some to have even roused themselves from bed. But all of you have been called to service by messages from your factions, letters that arrived only a short time ago and spoke of a dire need for you to gather as swiftly as possible.

Distribute Player Handout One to the PCs, making sure that each PC receives the appropriate message according to his or her faction.

The scene when you arrived was certainly dire enough – smoke and ash, a blackened crater where a building once stood in the heart of Stormreach. There are more than a dozen city guardsmen moving around the ruins, stepping between the crags of charred rubble and several shapes burned into what remains of the structure.

Most of the guards seem quite unapproachable, focused only on the grim task of moving bodies, most of which appear to be quite small, out of the crater and keeping the growing throng of early morning city goers from approaching too closely.

Near the center of the ruin, the reason for their imposed barrier is apparent. A strange pit of rippling darkness, a circle several feet wide, has cut a black rift in the earth, its depths obscured by its seemingly endless shadows...

The PCs will most certainly wish to investigate, allowing you to set the tone for who they speak with and how they come by the information they will need to continue with the scenario. There are three NPCs suggested below, including Grave as mentioned in the synopsis above, but you are welcome to impart this information to the PCs in other ways as you so choose.

Psychic PCs may experience 'flashbacks' of the scene that transpired here, echoes of the past mingled with the pain of dying children and the horror of the survivors. Magic could reveal much the same if the PCs are empowered with the ability to perform such divinations. If the PCs have no social or investigator-types among them, have one of the PCs below approach them instead and give them the chance to roleplay. Let the PCs be as creative and investigative as they wish, shaping the introduction around their actions.

The NPCs on the Scene

Guard Trayus ir'Tassol: A minor son of the Sharn ir'Tassols, Trayus left home at an early age to make his fortune, knowing his birth rank would never let him see his line's fortunes ahead of his four older brothers. Never good at anything other than taking orders, Trayus has managed to find a niche for himself as a solid, dependable watchman and guard. He is well liked by his superiors and has even caught the eye of one of the Coin Lords for possible promotion. As such, he has just enough authority among the other guards that while he is not truly their commanding officer, they do look to him for guidance.

This might catch the PCs' eye and lead them to speak to him. (A DC 10 Sense Motive on the guards or a Gather Information check at the same DC made on the scene will reveal this NPC as some to talk to for more details.)

- **What Trayus Knows:** It only takes a DC 10 Diplomacy check to divulge the following from Trayus. After moving the dead and crippled bodies of children this morning, he is eager for the company of the living.
 - *"What happened here? Your guess is as good as mine, maybe better. I'll tell you what I know. I pulled an all night shift guarding the east wall of the Deneith compound and just when I was getting ready for sack time I was sent to the docks. No explanations, 'Get your rear to the wharf!' When I got there, I found other guards around a pair of bodies. There was a trail of dead, townsfolk all, and it led here."*
 - *"All the dead, six before I got here and now at least ten children, looked the same. Pale, drawn and not a mark on them. Just... dead."*
 - *"This was the Stormreach orphanage. About forty kids, different races, and four people on staff to care for them. So far, we've only found two alive. One's at temple getting healed and ain't in no shape to talk. The other's over there wrapped in that muslin blanket. If you go take to her, be gentle, okay? She's been through Khyber, you know?"*
 - *"I'd tell you more but I only know what I've seen here. The orphanage is gone, there ain't a soul left who saw what happened except for that girl over there and the only person on*

the scene when we arrived that didn't have to be carried out was a man called, that necromancer what works for the Storm Lords sometimes. If you want to talk to him, I think he's still here somewhere."

Melkie the Orphan: Melkie is a prime example of the hazards of being the daughter of adventurers in Stormreach. For more than a year, her parents would leave her with friends, disappear for days on end and come back with amazing stories to tell about the wonders and dangers of the jungle. Eventually, they went out and never returned. After three months, their friends went looking for them and when *they* never returned, Melkie was taken in by the orphanage.

She is a very frightened half-elf child with big blue eyes, disheveled straw blonde hair and a cherubic face currently smudged and caught in a shell shocked expression. Right now, the guards have hidden her behind a large part of burned wall so she does not see them carry out all her dead friends. Getting her to speak (or react at all) requires careful roleplay and at least slightly kind treatment by the PCs. She is terrified and should be portrayed as such. Even so, she is the only witness to what happened here and what she has to say will be of great value to the PCs.

- **What Melkie Knows:** There is no base Diplomacy check needed to speak with Melkie. Use your best discretion as to how the PCs treat this scared little girl. If they are kind to her, she will eventually open up, but make sure they earn her trust first.
 - *"I was sleeping. There was a loud noise and the bed shook me awake. Then there was smoke and heat. I got really scared but before I could get up, the floor went away."*
 - *"There were all these black lines. They went up the walls and all the wood broke apart. It made a noise like thunder but I didn't see anything else because I hid under the blanket. I fell down, me and my bed. It broke but I didn't. That makes me lucky... I guess."*
 - The 'black lines' were from the Widening Gyre's interaction with the wards placed on this site by Raishan. The energies that raged between the Widening Gyre, the living *dimension door* spell, and the wards caused the backlash that destroyed the building.
 - *"I don't remember much after I fell. I did see something though. There were these two people. At least, I think they were people. One was really tall and big. The other was thin and covered in this big cloak. They moved funny, like they were floating. I peeked out from under my blanket and I saw them go into the ground in this big black pit! They were really scary."*
 - *"The guards told me that House Mother Aimie was taken to a healer because she's really hurt. But they won't tell me about my friends. Are they okay too? No one's letting me see anything. What's wrong?"*

Grave, City Necromancer: Grave is a thin, pale skinned human with chalk white hair and piercing dark eyes whose usual manner of dress is a black leather long coat and tall black boots with silver buttons in the shape of stylized skulls. He is a fashionable and friendly person despite his ghoulish profession and while he is not what one might consider an angel, he is far from the kind of evil man normally associated with his magical specialty.

When the PCs look for him (or whenever you are ready to introduce him into the scene), read or paraphrase the following:

Amid the rubble, one person stands out among the many city guards on the scene. Dressed in a full length black longcoat and tall black leather boots adorned with a row of silver skull buttons from ankle to knee, this white haired man is kneeling at the base of a piece of burned out wall, shaking his head. While he does not seem to be actively hiding, he is making an obvious effort to stay in the shadows of this devastation.

If approached, he is quite defensive and will not immediately strike up a conversation, even if the PCs know him for the garrulous engaging man he normally comes across as being. Having already secured the guards' cooperation through his authority as an associate to the Coin Lords, he has the right to be here and does not have any pressing desire to speak with the PCs at this time.

As they approach him, they may hear a few choice bits of dialogue from him. Each one is a separate Listen check because he is muttering to himself and pausing between thoughts, moving all the while.

- Listen (DC 10): *"No no... This can't be. Not here. Not now."*
- Listen (DC 15): *"I knew this wasn't over. The Gods aren't that kind."*
- Listen (DC 20): *"The Gyre. This is definitely the mark of the Gyre. Damn it."*
- Listen (DC 25): *"An Ill Wind is still blowing, that's for sure. But from where? He can't still be alive. I'd have found him by now."*

- Listen (DC 30): *“Poor children. Raishan’s still taking victims, even from beyond the grave. Heh, despite the Grave is more like it.”*
 - A Knowledge (History) check at a DC 20 will reveal the name Raishan to be one of the wizard-generals of Karrnath, a man assumed dead at the end of the Last War.

Getting Grave to speak to the PCs requires serious roleplaying or a Diplomacy skill check (DC 20). If the PCs know Grave from other adventures, the DC lowers to a 15. Grave is not actively wishing to shun the PCs, especially people he knows, but he is busy trying to deal with the darkest chapter of his life suddenly emerging in such a horrific manner. That is enough to put anyone off being social.

He is nervous and skittish, something any Sense Motive check will reveal regardless of the roll. If the Sense Motive achieves a DC 20, it will always be apparent that he is not responsible for this mess but feels somehow personally involved in the tragedy.

Once he opens up, he has a great deal to tell the PCs. This is summarized here and in the boxed section of text on the next page. Do NOT read all this verbatim. Work it into conversation and as responses to questions. Make the PCs feel like participants in the scene, not spectators.

- **What Grave Knows:** Grave has a personal history with both Raishan and the events of the Day of Mourning that gave ‘birth’ to the Ill Wind’s terrible living spells. He knows them by name and by powers, able to recognize their passage by the destruction left behind. Once he is convinced to speak with the PCs, he can tell them the following.
 - *“This was no accident, nor were the deaths at the docks. These people were killed by cold, calculating monsters unlike anything this city has ever seen.”*
 - *“There is no hope for anyone touched directly by these things. Their lives are gone, consumed in a way so horrible even I don’t wish to consider it and I’m a necromancer. Actually, my being a necromancer means I understand it all too well. Trust me when I say that limiting the details is doing you a kindness.”*
 - *“I can tell you all about this but there’s a story in it, one you need to hear if you intend to do anything about this. If so, I suggest you contact your superiors and let them know you’ll be pulling some long hours this night.”*

The PCs should do as Grave suggests, since they were only asked to investigate and report back with any news. Grave is not the only one who can recommend this course of action; you can make it clear that the PCs should ask for more instructions through other PCs or by suggesting it directly to PCs with high Wisdom scores or a sense of strict discipline (monk PCs, any Blackwheel Company PC, etc.).

Once they do, provide them with Player Handout Two. These arrive in manners befitting the PCs and their factions and may not all arrive at once. After reading them, the PCs should be set to speak again with Grave and continue the adventure.

If you have decided not to use Grave, you may have to modify the Handout or write something altogether different. The handout assumes you are running with the basic plotline as laid out in this scenario. You are free to change things as you desire but the background materials may no longer be relevant if you do so. Just create faction letters that assign the PCs to their missions and are more appropriate for whatever story you have created in your game.

One way or another, the PCs are liable to hear the following story. It may be in bits and pieces during conversation (recommended) or they may sit quietly and let Grave tell it as a complete dialog. It is vital that this information make it into the PCs hands, even if they never talk with Grave. If you deviate from the adventure to the point where the PCs are getting their facts in some other way, be sure to work this into their experience in some way.

Grave's Story

"Where to begin? Well, I might as well start with a bit about my past, seeing as it's relevant. I wasn't always a necromancer for hire, you know? Not even from Stormreach, actually. I've only been here about three years, same as most of you I suspect. Doubt you came here for the same reason, though.

"My point of origin is Karnath, though I haven't seen home in a few years and I'm not much looking forward to ever going back. During the War, I served as an apprentice to a succession of mages on the front lines. My crime in those days was out-living my mentors, a sin that landed me shackled to the side of a powerful necromancer by the name of Raishan 'Ill Wind' ir'Tursa.

"Trust me when I tell you that my time with him was as terrible as you might imagine. Of the four apprentices given to him during his time in service, I was the only one to survive the experience. I was with him until the very last days of our campaign in Cyre. When the Day of Mourning struck, I was in camp nursing a 'training injury' when all Khyber broke loose. If I hadn't been half dead already and thus as limp as a corpse when the shockwave hit us, I probably would have ended up like the rest of our company – slain to a man.

"Instead, I lived... if you can call it that. Let's just say my hair used to be black.

"Anyway, it was some time after that when we learned the truth of things. Well, what truth we were ever able to learn, that is. Our leaders had believed their generals dead in Cyre and in many cases, they were right. In Raishan's case, they were wrong. Very wrong.

"Raishan had survived the cataclysm on the Day of Mourning and he hadn't been alone. Somehow during the battle, his magic had been granted some mockery-form of life. He fled the field and tried to escape Khorvaire altogether, half dead and at least half mad. He had done a lot of terrible things during the way, some to the enemy and others to his own people, all in the name of his 'research'. I can assure you, we had good reason to track him down and make sure the Last War claimed just one more life.

"So we did. A group of military scouts, a unit of zombie soldiers, a war mage captain and me; we were assembled and charged with hunting Raishan down and ending him. I am not a violent man but I must tell you, nothing would have made me happier.

"But we failed, and not in the way we feared. Raishan was a staggeringly powerful wizard, perhaps one of the strongest in Karnath, but we never got the chance to test ourselves against him. Instead, we were attacked by sahuagin before we could make port and forced to abandon ship. The trip through the jungle was harrowing. Ten people made it off the ship alive. I was the only one to make it to Stormreach.

"Once I was here, I searched for Raishan. It occurred to me that as inhospitable as this continent can be, he was likely in the city as well. For months I combed these streets, looking for any sign of the Ill Wind. Sadly, the only ill wind I ever found was the one coming off the docks.

"Death follows Raishan though, mostly wrought by his own unkind hand. I never found him but I got close once. Just when I thought I was closing in on him, he vanished without a trace. No more missing homeless, no more strange experiments wandering loose. He just seemed to fade away. I actually dared to hope he was gone for good.

"But now it seems like his legacy has come home to roost. The spells that incarnated from him on the Day of Mourning have managed to take him here. I've had dealings with them, though never direct, in the past and I know the signs of their passage. If they have gone into the earth here as I suspect they have, it can only mean one thing – some part of Raishan has survived and they are seeking him out.

"The Ill Wind knows me too well. If I have to face him, I suspect his magic would prevail. My best service to Stormreach is to stay up here and organize a defense should his abominations surface again. If you are game, I have the means for you to make sure that doesn't happen. My superiors in Karnath equipped me with the means to destroy the spells if I encountered them. I never got the chance to fight them but if you are willing, I'll give those weapons to you.

"Interested?"

The PCs have a choice here – accept Grave's help or try to handle the living spells on their own. Either way, he advises them on what he knows about the constructs and wishes them the best of hunting. He is also as good as his word; once the PCs head into the dark rift, he intends to tell his story to his patron Storm Lords and rally as much support as possible to ensuring that if the PCs fail, there is another line of defense for the city. If he must, he will fight Raishan himself...

...but he hopes it does not come to that. If it does, he suspects the battle will claim them both.

Accepting Grave's Help

The PCs can profit greatly by taking Grave up on his offer as their factions recommend. If they do so, read or paraphrase as given below:

Reaching into an inside pocket of his black long coat, the pale haired necromancer withdraws an ivory and jet inlaid silver rod. One end is capped in a crystal point held in ten silver tendrils. The depths of the crystal hold a flickering image of an inhuman eye, glimmering with power.

"This is what I was given years ago. It has the power to destroy living spells and I have used its power on several, though sadly never the ones it was made to defeat. It generates a beam of intensely focused anti-magic, one that causes manifest spell energy to collapse in on itself. The result can be... explosive so be sure to stand clear before using it."

Handing it over, he adds, "I'll want it back, of course, but you should know a few things about it. The Rod of Mourning's End holds enough power for three uses each day. Also, you have to hit the living spell itself so be sure to take down any barriers or fields they might possess first.

"My best advice? Don't miss."

The rod of Mourning's End is event treasure. It has the following properties.

The Rod of Mourning's End

This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray functions as a *greater dispel magic* spell, except it only affects magic items. To negate instantaneous effects from an item, the rod wielder needs to have used a ready action. The dispel check uses the rod's caster level (15th). The target item gets no saving throw, although the rod can't negate artifacts (even minor artifacts). The rod can function three times per day.

In addition, the rod has a special effect when its beam strikes a living spell construct. If the ranged touch attack succeeds, the living construct is *stunned* for one round and, at the start of its next turn, is instantly destroyed. This destruction generates a Death Throes effect as per the Balor demon (MM, page 41). The initial damage of this effect is half the living spell's current hit points and its area of effect is a 20' radius. Living spells receive no saving throws for these effects.

Strong varied; CL 15th; Craft Rod, *dispel magic*, *disintegrate* and *limited wish* or *miracle*; Price 41,500 gp.

Once the PCs receive the rod, Grave has one last gift for them – information. Again, do not force the PCs to sit through this dissertation. Let them ask questions and present the details in a conversational way. Constant text can become dry and boring very quickly.

This warning can be applied to this entire scene, actually. There is a lot of conversation and information to be had in this introduction, so much so that more action-oriented Players and PCs may find themselves at a loss for what to do or lose interest in the scenario. Be sure to keep things moving in a way that kindles involvement for everyone involved. If active-type PCs are getting bored, have a guard ask for help clearing away rubble or let them discover barely surviving children and give them the chance to be heroes by saving their little lives.

The introduction as written can be somewhat dry if run straight; do not feel you have to do so. This scene has ample opportunity to make sure that every PC at the table is engaged and busy right up until it is time for them to band together and descend into the actual adventure.

Another warning – this introduction contains a lot of information, most of which is vital for the PCs to keep in mind as they proceed through the adventure. You are not obligated to give it to them all at once. Let the PCs work for what they get. Let them ask questions and encourage them to get involved. Unlike most scenario introductions, this one is more like an opening act and can take a considerable amount of time to run. If you find yourself approaching the first hour mark of the scenario time slot, do not be alarmed. It is assumed the introduction will take approximately that long if not rushed through.

On the Living Spells of the Ill Wind

"Okay, listen closely. I will tell you everything I've learned in the last three years about these things. They have been a menace in the Mournlands since their 'birth'. I admit I'd forgotten about them after Raishan vanished and for that, I'm sorry. It was a costly mistake on my part."

The Spells in General

- **Sentience:** Raishan's creations display an unusual amount of intelligence for constructs. They have become more aware over time and have proven capable of great cunning. They have survived numerous Karrnathi destruction attempts because their hunters underestimated them.
- **Powers:** Both surviving spells have a few powers in common and are considerably more potent than 'normal' living spells.
 - **Humanoid Form:** Both the Widening Gyre and Demise took humanoid form when they were created, an unusual trait for living spells. As such, they can apparently speak, manipulate items and even pass for normal creatures at a distance.
 - **Defensive Field:** Raishan was a battle-trained mage and this seems to have imprinted on his inadvertent creations. They have a magical barrier that surrounds them in combat, one that must be destroyed before they can be affected by attacks of any kind.
 - **The Widening Gyre's Field:** As befits a living *dimension door* spell, this creature's field is a sort of special warp that diverts attacks. It can be disrupted if it is used too often in a short amount of time.
 - **Demise's Field:** The defensive field of a living death spell, this sphere of shadow is a very destructive shell that literally withers attackers and disrupts magic that tries to pass through it. Its weakness is that after inflicting too much harm on living creatures, it fades until it can recharge.
 - **Deadly Touch:** Both spells inflict their base magical effect on touch, a constant effect they can use to great effect in combat. Physical contact should be avoided at all costs.

Demise – The Living *Finger of Death* Spell

"Tall and thin, Demise looks like a skeleton shrouded in a robe of flowing shadows. Under its hood, Demise's face is completely concealed but its hands are bare – twisted long fingers that look like the reach of Death itself."

- **Strengths:** Powerfully necromantic, Demise has all the benefits of both an undead and a construct. Its primary attack is also its strongest, a disrupting touch that can kill on contact. In addition, it can freeze anything living that comes close and any metal that touches it in combat is chilled instantly along with anything worn by the attacker.
- **Weaknesses:** Effects that channel positive energy can be very effective against Demise. If it cannot be destroyed by using the rod of Mourning's End, it can potentially be destroyed by disruption through holy power. Even holy water might work in this regard.

The Widening Gyre – The Living *Dimension Door* Spell

"The Gyre has no set size but its form is always the same. When it was made, it gathered up armor from the battlefield and wears it all now like a shell around its body of incarnated dimensional energy. The Widening Gyre's body is black, utterly black, like the depths of a starless night."

- **Strengths:** The Widening Gyre can transport itself constantly, teleporting short distances as easily as most creatures walk or fly. It is only affected by gravity when it wishes to be and its *dimension door* touch attack can be used at range. Anything that contacts it physically may also be teleported a short distance away; this effect does seem to be under the Gyre's conscious control. Also, moving around the Gyre seems difficult and often prone to being greatly slowed.
- **Weaknesses:** The physical body of the Widening Gyre is dependent on the "shell" of armor it wears. The more of this suit of bronze and steel is destroyed, the weaker it will become. If it cannot be destroyed with the rod of Mourning's End, shattering every piece of this armor will disrupt it just as effectively.
 - The Widening Gyre has one other notable weakness – dimensional effects. *Freedom of Movement* and any other movement-enhancing effect will prevent it from being able to slow a target or affect it with its *transportive touch* power.

Grave's discussion of the living spells is the last piece of this introduction and once the PCs are armed with this knowledge (even if it did not come from Grave himself), they are ready to proceed with the adventure itself. Give them some time to ready themselves, allowing for shopping for supplies if they wish. Be sure to caution them through NPCs, namely guards on duty, Grave or even their own faction authorities if they keep in touch with them that time is of the essence.

When they wish to continue, start the descent below.

The Black Rift (Raishan's Laboratory)

The center of the devastation is a sunken pit, a once hidden basement below where the ruined first floor of the orphanage used to be. The bodies have all been cleared away from the area, the top of a ruined stairwell and an inky black void are all that remains. Roughly circular in shape and rippling like a pool of oil, the rift emanates pale waves of shadowy energy that rises several feet into the air before fading away.

"Are you lot really going in there?" asks a skeptical looking guardsman of advancing years. "You're braver than I."

If the PCs intend to complete this adventure and the directives of their superiors, going down the stairs and into the rift is exactly what they need to do. The living spells of Raishan blasted apart the orphanage to unearth his concealed basement. In so doing, they have also inadvertently provided the PCs with a way to follow them.

If asked, Grave is fairly certain the rift is safe to traverse. His detection spells reveal nothing immediately harmful about the energy coming off the portal. If they wish to try, *detect magic* will reveal weak necromantic and powerful conjuration magic. Any experiments with the portal will show that nothing gets hurt or damaged by coming into contact with the rippling void. As Grave puts it, *"The only thing dangerous about that gate is the pair of monsters that made it."*

Once they enter the rift, proceed to the next descriptive section.

The broken stairs descend into darkness, a turbulent pool of nothingness that feels numbingly cool as you move into it. Assured that it will not harm you, that may be cold comfort as you find yourselves completely submerged. There is no heat, no light, and for a moment no sensations at all. For a painfully lingering second, it is like you do not exist at all.

And then you are through, standing at the base of the stairwell in a strangely grey chamber. To passages provide exits on the far side of a barren room lit only by a flickering torch whose flame possesses no color or warmth at all...

The PCs are now in a shadow realm, a pocket dimension created by the Widening Gyre to search for the living spells' lost "brother". While they are here, the PCs are subject to the following rules. These are traits of this shadow dimension and are in effect for as long as they are in Raishan's Laboratory (and the Widening Gyre lives). Once the Widening Gyre is destroyed, all effects end as the Laboratory returns to the normal world of Eberron again.

Traits of the Widening Gyre's Shadow Realm

- Mildly neutral-aligned and evil-aligned.
- Enhanced magic. Spells with the shadow descriptor are enhanced. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots.
 - Furthermore, specific spells become more powerful. Shadow conjuration and shadow evocation spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). Greater shadow conjuration and greater shadow evocation are 70% as powerful (not 60%), and a shades spell conjures at 90% of the power of the original.
- Impeded magic. Spells that use or generate light or fire may simply fail. A spellcaster attempting a spell with the light or fire descriptor must succeed on a Spellcraft check (DC 20 + the level of the spell). Spells that produce light are less effective in general, because all light sources have their ranges halved.
- Hostile to Psionics. Manifesting psionic powers in the shadow realm is painful. PCs using psionic powers suffer negative energy damage equal to the level of the power used and must make a Concentration check (DC 15 + the level of the power) or the pain pauses the manifestation to fail.
- Visual change. There is no color in the shadow realm. All forms of vision see in shades of grey.
- Constant cold. an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character that has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

Once the PCs have come to terms with their new environment, proceed. Keep in mind that the stairs allow for two way passage and if the PCs begin to suffer too badly from the effects of the shadow realm, they are free to leave through the rift and return when they are better able to cope.

If the PCs are ill-equipped to handle the effects of the pocket dimension, feel free to have city or faction-aligned NPCs in the ruins of the orphanage supply them with *resist elements (cold)* and healing magic as needed, free of charge. The obstacles in this part of the adventure should be the living spells themselves, not the strange dimension of Raishan's Laboratory.

Raishan's Laboratory (Level One)

Always concerned with the possibility of discovery, Raishan created this level of his lab to be both functional and a ruse in necessary. He used it extensively but it does not contain anything that would suggest he is anything other than a wizard with a desire to keep his skills a secret from the people of Stormreach. As such, no trace of necromantic equipment can be found here nor are there any signs of his true research.

Unsatisfied with this 'clean' version of their creator's laboratory, Demise has become obsessed with the idea that there must be hidden sections of this floor and is systematically searching every last corner of the place. Better able to search for secret passages than his death-oriented brother, The Widening Gyre has left him to his mad seeking and transported himself to the level below. The PCs will encounter Demise on this level along with his 'cast offs' (explained below).

1. Cold Foyer (EL n/a)

This small chamber is lined in worked stone and seems mostly empty. Piles of dust and debris mark where furnishings might have been but they have been thoroughly destroyed. A torch on the far wall provides colorless light for this grey, ruined room.

Demise has used his disrupting touch on what used to be ornate furniture and tapestries in this room. There is nothing of interest for the PCs to find aside from tracks showing that two figures have moved through the foyer recently.

Those with the Track ability can, at a DC 15, determine that one of the creatures that has been in the room moved all over it, searching extensively. The other has much bigger feet and headed east out of the room without delay. Only the smaller figure spent any time here and its tracks have gone both west and east. The ones heading east are more recent.

2. Alchemy Lab (EL 7)

This door to this room lies in shattered remnants and strewn dust all over the corridor outside. Beyond this field of splinters, the remains of an alchemical laboratory can be seen, illuminated in the cooling light of a dozen glowing chemical spills. Shards of glass and crystal are everywhere, a glittering carpet for a room that has been torn apart.

When Demise moved through this room, searching for secret passages, he triggered a trap laid here by his creator. Because Raishan did not have a perfect understanding of what the living spells had become, his destructive trap only succeeded in weakening the living *finger of death* and tearing free part of his essence. That fragment of the living spell is still here, a greater shadow that has lingered dormant until the life force of the approaching PCs awakens it.

Foe: The Shade of Demise is almost mindless, seeking only to kill anything living that it encounters. This makes it a very easy enemy to adjudicate, one with no greater agenda than to slaughter the PCs. This encounter is not supposed to pose any real challenge for the PCs, especially at their level of experience. It is merely an initial combat to whet their appetite for the much harder fights to come.

Shade of Demise: greater shadow; hp 60; *Monster Manual* 221

This combat does not scale for the PCs. The more powerful they are, the faster the Shade of Demise is defeated. A tougher battle awaits them in rooms 4 and 5.

3. Chambers of Lore (EL n/a)

This room was once a library and reading room. Now, its abundance of lore lies moldering in piles of desiccation and fragments of ruined bronzewood shelving. Nothing seems to remain of whatever wealth of knowledge this chamber might have held before.

Be sure to vary the description if the PCs visit more than one of these libraries. Raishan kept the vast bulk of the lore he accumulated during his time as a sage in Stormreach here, shelving each carefully and maintaining these rooms as expensively as possible. His reasons were two-fold; he was an avid collector of tomes and scrolls and he reasoned that costly rooms like these would provide an adequate excuse for why he was hiding his laboratory underground.

Demise found nothing here and, still hurting from the magical trap in room 2, moved on quickly. If the PCs have access to investigative abilities, they can automatically determine that these chambers are not as thoroughly searched as the others.

A Search check (DC 20) can discover something in each room. The first room searched will yield the first item on the list below, the second room searched grants the second and the third provides the last item. Thus, all three rooms must be successfully searched for this area's true treasure to be obtained.

- **First Discovery:** A scroll of *heal* (CL 15). This is event treasure and can be used at any time during the scenario. It disappears at the end of the scenario as per the rules for event treasure.
- **Second Discovery:** A small field manual detailing the duties and responsibilities of a Karnathi warmage. Finding this book will provide the PCs with the Adventure Secret for this scenario if they have not already learned it, qualifying them for the III Rewarded Story Object.
- **Third Discovery:** A small siberys dragonshard with odd engravings on one facet. Possession of this shard allows a PC to see the phased chest in the final room Level Two. This crystal also negates the energy drain trap on the secret door in room 1 of the second level.

4. The Shadow Well (EL 10)

This large workroom is utterly devastated, pieces of wood and metal lying in dusty heaps all around the chamber. Torches set into the walls shed a very pale grey light over the scene of destruction, illuminating a trio of strange ghostly shapes moving around a pool of absolute darkness in the floor on the far side of the room. A strange keening sound is coming from the shadowy figures, echoed by something even louder past an archway on the chamber's southern wall.

When the Widening Gyre got to this room, he used his abilities to open a gateway in the floor. This portal remains as the shadow rift marked on the map. Unlike the one that brought the PCs to this realm, there are no stairs to climb. If the PCs want to follow the living spell and finish this adventure, they will have to make their own way down through the dimensional pool.

Demise followed the Widening Gyre here but remained convinced that this level had not yielded all its secrets yet. Injured by the trap in room 2, Demise suffered another 'bleed' of his essence, resulting in the creation of three more greater shadows. These fragments of living magic were immediately drawn to the shadow rift and are circling it mindlessly.

Unconcerned with its accidental spawn, Demise abandoned them and moved to room 5 when he can be encountered by the PCs after they deal with the creatures in this chamber.

Foes: The shades of Demise are hungry for life energy and will immediately turn on the PCs when they arrive at this room. There is no chance for parley or negotiation; none of the greater shadows have any real intelligence to speak of and cannot truly converse. They attack as a swarm, always striking the same target if they can surround one PC at a time.

Shades of Demise (3): greater shadows; hp 75, 75, 75; *Monster Manual* 221

Development: Each time a shade is destroyed, paraphrase the following:

As the shadow dissipates, there is a haunting howl from the chamber to the south. The remaining shadows open their empty maws and cry out in unison, mimicking the sound even as they press their attack!

This encounter does not normally scale but should pose a slight threat to the PCs. As such, feel free to add one or two more greater shadows if the PCs are having too easy a time of the battle. These reinforcements arrive from the southern door to room 5, having 'bled' from Demise while he searched. Demine will not join this battle as he is far too focused on his obsessive investigation.

5. A Waiting Demise (EL 12+)

A small room that was once an opulent bedchamber, nothing much remains of its costly furnishings now. Past the dusty skeleton frame of a ruined four poster bed, a black cowled figure moves in the corner of the dark room, seemingly oblivious to your presence.

This is Demise, the first of the living spells the PCs must destroy. It knows the PCs are there but is paying them no attention as it is caught up in its quest to find a secret passage that simply does not exist. The PCs will be able to enter combat and receive a surprise round if they wish, even if they try to parley with Demise. It ignores them completely, no matter what they say to it. Only the word Raishan gets even a ripple of attention but even that will not dissuade it from its search or make it react to the PCs until battle begins.

Foe: Demise is a very powerful adversary. It is relentless and uncaring, possessing all of Raishan's homicidal inclinations and his utter disdain for lives other than his own. It is incapable of mercy and will not surrender or offer quarter in combat. Once it begins fighting, it will not stop until it is destroyed.

Demise: living spell (*finger of death*); hp 150; See Combat Statistics in Appendix

Tactics: Demise is an incredibly focused creature and will direct his attention to the first creature that attacks him visibly in combat. Even if other PCs are doing more damage or making a greater spectacle of themselves, Demise will not deviate from his first target until that victim is unconscious or dead. This focus even makes it immune to effects like challenges or taunts.

Development: It is assumed that the PCs will use their magical rod to end Demise when they get the chance once its defensive field is down. If they do this, read or paraphrase the following text. If they destroy it another way, be sure to modify the description accordingly.

The enchanted rod flares with a bright white light, a pulse that illuminates every rune along its shaft and blazes into the animate spell like a lance of fire. Demise shudders as the radiance tears into it, eroding it from within violently. A single shriek of inhuman agony fills the dark air as the last remnants of the living magic are destroyed, burned away by the pure light.

The rod flickers again and goes dark, its purpose done for the moment.

Scaling the Encounter

As given in the Appendix, Demise is suffering greatly from the magical trap set by Raishan in room 2 of this level. If the PCs are above 11th level, use the scaling notes below to make him a greater challenge for them. This fight should feel epic, victory hard won and satisfying when it comes.

10th-Level Characters: Demise is so obsessed with his search that the PCs get both a surprise round and a full round thereafter before he reacts. He is not *stunned*; he simply takes no action at all during the first round of combat.

12th-Level Characters: No change.

13th-Level Characters: Add 50 points to Demise's field and +1d6 to the damage of its disrupting touch.

14th-Level Characters: As per 13th level but Demise also gains the aid of two greater shadows, spawning them on either side of him at the beginning of his first active round of combat.

Once Demise is dealt with, the PCs can move on to Level Two of the Laboratory. There is nothing else for them to find here and the rest of the adventure awaits them below.

Raishan's Laboratory (Level Two)

This level constitutes Raishan's real lair and the bulk of his focus as a necromancer of great power. Unlike the polished appearance of the level above, this area is much cruder in design and appointment. Raishan modeled the upper level as a ruse, a trick to keep people from looking any deeper. In truth, he cares very little for fine furnishings and decoration. As a result, Level Two is far more devoted to function over form.

By the time the PCs arrive, the Widening Gyre is not far ahead of them. He has managed to discover and open the secret door leading to Raishan's resting chamber (rooms 4 and 5) and is using his powerful disruptive touch to tear down the final barrier between him and what he has sought for three long years.

1. The Gallery of Ghouls (EL 10)

The pool of shadows in the ceiling drops you into a room of raw carnage. Rotting flesh and slick bones lay scattered like pieces of a hundred rag dolls, long dead carrion littering this gallery everywhere. A putrid carnal stench pervades the room, the reek of ragged corpses and befouled blood heavy in the air.

At one time, this room was filled with undead, the results of Raishan's experimentations in room 4. Left here to guard his lair against any who might actually discover this hidden layer, were ill prepared to deal with the force of the Widening Gyre's relentless assault. When the living *dimension door* dropped down into this ambush, it effortlessly tore through Raishan's necromantic troops.

Nothing mobile remains to bar the PCs passage through this area. Linger in the room for more than one minute subjects the PCs to being *nauseated* if they fail a Fortitude save (DC 16) each round they remain. This could be a serious impediment to the PCs finding the secret door leading to room 4 but precautions can negate the condition. Cleaning the room would help, as would covering one's nose and mouth with a damp cloth. Let the PCs come up with their own solutions and reward them with success if they take the challenge seriously.

One thing that will not work – burning the corpses. This level of the lair is mostly airtight. Smoke will befoul the air, resulting in the PCs being *nauseated* for a different reason without recourse to a saving throw. As long as the PCs are clever enough to deal with the mess in the chamber, they should be allowed to proceed with the scenario.

The secret door in the room is trapped. Technically, it was trapped twice but one (a tailored *greater dispelling*) has already been set off by the Widening Gyre. It was not enough to stop the living spell and in getting past the door, the Widening Gyre broke that trap and prevented it from resetting. The other is still intact and remains a danger to the PCs.

Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (energy drain, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34. (*Special: If any of the PCs possess the dragonshard from room 3 of the first level, this trap is automatically suppressed and will not activate.*)

2. Bedchamber (EL n/a)

A gauzy curtain of midnight blue silk covers the entrance to this room. Beyond it, shadows of a bedroom can be seen, furniture of various kinds forming odd square shapes in the darkness.

This is Raishan's real quarters and while the curtain may seem like a trap, it is not. Raishan does not care enough about his mundane things to bother protecting them more than this place already does. In the room, a serviceable bed, a footlocker, a wardrobe and a bookshelf can be found. The shelves are empty and the bed has been made and not slept in for many months.

The only item of interest here is a uniform in the footlocker. This is Raishan's old dress robe when he was a warmage for Karrnath. The robe is not magical but it is in fine condition and may be of value to any Karrnathi PC or anyone with a fascination for the history of the Last War. Its monetary value is figured into the treasure amount for the scenario.

3. Savaged Storage (EL 8)

The faint scent of rust and oil is in the still air here, hanging over discarded piles of broken glass and scattered metal implements. Shreds of cloth and garbage are also draped over the ruined cabinetry of this disheveled storeroom, making the chamber an utterly chaotic mess.

When the Widening Gyre moved through this chamber, still reeling from the dispelling trap, it shed a considerable amount of its power here before becoming coherent enough to head back upstairs and force its

way past the secret door in room 1. That power tore this room apart in a flare of wildly fluctuating dimensional energy, a planar whirlwind of sorts.

Though the storm quickly died down, its emanations suffused the debris with an odd kind of life in a mockery of the living spell that caused it. This has resulted in the room being the unwitting lair of three raggamoffyns as noted below. They all rise up to attack anyone setting foot into the chamber itself but if the PCs leave this room in peace or flee combat, they do not seek to follow. Their animating force is tied to this place; they cannot leave it.

Foes: The raggamoffyns are unintelligent and will simply attack as their forms allow. They are fiercely chaotic and have a tendency to change targets every other round (including the common raggamoffyn, a trait that limits its effectiveness). Be sure to highlight this flighty nature so the PCs are aware how unpredictable the constructs are acting.

Ravening Rags: common raggamoffyn; hp 20; *Monster Manual II* 175

Ghastly Garbage: guttersnipe; hp 40; *Monster Manual II* 175

Terrible Tools: shrapnily; hp 65; *Monster Manual II* 175

This encounter does not scale. It is intended to show the unstable nature of the Widening Gyre and further create a surreal atmosphere for the shadow realm of the laboratory. The PCs are not likely to have any serious trouble with this encounter but if they should fall victim to the raggamoffyns' control powers, release them after a round or two and have the constructs focus on purely physical attacks until they are destroyed.

4. The Hall of Horrors (EL 12+)

Once a massive workshop with tables, shelves and cabinets arranged around its walls, the room is now a battlefield of debris and wreckage. On either side wall, three huge humanoids are bolted and chained to the stone. Six in total, they appear to be flesh golems of monstrous proportions, each incomplete but masterfully constructed.

Near the far side of the room, a huge black figure clad in battle-worn bronze armor plates stands in front of a set of glowing grey doors. The armored juggernaut is raking at the doors with hands covered in dark, vicious energy, tearing apart the stone of the portals with each powerful strike.

Even as you arrive, the doors give way, shattering into hundreds of vanishing fragments.

"Come no further," the shape intones in a strange, ominous tone that sounds like it is coming from a dozen directions at once. "I have come too far to be stopped now."

Foe: The Widening Gyre is the summation of Raishan's ego and willpower, an arrogant and driven construct with no patience or compassion. The PCs are less than insects, things to be ignored if they flee or destroyed if they dare to interfere with its goal of reaching its "father" and freeing its "brother".

Once the PCs attack, it will not stop until it has rent them all asunder or they are no longer in the Hall of Horrors. This allows the PCs a chance to flee, nurse their wounds and return if the living spell proves to be too much for them the first time around. If this occurs, assume the Gyre's defensive field has regained 1d6 charges in the time that has passed.

The Widening Gyre: living *dimension door* spell; hp 200; See Combat Statistics in Appendix

Scaling the Encounter

As given in the Appendix, the Widening Gyre is suffering greatly from the magical trap set by Raishan on the secret door in room 1 of this level. If the PCs are above 11th level, use the scaling notes below to make him a greater challenge for them.

10th-Level Characters: The Widening Gyre is so arrogant and focused that the PCs get both a surprise round and a full round thereafter before he reacts. He is not *stunned*; he simply takes no action at all during the first round of combat.

12th-Level Characters: No change.

13th-Level Characters: Add 5 charges to the Widening Gyre's field and +1d6 to the damage of its transportive touch.

14th-Level Characters: As per 13th level but the Widening Gyre also gains a permanent *blink* effect and has the quality of *ghost touch* on his slam attacks. This, combined with *displacement*, can make him maddeningly difficult to strike in combat.

Development: When the Widening Gyre is brought down, read or paraphrase the following. Again, this assumes the *rod of mourning's end* is used.

The rod's blaze of light shoots into the Widening Gyre, piercing its brazen armor with a myriad of scintillating arrows, beams that rend its plates and shred its dark body beneath. The living spell reaches out towards the corridor beyond the doors it destroyed and roars in empty rage, "No! I cannot fail here! I... will not..."
Then it fades away, the runes across the haft of the magical rod dimming again in quiet satisfaction.

The way is now open for the PCs to reach Raishan and the end of the scenario but in defeating the two living spells they were sent here to stop, they have inadvertently awakened the third. Sleeping for all these years in Raishan's own body, the death of Demise and the Widening Gyre has imbued it with their power, enabling it to being an apotheosis of sorts, one the PCs are about to witness...

5. The Resting Place (EL 12+)

A dark stairwell rises up to a platform of smooth stone lined with pillars of granite and basalt. Glyphs of inlaid ivory cover the walls and floor, culminating in lines of arcane power that pulse through them to the center of the room's back wall.

There, on a dais of stone, an elderly man with long white hair hovers a few inches off the ground, clutching a darkwood staff and suspended in a sphere of magical light. The sphere flickers and fades, lowering the man to the ground as he awakens. "Is," he asks himself with a rasping voice, "is it over? Are they gone?"

At first, Raishan does not notice the PCs. His *temporal stasis* spell was set to end prematurely if Demise and the Widening Gyre ceased to exist. With that condition fulfilled, the spell had broken and he is free to continue his dire research without fear of the sins of his past coming back to haunt him.

Or so he thinks.

Unfortunately for Raishan, he has been mistaken about something very important. He has always believed that he absorbed the living *animate dead* spell into his staff and escaped with its energies. He is half right; he *did* absorb the spell. But instead of it going into his staff, it slipped undetected into him instead. It has been dormant, sleeping quietly inside his body, cut off from the motive power that animated its two sibling spells.

This quiescent necromantic construct has been the source of Raishan's increased power and the driving force behind his frantic research into undeath and animating spells. Raishan thinks that he will be able to reach the height of his powers now that his unwilling progeny are gone.

Sadly, Raishan "Ill Wind" ir'Tursa is dead wrong. Literally.

Allow the PCs to approach Raishan or even launch an attack if they so choose. If they want to parley or deal with the wizard peacefully, he is even willing to talk with them (as he fears nothing now that the living spells are gone). But his conversation will be cut brutally short in just a few moments.

Even if the PCs are in the process of attacking him, let them have one round of actions (adjudicating them accordingly) and then read the following. Anything they do to Raishan is essentially negated by what is about to happen.

The aged wizard drops to one knee, a spasm rocking his chest as he spits a mouthful of dark blood onto the stone floor. "What?"

Then his eyes go wide and he clutches at his chest. "No! All this time, it was inside me! The last of them!" He claws at himself, tearing through his robe and leaving wet furrows in his skin. "Years asleep, trapped in my flesh!"

He starts at you, betrayed eyes wide with pain. Reaching out, he begs for aid. "Help me!"

And then he explodes in a torrent of blood, bone and black fire!

The PCs are essentially powerless to either hasten or prevent Raishan's death. This is a long-delayed justice, payment for his years of evil deeds and crimes against the people of Eberron. In his wake, a new villain is borne – Requiem, the living *animate dead*.

The flames coalesce into a humanoid shape of shadow and death, a winged mimicry of Raishan's own form. "Free!" it whispers maliciously, its voice like the distant crackling of a funeral pyre. "A requiem of my father's folly, free to be greater than he could ever imagine!"

Foe: Requiem is unlike his 'brothers' in that he is the full inheritor of Raishan's mind. If he escapes this battle and manages to reach the surface, he could become a truly epic villain as he slowly remembers all the magical skills and powers of his progenitor. The only chance anyone will have to prevent this is right now. The PCs are present for Requiem's awakening and have the opportunity to destroy him before it happens.

Requiem appears with his shadowpyre field manifested, a grey swath of flame and bones surrounding him on all sides. The bones are Raishan's, as is the skull described on his statistic page below. If he is destroyed, the skull will remain behind and will serve handsomely to prove Raishan's defeat (securing the III Rewarded story object for any PC that qualifies).

Tactics: As a genius with half-remembered years of battle lore from its creator, Requiem will fight intelligently. This means targeting physically impressive opponents with Crypt's Caress and positioning itself to get the most from its defensive field. Requiem is also the only one of Raishan's living spells intelligent enough to recognize the *rod of mourning's end* for what it is and will react accordingly.

If the PCs are simply outmatched, consider having Requiem offer to spare their lives in exchange for information about the surface world. Requiem believes it is trapped down here after all (since it does not know about the portals and stairs leading out). Once it knows it is free, it will escape the scene.

Alternately, if Requiem is terribly outmatched, it may try to bargain for its life by offering its hidden treasure and swearing to leave the city in peace (which it will actually do for now) if it is spared.

Scaling the Encounter

10th-Level Characters: Requiem is so caught up in the sensations of its apotheosis that it does not even notice the PCs for the first round of actual combat. The PCs automatically gain surprise and get a full round thereafter with Requiem effectively *stunned*.

12th-Level Characters: No change.

13th-Level Characters: Add +1d6 to the damage of its withering touch and every time Requiem's slams achieve a critical hit, they inflict one temporary negative level.

14th-Level Characters: As per 13th level. In addition, Requiem gains the use of Raishan's staff, a *staff of necromancy* with 31 charges.

Development: Once the battle ends, Requiem is either destroyed by the *rod of mourning's end* (as described below) or simply beaten down to the point of its skull cracking and its essence getting dispersed permanently. The PCs are free to return to the surface, victorious once again in thwarting another threat to the city above.

Treasure: There is a phased chest protected by several concealment and dimensional spells in the corner of the room. It can only be discovered with a Search check (DC 32), *true seeing* spell or the dragonshard from room 3 on the first level of the lair. Inside is a significant trove of coins and gems.

The rod of mourning's end pierces the shadowy form of the living death, sending its power into the very heart of the creature. Its void of a face twists in pain as its dark body erupts into a thousand tiny stars, each one burning away its corrupt energies until nothing is left.

Proceed to Ending the Adventure.

Ending the Adventure

When the last of the living spells is slain, the lingering power sustaining the shadow realm ends. The planar effects immediately fade, allowing the PCs to interact normally with the real world. They are free to leave the basement lair by means of the stairwell leading out of room one on the first level and will find many grateful guards and members of their factions waiting to greet them.

They have literally saved the city from a terrible fate, one even worse than the authorities of Stormreach could possibly know. They will be treated as heroes for some time to come, though many (especially Cabal PCs) will likely prefer to slip back into the shadows and escape such focused attention.

Regardless of how they choose to react to their momentary fame, all successful PCs receive the "Hero of Stormreach" story object. Finish the adventure questions in the following section and congratulate the players for a job well done.

Here ends *The Dead of Night*.

Adventure Questions

1. Which best describes the apparent attitude of the PCs toward their mission during the scenario?
 - a) The PCs were totally professional and seemed genuinely interested in upholding their faction's goals during the mission.
 - b) The PCs were motivated but seemed to be more interested in rewards than in serving the common good or their faction's needs.
 - c) Aside from the desire to earn experience and get another mission "over with", the PCs did not seem to have any motivation at all.
 - d) They were completely disinterested and had no desire to perform this task at all.
2. Did the PCs constantly monitor their surroundings during the mission for clues and leads?
 - a) If there was a hidden coin under an alley rock, the PCs would have found it.
 - b) They maintained a strong vigilance but there were things they could have found and did not (such as the energy drain trap or the phased chest).
 - c) The PCs only found things that snuck up and hit them in the face.
3. Did the PCs behave professionally and in character with the NPCs in the introduction?
 - a) They did. The PCs took these interactions seriously.
 - b) There were a few harsh words or hostile moves but for the most part things were calm and conversations proved useful.
 - c) The PCs were rude and self-serving, managing to get what they were after but leaving no one well-disposed to them afterwards.
 - d) Either by choice or by poor behavior, the PCs were unable to get anything useful from the NPCs.
4. How did the PCs handle themselves regarding Demise?
 - a) The PCs handled themselves admirably and defeated the living *finger of death* without serious losses or injuries.
 - b) Things got ugly in places but the PCs handled themselves well.
 - c) The PCs were unable to get to or past this foe.
5. How did the PCs fare against the Widening Gyre?
 - a) The PCs fought very well and defeated the living *dimension door* without serious losses or injuries.
 - b) Things got ugly in places but the PCs handled themselves admirably.
 - c) The PCs were unable to get to or past this foe.
6. What of the battle between the PCs and Requiem?
 - a) The PCs handled themselves admirably and defeated the living *animate dead* without serious losses or injuries.
 - b) Things got ugly in places but the PCs handled themselves well.
 - c) Unable to defeat the creature or unwilling to destroy it, the PCs accepted his bargain and allowed the fledgling nemesis to escape.
 - d) The PCs were unable to get to or past this foe.
7. Did the PCs gain access to the phased chest?
 - a) Yes. They are all considerably wealthier.
 - b) No. They either did not discover the dragonshard key or failed to secure the chest.
8. How would you rate the group's roleplaying?
 - a) Exemplary! Everyone was in character and having a grand time.
 - b) Good! Most of the Players were enjoying themselves and acting in character.
 - c) Decent. There was some in-character action but not a considerable amount.
 - d) None! The game was little more than tactical decisions and dice rolling.

Story Objects

"Hero of Stormreach" (Story Code: EXDN01)

You have received the gratitude of some of the powers that be in Stormreach, though the individuals involved depend entirely on your role during the Dead of Night and the masters that you serve.

Regardless of their form, these powers have made their appreciation known in a very tangible way. You may choose one item (weapon or armor) you possess with an enhancement bonus and increase it one "plus" for free. This may take the item over your normal limit for what a single item may cost but cannot break any other rules for item enhancement.

"Ill Rewarded" (Story Code: EXDN02)

You have collected a long overdue bounty on the head of Raishan ir'Tursa. This has increased your personal wealth at the cost of making you known to some agencies in Raishan's home country of Karrnath. While this attention may not always be negative, it is sure to complicate your life in some way. Good luck.

You gain +10,000 gold for this character; this is a bonus to your total wealth. It does not change your per item limit in any way.

Appendix One: Player Handouts

Player Handout One

These messages begin the adventure for the PCs. Distribute them at the start of play.



Command Missive: Company Members Only!

You are hereby activated immediately to rendezvous at 16 Coinspin Lane in the Market Square. Civic minded soldiers may recognize this address as the Stormreach Orphanage. There has been an attack of some sort on the city, centered on this location.

We do not know its scope, its objective or the severity of this assault. That information is for you to obtain. Interview notable persons at the scene and investigate thoroughly. When you have enough information for a report, send one as soon as possible

Do not engage hostiles without further orders to do so. Also, do not take any actions against other forces that may be investigating this matter. The Company is currently in negotiations on several fronts and will not tolerate any soldier who compromises those efforts.

You are dismissed into service,
Company Headquarters



Greetings, Paragon.

There has been a disaster at one of our charitable holdings in the city. The orphanage at 16 Coinspin has apparently suffered a severe assault of an unknown kind, resulting in massive property damage and loss of life. We do not know the extent of the damage or how many have been lost. Please head there quickly and do what you can to help. Report back to us as soon as you find out what could have done such a terrible thing. We need to know what we are up against.

Be careful. Be vigilant,
Lord Xandrin Corvalis



Heed the Cabal's Words!

Read this closely. All signs and portents have been leading up to a coming darkness, one from which even we might not escape. Despite our oaths and parts, there are forces of destruction with which none can bargain. In these dire times, we are forced to act for preservation's sake alone.

In that spirit, you are ordered to go to 16 Coinspin, a squalid alley in the Market Quarter and see what you can discover about whatever fell power destroyed the orphanage there. The attack happened so swiftly and deftly that all the city guard could do was arrive in time to start ferrying bodies from the rubble.

If that power can be identified, we want it. If it cannot be owned, it must be destroyed. We can allow no greater threats to us than already exist in the present.

Go, discover, report. Take no other actions without receiving further instructions from us. This includes strikes against the Covenant or any other city organization. Their time will come, but not until **we** say.

Blood and Darkness Forever,

->X<-



A Serpent's Missive

Opportunities exist for us to better our position in Stormreach, something we have been working on for some time now. We have been making overtures towards the Coin Lords for some time but limited success.

Heed this passage from the Fragments:

"Life and magic given form, tearing flesh and stone apart.

In the well of shadows deep, children seek their father's heart."

Whatever this passage means, it has been linked to a tragedy we need you to investigate. Early this morning, an orphanage at 16 Coinspin was attacked and destroyed. Please determine what occurred, how it might be linked to this Fragment, and report back before taking further action.

Above all, avoid any overt confrontations at other power groups in the city. We cannot afford the complications of such struggles at this time.

Wisdom and Foresight,

Candle

Player Handout Two

These messages arrive for the PCs after they make their report in the Introduction of the scenario. Distribute them in a matter befitting the faction involved.



Command Missive: Company Members Only!

Your report has been logged and filed. You are hereby ordered to infiltrate the dimensional breach, locate whatever has caused this rift and deal with it in whatever way assures it is no longer a danger a threat to the city of Stormreach and its citizenry.

You are authorized to accept aid from the necromancer named Grave, including any mission-critical data and materials he can provide. Further support may be incoming but assume that you are on your own recognizance for the duration of this action.

Make the Blackwheel proud,
Company Headquarters



Greetings, Paragon.

Your report is most disturbing and our hearts go out to the lost children and their caretakers. Rest assured that I will be sending clerics to the Temple Square to tend to the survivors. If anyone can be saved, they will receive the best care the Covenant can provide.

While we see to the victims, you must deal with the dark forces behind this attack. Listen to whatever Grave can tell you. His council has been invaluable in the past despite his questionable dealings. If he offers you aid, accept it. We suspect he will be helping you as much for his own reasons as for ours.

Above all, make sure the dark rift is dealt with permanently. The last thing this city needs is another dangerous hole in its firmament.

Be careful. Be vigilant. Be safe,
Lord Xandrin Corvalis



Heed the Cabal's Words!

Read this closely. The Cabal will not tolerate the presence of the powers that caused this much destruction in our city. If they cannot be reasoned with and bound to our will, they must be likewise destroyed. Such is the fate of all that will not serve.

We have determined that such is the case with whatever devastated the building at 16 Coinspin. While any loss to the Covenant is a gain for us, unfocused ruin will gain us nothing in the end.

Now is not the time to revel in the darkness. Now is the time to ensure that what happened there does not happen to holdings we need for the war to come. You are commanded to work with whatever forces may be present on site and cooperate long enough to see this threat.

If Grave can be of use, use him. He shows an unfortunate tendency to work with the Light, but that does not mean his assistance should be ignored.

Above all, do not die. You have become too valuable to us to be spent. Yet.

Blood and Darkness Forever,

->X<-



A Serpent's Missive

Your report reads like a battlefield account from the Last War. We have found some disturbing similarities between your observations and a historical record involving Cyre and the magical cataclysm that ended its days. If there is any correlation at all, this matter must be given the highest priority.

Continue your investigations, delving into the rift if you feel you can do so safely. Our serpents are spread very thin right now; you are all we can spare at the current time. While we will endeavor to aid you magically from outside, we must rely on you to get to the heart of this situation and defuse it.

As always, any documents or accounts you encounter should be secured and returned to us through the usual means. Though we are dealing with destructive forces, there is something to be gained from examining the source of our ills.

That said, speak with Grave. Accept his aid. We suspect you will need it.

Wisdom and Foresight,

Candle

Appendix Two: The Living Spells

Demise

Living Finger of Death Spell

CR 12

N Medium Ooze

Init +1; **Senses** blindsight 60 ft.

AC 20, touch 16, flat-footed 15

(+1 Dex, +6 deflection, -1 size, +4 armor bonus from shroud)

hp 150 (12 HD); **DR** 10/magic; **Fast Healing** 5

Immune critical hits, negative energy, flanking, gaze attacks, paralysis, poison, polymorph, sleep, and effects that rely on sight. Unlike most oozes, Demise has intelligence and is vulnerable to mind-affecting effects.

SR 22

Fort +15, **Ref** +11, **Will** +11

Speed 30 ft. (6 squares)

Melee slam +11 (1d6+4 plus *disrupting touch*), **Full Attack** 2 slams +11

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

Base Atk +9; **Grp** +12

Special Atk Death's caress, aura of cold

Abilities Str 16, Dex 13, Con 20, Int 10, Wis 13, Cha 16

SQ ooze traits, defensive field – death, takes damage from healing magic

Disrupting Touch (Su) A creature or object hit by Demise in melee combat suffers 2d6 negative energy damage on a failed save (Fortitude saving throw, DC 18).

Death's Caress (Su) Demise can choose to sacrifice 5 hit points as a free action at the start of its turn. If it does, its disrupting touch also targets the subject touched with a *finger of death* spell (caster level 11, DC 18). This only affects the first target touched, even if Demise takes a full attack action.

Aura of Cold: Any living creature beginning its turn in Demise's threatened area suffers a *chill metal* (CL 11th) effect and 5 points of cold damage, no save or spell resistance allowed. Any living creature that suffers this damage two rounds in a row will be *dazed* until they spend one full round out of Demise's threatened area.

Defensive Field – Death: Demise is surrounded by a shadowy field that harms all those within 10 feet of him. This field has 100 hit points and inflicts 10 points of negative damage on each living creature within its area of effect. Damage inflicted is deducted from the field's total. While any points remain in the field, Demise is immune to all magic effects (including the *rod of mourning's end*).

Shroud: If Demise reaches 0 hit points, its shroud disintegrates and it is destroyed.

The Widening Gyre

Living Dimension Door Spell

CR 12

N Large Ooze

Init +1; **Senses** blindsight 60 ft.

AC 24, touch 16, flat-footed 15; 50% miss chance

(+1 Dex, +6 deflection, -1 size, +8 full plate armor and *displacement*)

hp 200 (15 HD); **DR** 10/magic; **Fast Healing** 5

Immune critical hits, flanking, gaze attacks, paralysis, poison, polymorph, sleep, and effects that rely on sight. Unlike most oozes, The Widening Gyre has intelligence and is vulnerable to mind-affecting effects.

SR 22

Fort +13, **Ref** +11, **Will** +11

Speed 40 ft. (8 squares), can *dimension door* 1/hour

Melee slam +14 (1d8+7 plus *transportive touch*), **Full Attack** 2 slams +14

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +16

Special Atk Rift's caress, dimensional aura

Abilities Str 22, Dex 13, Con 24, Int 10, Wis 13, Cha 16

SQ ooze traits, defensive field – phasing, shell, constant *displacement*

Transportive Touch (Su) A creature or object hit by Demise in melee combat suffers 2d6 bludgeoning/slashing damage on a failed save (Fortitude saving throw, DC 18) as their physical substance is sheared by dimensional instability.

Rift's Caress (Su) The Widening Gyre can choose to sacrifice 5 hit points as a free action at the start of its turn. If it does, its transportive touch also forces the target to teleport 1d6 squares in a random direction (caster level 11, Fort DC 18). If this would put the subject in a wall, it suffers 2d10 points of bludgeoning/slashing damage and does not teleport at all.

Dimensional Aura: Any living creature beginning its turn within 40 feet of the Widening Gyre pays 1d4 squares of movement for every 5 feet they actually move. This power affects all forms of motion but cannot affect targets under the effect of magical movement enhancements (*fly, boots of striding or springing, expeditious retreat*, etc.).

Defensive Field – Phasing: The Widening Gyre is surrounded by a black energy field that disrupts any attempt to affect him with attacks or spells. Each time an attack or spell would affect the Widening Gyre, a charge is deducted, the attack or spell is negated completely and the field appears to weaken. While any of its 15 charges remain in the field, The Widening Gyre is immune to all effects (including the *rod of mourning's end*).

Shell: If the Widening Gyre reaches 0 hit points, its armor shatters and it is destroyed.

Requiem

Living Animate Dead Spell

CR 12

N Medium Ooze

Init +1; **Senses** blindsight 60 ft.

AC 16, touch 16, flat-footed 15

(+1 Dex, +6 deflection, -1 size)

hp 135 (12 HD); DR 10/magic, Fast Healing 5

Immune critical hits, flanking, gaze attacks, paralysis, poison, polymorph, sleep, and effects that rely on sight. Unlike most oozes, Requiem has intelligence and is vulnerable to mind-affecting effects.

SR 22

Fort +13, **Ref** +11, **Will** +13

Speed 30 ft. (6 squares)

Melee slam +11 (1d6+4 plus *withering touch*), **Full Attack** 2 slams +11

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

Base Atk +9; **Grp** +12

Special Atk Crypt's caress, aura of repose

Abilities Str 16, Dex 13, Con 16, Int 20, Wis 16, Cha 16

SQ ooze traits, defensive field – shadowpyre, skull

Withering Touch (Su) A creature or object hit by Requiem in melee combat suffers 2d6 damage on a failed save (Fortitude saving throw, DC 18).

Crypt's Caress (Su) Requiem can choose to sacrifice 5 hit points as a free action at the start of its turn. If it does, its touch instead temporarily turns the subject undead (target gains the undead type) and places them under Requiem's control as per *charm monster* (caster level 11, Will DC 18; one save negates both). Crypt's caress lasts 1d4+1 rounds. This only affects the first target touched, even if Demise takes a full attack action.

Aura of Repose: Any living creature beginning its turn in Requiem's threatened area is limited to a single action as per a zombie (*Monster Manual* 266). Any living creature that dies in Requiem's threatened area rises 1d6 rounds later as a wraith under its control.

Defensive Field – Shadowpyre: At will, Requiem is surrounded by a 5 foot radius field of bones and grey fire. A blackened skull flies around the field as well, its eyes blazing with shadow flames. This inflicts 1d6 slashing, 1d6 bludgeoning and 1d6 negative energy damage on anyone starting their turn in the field. The field cannot be dispelled and while it is active, Requiem cannot be affected by magical effects (including the *rod of mourning's end*). If the skull is targeted (AC 20 due to size and speed) and suffers 12 or more points of physical damage, the field collapses and cannot be recreated for 24 hours.

Skull: If Requiem reaches 0 hit points, the shadowpyre skull cracks and it is destroyed.

Appendix Three: New Monsters

RAGGAMOFFYN

Raggamoffyns are mysterious constructs composed of animated scraps and bits of cloth, metal, or other refuse from civilized societies—particularly those where magic is common. Raggamoffyns tend to cluster together, operating as much in secret as possible, taking control of selected hosts to further their agendas.

Unlike other constructs, a raggamoffyn is not the result of any deliberate act of creation. Rather, it is formed when

leftover magical energy interacts with inanimate objects. The exact process is not well understood, but it always results in one of four types of raggamoffyn.

A raggamoffyn appears as an animated, ragged assortment of odds and ends, roughly humanoid in shape.

The four types differ both in the kinds of refuse that form their bodies and the powers they possess.

COMBAT

Above all, a raggamoffyn seeks to acquire a host that it can dominate. The creatures refrain from harming potential hosts as long as possible, so they work quickly by rushing in with touch attacks. A foe that is successfully dominated is wrapped by the raggamoffyn, which then uses its host to defend itself and other raggamoffyns. Raggamoffyns unleash their full melee attack capabilities against foes that are resistant to their mind-controlling powers, fearing rightfully that an escaped foe will warn others of the raggamoffyn's existence.

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like the *dominate monster* spell (caster level 16th; save DC varies; see individual descriptions). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the captured one template (see the appendix) for a creature under the control of a raggamoffyn.

Improved Grab (Ex): If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus varies; see individual descriptions). If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct the grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Wrap (Ex): With a successful grapple check, a raggamoffyn can wrap itself around any foe it has already grabbed with another successful grapple check. The monster forms a skin-tight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half their damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has darkvision (60-foot range).

Common Raggamoffyn

Medium-Size Construct
Hit Dice: 3d10 (16 hp)
Initiative: +2
Speed: 30 ft., fly 30 ft. (clumsy)
AC: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Attacks: Slam +4 melee
Damage: Slam 1d6+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Control host, improved grab, suffocate, wrap
Special Qualities: Construct traits
Saves: Fort +1, Ref +3, Will +3
Abilities: Str 14, Dex 15, Con —, Int 10, Wis 15, Cha 17

Climate/Terrain: Any
Organization: Solitary, pair, or gang (3–4)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 4 HD (Medium-size), 5–9 HD (Large)

Guttersnipe	Shrapnyl
Medium-Size Construct	Large Construct
Hit Dice: 8d10 (44 hp)	12d10 (66 hp)
Initiative: +1	+0
Speed: 20 ft., fly 20 ft. (clumsy)	20 ft., fly 10 ft. (clumsy)
AC: 21 (+1 Dex, +10 natural), touch 11, flat-footed 20	24 (+1 size, +15 natural), touch 9, flat-footed 24
Attacks: Slam +7 melee	Slam (12 melee, or gore +12 melee)
Damage: Slam 1d6+1	Slam 1d8+4, gore 1d8+4
Face/Reach: 5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks: Control host, glitterdust, improved grab, wrap	Cloud of steel, control host, improved grab, wrap
Special Qualities: Construct traits, immunities	Construct traits, vulnerability to shatter
Saves: Fort +2, Ref +3, Will +5	Fort +4, Ref +4, Will +8
Abilities: Str 13, Dex 13, Con —, Int 10, Wis 16, Cha 17	Str 18, Dex 11, Con —, Int 10, Wis 19, Cha 17

Climate/Terrain: Any	Any
Organization: Solitary, pair, or gang (3–4)	Solitary or pair
Challenge Rating: 5	7
Treasure: None	None
Alignment: Always neutral	Always neutral
Advancement: 9–16 HD (Medium-size), 17–24 HD (Large)	13–18 HD (Large), 19–36 HD (Huge)



COMMON

Scholars theorize that common raggamoffyns form from enchanted gloves, robes, hats, and other magic clothing that was lost or discarded by its owners. They are usually found near cemeteries and places where magical battles have recently transpired.

A common raggamoffyn looks like a suit of mismatched clothing with no wear. The clothing appears to be in good repair, and it would probably still be usable if it could be separated from the construct.

Combat

A common raggamoffyn directs its host creature in combat. It suffocates the host when it has either lost control over the creature or has no further use for it.

Control Host (Su): The common raggamoffyn's control host ability has a Will save DC of 14.

Improved Grab (Ex): A common raggamoffyn's grapple bonus is +4.

Suffocate (Ex): A common raggamoffyn can asphyxiate a wrapped creature by drawing the air from its lungs. This attack automatically deals 1d4 points of damage per round.

GUTTERSNIPE

Guttersnipes are most prevalent around settlements of dwarves, gnomes, and halflings. They form from worn-out and discarded adventuring and construction gear.

A guttersnipe appears as a whirling mound of tattered rope, worn leather pieces, straws, belts, and swatches of cloth. Within this mass of material is a core made of small gems, bits of glass, and glitter.

Combat

Guttersnipes are content to lie in wait for suitable hosts. They save their *glitterdust* ability to dazzle foes when they need to escape.

Control Host (Su): The guttersnipe's control host ability has a Will save DC of 17.

Glitterdust (Sp): Once per day, a guttersnipe can use *glitterdust* (caster level 5th; save DC 15).

Improved Grab (Ex): A guttersnipe's grapple bonus is +7.

Immunities (Ex): Guttersnipes are immune to spell effects that produce light or darkness.

SHRAPNYL

Shrapnyls are the only raggamoffyns made entirely of metal. They lurk near battlefields as well as forges.

A shrapnyl consists of bits of metal in every size. Its appearance can vary greatly—one might consist of swords, shields, and cooking gear, while another could contain a helm, coins, chains, and keys.

COMBAT

Shrapnyls are the most aggressive of the raggamoffyns. They do not hesitate to use their cloud of steel attack when faced with an overwhelming situation.

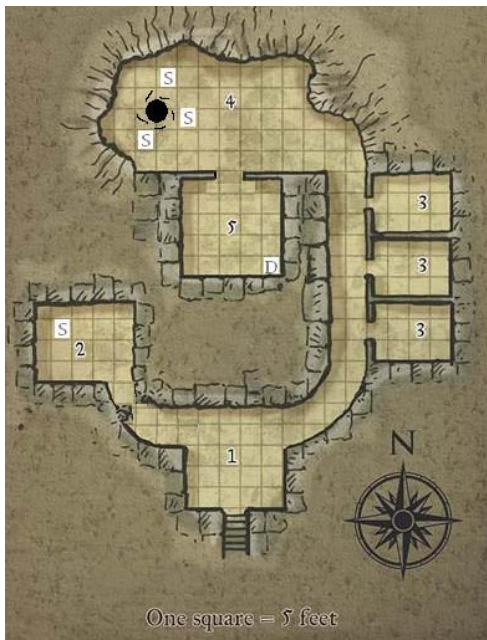
Cloud of Steel (Ex): Once per day, a shrapnyl can explode into a deadly cloud of flying, sharp debris. Every creature within a 10-foot spread centered on the shrapnyl takes 4d10 points of damage (Reflex DC 16 half). This attack instantly frees a creature wrapped by the shrapnyl from its control, and the wrapped creature takes no damage from that cloud of steel attack.

Control Host (Su): A shrapnyl's control host ability has a Will save DC of 19.

Improved Grab (Ex): A shrapnyl's grapple bonus is +17.

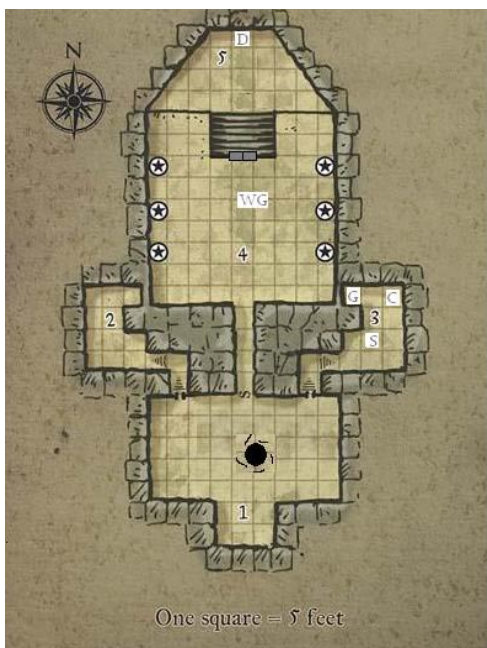
Vulnerability to Shatter: The *shatter* spell deals 3d6 points of damage to a shrapnyl.

Appendix Three: Maps



*Raishan's
Laboratory
Level One*

- 1: Cold Foyer
- 2: Alchemy Lab
- 3: Chambers of Lore
- 4: The Shadow Well
- 5: A Waiting Demise



*Raishan's
Laboratory
Level Two*

- 1: The Gallery of Ghouls
- 2: Bedchamber
- 3: Savaged Storage
- 4: The Hall of Horrors
- 5: The Resting Place