

COR04-17



THE REAL HERO BLUES

A ONE-ROUND D&D® LIVING GREYHAWK™
CORE ADVENTURE

Version 1.0

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Defeating the forces of evil, assisting those in need, protecting the common folk from dire threats, and undertaking special missions: all these are the purview of heroic adventurers. But what happens when such heroes are themselves in need of help? And what connection might this have to events of the past? That is where you come in. A sequel to *Witch Hunt* for APLs 8 to 16.

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2005.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of

the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

- If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player

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

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

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

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

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

NOTE: This LIVING GREYHAWK adventure is designed for mid and higher-level characters. Since characters below 6th level are unlikely to have the skills and resources necessary to complete this adventure, players using lower-level characters should be advised that they are participating at great risk. This is *not* an adventure for beginning characters!

Time Units and Upkeep

This is a standard one-round Core adventure set in the Hold of the Sea Princes. All characters pay two Time Units. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

BACKGROUND

During the time of Vecna's reign in the Flanaess, one of his greatest resources were the vile Ur-Flan necromancers who conducted horrid experiments on his behalf and helped him administer the Occluded Empire. At the height of his empire Vecna instructed these servants to develop a device capable of remotely animating and controlling an army of undead. Among the many experimental devices developed was an idol made of a curious, super-dense stone not indigenous to Oerth, which proved to be unusually efficient at absorbing and containing necromantic energies. Though small and crudely carved, the Ur-Flan were able to imbue the idol with tremendous amounts of necromantic power, including the souls of countless sacrificed victims.

The idol proved quite capable at performing the task for which it was designed, but an odd side effect eventually became apparent: the confluence of mystical energies and life forces within the idol allowed it generate a consciousness and ultimately achieve sentience. Loyalist Ur-Flan nurtured this new sentience in the hopes that it could become a valuable servant of Vecna, while another faction of Ur-Flan, who had come to secretly wish to see Vecna deposed, encouraged it to align itself with other

dark powers so that it could be used as a tool towards their purpose. Its undisciplined practices ultimately earned the idol Vecna's personal displeasure, however. He had it drained of its energies and stored away as punishment for its lack of strict obedience.

The idol was not forgotten. Altena, an Ur-Flan loyalist who had worked on constructing the idol, recovered it and took it with her when she fled the empire's collapse, intending to reactivate it and tame it properly this time. She never got the chance, for the Flan tribe she led was harried all the way to the area that is now Tenh by migrating Suloise. Eventually the idol was lost in the Bluff Hills when most of her tribe was wiped out by Oeridians. Still believing that the idol was a key to power, Altena and a couple of loyal servants slipped away into seclusion and cast a spell that would alert them to the idol's reawakening. They then went into a long, deep slumber.

Centuries later, in late 592 CY, an agent of Iuz named Meison was leading an archeological dig in the Bluff Hills when he came across the idol. Though it still lay dormant, he could sense its onetime power, and resolved to return it to the Old One when his dig was complete. On the way back to Dorakaa in mid-593 CY, however, the idol suddenly awoke. Though Meison did not know it at the time, the event that triggered the awakening was the reestablishment of a link to ancient Dark Powers in the Welkwood far to the south, the same Dark Powers to which the idol had once allied itself. (For those familiar with *COR3-08 Witch Hunt*, the beginning of Jenasay's quest for vengeance was the cause.) A chance battle between Meison's guards and bandit holdouts opposing Iuz allowed it to absorb enough souls from dying combatants to partly reenergize itself.

Using its new power, the idol influenced Meison to instead carry it south towards the Welkwood, where it could link directly with the channel to Dark Powers that it sensed. Along the way it used its necromantic abilities to generate suffering and death in its immediate environs, which allowed it to absorb more souls and thus continue to renew its power. By using Meison's own knowledge of the lands through which it traveled, the idol limited the damage it inflicted to prevent Meison's path from being conspicuous. Because of this and the idol's own ability to generate *nondetection*, Meison was able to reach the environs of the Woolly Bay before being confronted and slain by the Crusaders, a group of adventurers led by the paladin Gerardann.

At first the Crusaders did not realize what they had found, and since they seemed to be headed generally in the right direction the idol did not bother to influence them. Once they started to pass south of the Welkwood on their journey down the Wild Coast, however, the idol realized it was being carried away from its intended destination and so attempted to influence them. This time, though, it found its manipulations much more difficult to carry out, for the adventurers were a more resilient bunch than Meison. Janna, the wise Pelorite priestess amongst

the Crusaders (and Gerardann's wife), also quickly figured out what was happening.

Through divinations the Crusaders were partly able to determine what the idol was. Realizing that such an item needed to be destroyed before it could fully empower itself and wreak great harm, they used all the divinations at their disposal to determine how to do it. The answer they received: "seek the Room of the Stars beneath the Hellfurnaces, for there will be the means to destroy the idol." Further divinations revealed that the Room of the Stars was near Lake Spendlowe, on the southwestern fringe of the Hold of the Sea Princes, so they immediately headed in that direction.

Almost from the start, though, their mission was fraught with problems. The idol, sensing what the Crusaders were about, started resisting them as best it could by fostering sicknesses amongst its number, making a more concerted effort to influence the minds of whomever was carrying it, and attempting to escape whenever it could. It also drew on its connection to the cave in the Welkwood to call the Dark Powers to send forces to retrieve it. These forces began harrying the Crusaders with regularity and intercepting their attempts to summon help as they passed south and west towards the Hold of the Sea Princes. The idol also discouraged the Crusaders from stopping to rest and recuperate by casting sicknesses about whenever they attempted to do so.

Other forces also sought out the Crusaders. Altena, awakened from her centuries of stasis by the growing power of the idol, set out on the idol's trail. Upon discovering that followers of Vecna still traversed the land, she sought to capture the idol and bring it to the loyal of Vecna in the hope that they could, this time, figure out how to master the idol before allowing it to be energized by the cave in the Welkwood. To this end Vecna, now with power in the Flanaess as a god, granted Altena the ability to call upon a powerful undead champion to help her complete her task.

Iuz himself also eventually became aware of the idol's awakening. Though he does not yet comprehend its nature, he is aware that it is a creature linked to Vecna from the ancient past, and that poses a threat to him. He has sent his own agents to investigate and see that the idol is destroyed or rendered dormant again if it seems unlikely to be influenced to his cause.

Eventually and with considerable difficulty the Crusaders reached the Hold of the Sea Princes. As they passed the city of HOKAR one of their pleas for help sent indirectly to Kalinin, their arcane sponsor in Greyhawk City, finally got through. Kalinin, upon reading the message, decided to recruit additional adventurers and send them to help the Crusaders. Time is running short for the Crusaders, however, for the forces of the Dark Powers are converging on their location (which they do know about) as well as Altena and the agents of Iuz (which they don't know about). Though they have held over in the village of Tomin for a few days, the sickness they brought with them and the feeling that the forces of evil are approaching them convinces them to move out

sooner than they intended and before help can reach them.

Alas, most of the Crusaders are not fated to see the mission through to its end. That is the task for the PCs.

On Connections to the Past

This scenario is a sequel to COR3-08 *Witch Hunt*. Players should be made aware of this up front and should be encouraged to use the same character in this scenario as was used in that one. Familiarity with *Witch Hunt* and/or character continuity between the scenarios is not required, since this adventure stands on its own, but these scenarios should not be played out of order.

This adventure is also a prequel to the 3rd Edition Classic adventures *Family Matters*. In that scenario the pregnant PC Janna (she is very early into a pregnancy during this scenario but doesn't know it yet) summons her siblings (the other PCs, mentioned in Epilogue B) to help her live long enough to give birth, for she has been affected by a death curse for her hand in destroying an evil artifact—an action that also killed her husband and adventuring companions. The events of *The Real Hero Blues* are a revised version of her tragic backstory. If the players get Epilogue A and seem frustrated by their inability to help Janna at the end, or if they comment that certain circumstances sound familiar, mention this connection. It is not otherwise important to how this scenario plays out.

On Janna and the Idol

For more than half of this scenario the NPC Janna, who is carrying the idol, accompanies the PCs. Be sure to keep in mind the basics of her personality as described in Appendix 1 (saddened, gentle, and pacifistic but also fiercely determined), as playing her correctly is key to fostering the tragic mood of this scenario.

Also note that, because the idol is using its *nondetection* ability to cover all the Crusaders, a PC cannot divine anything about the Crusaders prior to Encounter 4 unless he makes a DC 33 caster level check.

The idol itself may appear to the PCs to be an artifact. Do not discourage this assumption if they make it, though in fact the idol is only a sentient magic item prior to Encounter 10. It is possible for PCs to harm the idol, and it is theoretically possible that PCs at the highest APLs may come up with creative means to destroy it prior to Encounter 10. If such circumstances should arise, have Janna receive a vision from Pelor warning her that destroying the idol outside of the Room of the Stars could have nasty side effects. If the PCs insist on doing it anyway at any point, then go to Epilogue D.

On Guidebook Material

This scenario uses some elements from *Complete Warrior* and *Complete Divine*; these are described in Appendix 4 for those who do not have the books available.

ADVENTURE SUMMARY

Introduction: The wizard Kalinin recruits The PCs.

Encounter 1: The PCs arrive near Hoken in the Hold of the Sea Princes and set off for Tomin. They may question Dryden, Kalinin's contact in the Hold, about recent events.

Encounter 2: The PCs arrive at Tomin, where they discover a disease outbreak and that the Crusaders have already left town.

Encounter 3: While following after Gerardann's group the PCs meet a farmer whose cart has been upset. He tells of just meeting Gerardann and his group and that fiendish creatures attacked the adventurers as they passed by. From a distance the PCs might hear the sounds of a battle—Gerardann's group making their final stand! While pursuing the sounds, they find the body of one of the Crusaders.

Encounter 4: The PCs reach the battle scene, where demons prevail and only Janna and Gerardann's mount Palanor remain alive under the protection of a magical sphere. The PCs must rescue her from the attacking fiends before the sphere fails.

Encounter 5: In the aftermath of the battle, the PCs must destroy the bodies of the adventurers or deal with their animated remnants, then speak with Janna and learn what must be done.

Encounter 6: One of the PCs on night watch encounters an agent of Iuz, who, curiously, wants only to talk.

Encounter 7: The next night the idol is able to talk through Janna while she sleeps. This is a role-playing opportunity, though the PCs must figure out how to break the idol's hold on Janna.

Encounter 8: The forces of Altena attack the PCs in a night encounter during a storm.

Encounter 9: The PCs reach the Grand Duchy of Berghof, where they must inquire of locals about the location of the Room of the Stars.

Encounter 10: The PCs must enter the mine and traverse down to the Room of the Stars, possibly following a map obtained in town. When they reach the Room of the Stars, the idol transforms and attacks them. It's a battle to the finish!

Concerning The Time Frame

This scenario is likely to run over four hours if fully played out. If the scenario must be completed within a four-hour time frame then some or all of the following abbreviations are recommended:

- Summarize Encounters 1 and 9.
- In Encounter 10, just assume that the PCs eventually find the Room of the Stars in the mine rather than acting out their exploration of the mine.
- Eliminate the part of Encounter 6 where the PCs meet and interact with Sora.

Do not abbreviate Encounters 5 and 7 in any case, as these are critical for conveying crucial information and establishing mood.

PLAYER'S INTRODUCTION

Once again your travels have brought you to the fair city of Greyhawk. You look forward to some rest and relaxation before heading home, but alas, the life of a true adventurer is rarely so dull.

At this point read or give out Player's Handout 1a to any PC(s) who participated in *Witch Hunt*. Those that did not and aren't traveling with someone who did get Player's Handout 1b if they are clerics, paladins, or monks of a particular god (Iuz isn't the only god who has noticed the idol!) or Player's Handout 1c if they are associated with a magical meta-organization in their home region. Those not covered by any of these handouts notice a flier advertising for "seasoned adventurers of good heart needed for a potentially dangerous mission. Pays well. See the wizard Kalinin."

PCs who decide to seek out Kalinin have no trouble getting directions to his place, for he is well known in town. Those who make a DC 20 Gather Information or Knowledge (Local—core) check know that he is a wealthy and enterprising wizard with a reputation as a do-gooder and sponsor of adventuring parties.

When the PCs do seek him out:

The directions you get lead you to a modest but well-maintained manor house. The servant who answers the door escorts you into a sitting room, where you are served tea and cakes. A couple of minutes later a trim, middle-aged man with graying hair and a neatly trimmed beard and moustache joins you. He is dressed in a gentleman's casual clothing, and while there is nothing extravagant about what he wears, it is obviously custom-tailored and scrupulously clean. The formality with which he sits and prepares a cup of tea before speaking to you suggests of a very proper upbringing.

(Voice the role of Kalinin as a proper British gentleman if you can manage it.) *"Ah, my thanks to all of you for responding so quickly to my summons. I am the wizard Kalinin. I have a task suitable for a group of adventurers for which time may be of the essence. I must admit, though, that I am surprised to receive a response so quickly."*

Give the PCs a chance to respond. If they mention anything about strange dreams or celestial servants suggesting that they should come see him he frowns and comments about how this is "quite strange" and that "perhaps the stakes are higher here than I realized" before continuing on:

Kalinin takes a sip from his tea and sets the delicate china cup down on a matching coaster. "I am a man who accumulated considerable wealth in my early years as an

adventurer and tradesman in magical goods. As you may or may not know, one of the things I have chosen to do with my wealth is sponsor adventuring parties on missions that combat evil and further the causes of good in the land. It is my way of giving back to a world that has offered me so much, you might say.

“One such group under my sponsorship has deigned to call themselves the Crusaders, for they are mostly composed of knights from disparate orders who have banded together for the cause of the common good. A particularly noble chap named Gerardann leads them.

“A couple of months ago I dispatched Gerardann and his fellow Crusaders to investigate some things for me in the Suss Forest on the southern fringe of the Wild Coast. Before they got there, though, something sidetracked them. I not only lost track of them for several weeks but also was unable to divine anything of their whereabouts. It was as if something was hiding them from the world. This struck me as very unusual, since Gerardann normally faithfully checks in with me on at least a weekly basis, so I became worried.

“Finally, just yesterday, I received a disturbing message from Gerardann. That it was hand-written in code and passed on to me by a third party concerned me almost as much as what the message said when I decoded it. Here is a translated copy.”

Give Player’s Handout 2 to the best-groomed PC as this point. Once the players have had a chance to read it and comment, continue:

“It so happens that I have an associate who lives just outside of Hokar,” Kalinin says, “so I can teleport you all at least that far. My associate, a man named Dryden, can also help arrange mounts for your travel from there. “Can I count on you for this task?”

Any Sense Motive check against Kalinin registers him as being utterly sincere and genuinely concerned. If the PCs ask about payment, Kalinin offers 20 x APL gp up front plus an equivalent amount for completing whatever task Gerardann and his group are trying to do and bringing any survivors safely back to him. He can be bargained up to 25 x APL gp for each, but he is a shrewd businessman and will only give up the extra gold if the player makes a convincing in-character argument and succeeds at a Diplomacy check (DC 25 for APLs 8-10, DC 30 for APLs 12+). If the PCs do not ask about payment then he automatically gives them the maximum amount at the end, but won’t tell them that up front. (He respects those who act solely for the sake of good.)

The PCs may have questions. Use the following for guidelines to his responses:

What is the composition of the Crusaders?

“They originally numbered eight in all. Six are warriors equally capable on horseback or on foot. One is a diviner who has achieved the status of a Divine Oracle. The only

woman among their number is their eighth member, a Pelorite priestess.”

What were their names?

“Gerardann is their leader, and the priestess’s name is Jenna. Their Divine Oracle is Slayn, and the other warriors include Kurz, Parn, Aster, Migel, and Amon.”

What were they originally investigating?

“I’ve heard rumors that the Scarlet Brotherhood is sending forays into the Suss Forest. I distrust their motives, so I asked the Crusaders to find out what they’re doing.

Side Note: The Scarlet Brotherhood is looking for an ancient Suloise city rumored to be somewhere in the depths of the forest, but that has no relevance to this scenario.

Why are the Crusaders down in the Hold of the Sea Princes?

“My good man/woman, I have absolutely no idea. It is nowhere near where I sent them.”

Do you trust Gerardann?

“Absolutely! I have never met a man of greater integrity, nor one whose judgment I trust more.”

We need proof that we are working for you.

“Use my name and the phrase ‘toy box’ in the same sentence when first addressing them and they will know you work for me.”

Kalinin cannot help the PCs beyond this. Once they are ready:

“Excellent!” says Kalinin. “Please gather your gear and be back here and ready to depart in an hour.”

When the PCs are ready to go, proceed to Encounter 1. Assume that it is early afternoon when they depart.

All APLs

☛ **Kalinin:** Human male Wiz16.

ENCOUNTER 1: ARRIVAL

Using *greater teleport* and his *bead of karma*, Kalinin can transport the whole group at once, though he cannot transport mounts or animal companions unless there are less than six PCs:

Kalinin casts his spell, and a moment later you all find yourselves standing in the courtyard of a walled compound. From the looks of the place it might be the headquarters of a trading company, for there is a substantial stables and two warehouses within the walls in addition to a barracks and a sizable manor house. A lot of the activity of the sort you would expect at a trading company—the loading and unloading of wagons, horses

being fitted with tack or removed from it, and so forth—abounds, but the workers pause only momentarily to gawk at your arrival. The temperature here is considerably warmer than it was in Greyhawk City, and the trees visible outside the courtyard bear little resemblance to those seen in the lands around the Nyr Dyv.

As you survey the scene, a well-dressed middle-aged human man of Oeridian features approaches you. Following him are two young men dressed in the leathers of stable hands.

“Well, met, Kalinin!” He says cheerily as he firmly shakes the wizard’s hand. He then eyes the rest of you. “So, this is the lot you told me about. Well, I’m ready for them.” He turns to address all of you. “What’s your preference for mounts? I’ve got riding horses, warhorses, and ponies, even a couple of riding dogs. All of ‘em can be ready to go in a matter of moments.”

This is Dryden, a very businesslike, no-nonsense individual. If some of the PCs can produce mounts of their own, he shrugs and says, “as you like” and immediately moves on to the others. Unless PCs ask for something specific he provides them with a normal riding horse or riding dog. He can provide light or heavy warhorses (with military saddles but no barding) or ponies on request.

Dryden has been told the circumstances by Kalinin via magical communication, so he makes every effort to urge the PCs to a quick departure. He can tell the PCs the following things:

- It is a full day’s ride (at least two days on foot) to Tomin from here. By riding hard through the night one could make it by mid-morning.
- Recent accounts claim that disease is now rampant in the area of Tomin. Apparently the plagues prevalent in the north the last couple of years have finally moved south. Dryden doesn’t know the specifics. (Actually this sickness is being caused by the idol.)
- The PCs should be careful not to draw undue attention to themselves. Though things have calmed down a bit of late, the Hold has been wracked by strife between the Scarlet Brotherhood, the “Black” Brotherhood, the Olman ex-slaves, and the Fraternity of the Brazen Blade in recent years, and there’s still a major power struggle between those groups going on across the Hold. If asked about the Black Brotherhood, Dryden describes them as an offshoot of the Scarlet Brotherhood that started when some ancient temple was discovered in the Hellfurnaces to the west. (The PCs also know this on a DC 20 Knowledge (Local—core) or bardic knowledge check if the subject of the Black Brotherhood comes up. None of this has any relevance to this adventure, however.)
- There have been accounts coming in the last few days of fiendish creatures roaming the land. They seem to be looking for something, though no one knows what. (They are looking for the Crusaders.)

- No, he hasn’t seen the Crusaders and doesn’t know anything about them. (They didn’t know that he was an associate of Kalinin’s so they didn’t stop here.)

If the PCs insist on traveling by foot, waiting until the morning to leave (it’s early afternoon now), or stopping to rest during the night, then they arrive too late to help save Janna in Encounter 4. Drop hints to the PCs about the urgency of their mission if they seem so inclined, including having Kalinin comment that the “fiendish creatures” are probably looking for the Crusaders, so time is of the essence.

All APLs

☛ Dryden, Human male Wiz10 (retired).

ENCOUNTER 2: TOMIN

At best riding speed and by riding through the night the PCs can reach Tomin by mid-morning. If the entire group has magically-enhanced speed (beyond 60 base speed) then they reach Tomin first thing in the morning. At higher APLs certain spells could allow the PCs to arrive even faster than that; with *wind walk*, for instance, the group could arrive by mid-afternoon of the same day. *Regardless of how fast the PCs travel, however, they cannot catch the Crusaders at Tomin*, for the Crusaders moved on about the same time that the PCs arrived at Dryden’s compound.

The following descriptions assume that the PCs are arriving at Tomin at mid-morning. Adjust the descriptions accordingly if they arrive earlier:

The village of Tomin consists of a collection of four to five dozen buildings guarded by a trench and wooden palisade. Your first impression is that Tomin is probably a center for agricultural trade in the area, for located within the walls are two large grain silos and the road leading up to its gates is wide enough to accommodate passing wagons. There seems to be considerably less activity around the village than you would expect for this time of day, however. One possible clue is a sign bearing a large red ‘X’ on a post a short distance out from the gates.

A PC with any ranks in Healing automatically recognizes this display as a universal indicator that the village is experiencing an outbreak of disease; for all others this is a DC 12 Wisdom check to realize this. The two guards posted at the gate also warn the PCs of this if they seem intent on entering, but do not bar the PCs from entry.

The people of Tomin are primarily of Oeridian-Flan mix. Although they tolerate Olmans and Suel, they don’t particularly like either since both groups have given them considerable trouble over the past few years. Any PC of either background has a -2 penalty on any Charisma-based skill checks while interacting with the locals.

Tomin has a single inn: the Happy Traveler Inn, located near the center of town. If the PCs ask around

about the Crusaders anywhere else, a successful DC 15 Gather Information check earns them the tidbit that a group of knights with a “scholarly type” and a “Suel priestess” has been staying at the Happy Traveler of late. The locals speak fondly of the priestess, commenting on how “she’s not like other Suel” and how she’s been a great help with this dreadful burning fever that has afflicted the town the last few days.

When the PCs go to the Happy Traveler:

The Happy Traveler Inn has a tropical feel to it, complete with potted palm trees in the corners and candles affixed in large, hairy, melon-like fruits on each table. [Side note: these are coconuts.] *A dozen or so tables are scattered about a common room open to the second floor, where you can see several numbered doors off a balcony. The smell of cooking pork and eggs* (cooking chicken and vegetables instead if the PCs arrive in the afternoon/evening) *wafes out from beyond a set of swinging doors behind the bar.*

Although you saw several horses tied to the posts outside, the inn’s common room has few current occupants. A burly bald man with a black beard stands behind the bar, while a small dog sleeps in one corner. Of the four patrons currently present, two are human men dressed as merchants, who are discussing something over drinks at one of the tables. A third is a tall, comely Suel woman in fashionable scarlet traveling clothes who is seated at a table in one corner. She looks up impatiently as you enter, then sighs and returns back to her drink as if expecting someone else. The fourth is a man dressed in studded leather who is seated at the bar with a halberd propped up beside him. He is chatting amiably with the bartender as he eats his meal.

A PC who makes a DC 25 Spot check notices the soldier occasionally casting sly glances at the Suel woman. If he is asked about this later, he admits unashamedly that he can’t resist taking a peek at “a beautiful woman” like her. He similarly eyes any good-looking female PC that enters the inn.

The PCs can learn the following from the NPCs present:

Merchants: They are negotiating a delicate business transaction, and so will be quite put off if interrupted; treat them as unfriendly to the PCs. If Diplomacy is used to sweet-talk them up to friendly (see the chart on page 72 of the *Player’s Handbook*), they are willing to tell the PCs that there was a group of “adventurer-types” in here a while ago, but they left yesterday (or earlier in the day, if the PCs get here the same day). If the PCs arrive here the same day they arrived at Dryden’s place then there are still two merchants here, but they are a different two that are indifferent to the PCs to start.

Soldier: He’s friendly enough in a womanizing way, but can only tell the PCs that there was a pretty Suel priestess around the last couple of days using her “holy power” to help cure people of this burning fever, but he hasn’t seen her lately. If pressed, he’ll describe her holy

symbol as “shaped like a sun.” On a DC 25 Diplomacy check (+4 circumstance bonus for any human, half-elven, or elven female PC making this check) he also comments that she was always carrying some wrapped-up object and that there were always a couple of “warrior-types” hovering around her. He just assumed it was something particularly valuable and they were her bodyguards.

Suel Woman: She is actually a succubus using her *polymorph* ability. She was assigned to watch Tomin after the Crusaders left and see if anyone arrives looking for them. She is not here to seduce anyone, so if spoken to about them, she takes the typical attitude of a Scarlet Brotherhood member (cold, unfriendly, and racist). If the PCs do not talk to her, she attempts to listen in on any conversation they have with her +19 Listen check and uses her +19 Bluff check to make it look like she isn’t paying attention. If the PCs’ intent is not clear from what they say, she uses *detect thoughts* on the person she judges to be the weakest-willed. Once she does learn the PCs’ motivation, or if she is discovered and attacked, she uses *greater teleport* to depart and warn her compatriots.

Innkeeper: This laid-back, easy-going man with a slight drawl introduces himself as Jetbeard. He does not recognize the name “Crusaders” if asked about them because Gerardann and his group never referred to themselves as such in his presence. If Gerardann’s group is described to him, however, he tells the PCs that such a group including a man named Gerardann was staying here for a few days, but left yesterday/a few hours earlier. “Real shame they’re gone, too,” he says wistfully, “cause that priestess was a might good help when this fever came down on the village the last couple of days. Cured both me and my missus of it.” If asked about the well being of the group, Jet comments that they seemed quite travel-worn to him. He also comments that he never saw the priestess go anywhere without at least a couple of the warriors nearby and they never really seemed to relax.

If asked which way Gerardann’s group went, Jet calls back into the kitchen for someone named Edin. A moment later a gangly, rail-thin human child of perhaps a dozen years (who could be male or female, it’s hard to tell) bounds out. When Jetbeard asks if Edin heard the adventurer talk about where they were going:

Edin twirls around in place. “Oh, yes, Ed heard them talking,” the child proclaims enthusiastically. “Ed has good ears! Ed heard them say they had to go to Lake Spendlowe- lowe-lowe, and Ed saw ‘em heading out of town in that direction.” At that, Ed twirls around again and dances back into the kitchen.

PCs who make a DC 15 Knowledge (geography) check know that Lake Spendlowe is a sizable lake in a valley west and south of here, or Jet can provide that information. (If asked, he’ll call the valley the Duchy of Berghof.)

If the conversation with Jetbeard takes place in the morning and the PCs have been friendly and/or were generous in tipping him, he comments at some point that

it's curious that the PCs are interested in Gerardann and his group because they aren't the only ones who have been here looking for them since their departure. A woman came in late last night asking about them, too. If they ask about her, Jet can tell the PCs that she was pure-blood Flan, "which is really out of place around here," and had such a thick accent he could barely understand her, but it was an accent like none he'd ever heard before. She also gave him "a really bad vibe" and Ein (the dog) was barking almost constantly when she was in here, and he doesn't normally bark at anyone, so he didn't tell the lady anything useful.

All APLs

☛ **Succubus (demon):** hp 33; see *Monster Manual* p. 47.

ENCOUNTER 3: ON THE ROAD

PCs who rode hard through the night to reach Tomin must replace their mounts before continuing, as they are worn down from the hard ride. They can be exchanged for fresh mounts at the local trading post for a fee of 10 gp each. PCs who rode through the night also must make a DC 10 Constitution check at this point or be fatigued (-2 to Str and Dex, cannot run or charge) until they receive a proper 8 hours of rest; the Endurance feat is applicable to this check.

Because of the watcher in the Happy Traveler Inn, the PCs are not able to reach the Crusaders before the demons make their attack. They were planning to attack around midday the day after the PCs arrive at Dryden's place, when the Crusaders are well down the road and nowhere near any possible help. If the PCs arrive at the Happy Traveler the same day or early in the morning, though, then the warning of the succubus from Encounter 2 causes them to move up their timetable. Regardless of how fast the PCs are moving or how far they have to go to catch up, as long as they are trying to move quickly the attack hits the Crusaders only a few minutes before the PCs reach this encounter. If the PCs take their time, then they arrive too late.

If the PCs arrived at Tomin in the early morning and did not tarry there long, it takes them three hours of hard riding to reach Encounter 3. If they arrived at Tomin in the mid-morning then it takes them five hours of hard riding to reach Encounter 3. If they arrived the previous day via magical transportation and that transportation is still available to them, they reach Encounter 3 in a half-hour. (If they are using *wind walk*, remember the five rounds of transition time between physical and gaseous states.)

Edit the following description accordingly if the PCs are not traveling by land-based mounts:

You have been traveling at your best speed for (see time frame above) ***down the road to the west of Tomin. You***

have passed a few travelers and one military patrol along the way that are headed in the direction of Tomin, and brief questions asked of them indicate that they did pass a group matching the description of the Crusaders some distance back. It would seem that you are, indeed, on the right track.

As you crest the top of a hill you see an odd sight on the road in the dale below. A farmer's wagon is tipped on its side, and a man is sprawled out in the dirt beside it. Though you can see a hitch on the front of the wagon, there is no sign of any animal that might have been pulling it.

Once the PCs ride down to investigate, start keeping careful track of elapsed time. At this point the *Otiluke's resilient sphere* in Encounter 4 has seven minutes of duration left.

The tall, wiry man in peasant dress sprawled in the road beside the wagon is Spiegel, a very lackadaisical man. He is conscious but hurt himself badly falling from the wagon when it tipped over (currently at 0 hp), so he isn't doing anything without some healing. Depending on what the PCs ask him, he can tell them the following:

- He's just laying around relaxing while waiting for help to arrive or his wife Fayvale to come back from tracking down the horse.
- The horse got loose and ran off when the wagon tipped, of course.
- Yes, he has seen a group like the Crusaders. They were part of the incident that caused the wagon to tip.
- He and his wife were just passing a group with a scholar, a priestess, and their knightly-looking escort when all of a sudden these fiendish creatures swarmed from out of nowhere and started attacking. The creatures spooked his horse and tipped the wagon over and threw him and his wife to the ground, though Fayvale (his wife) didn't get hurt like he did.
- He thought that he and Fayvale were goners for sure, but the knights managed to lead the fiends off down the road to the west.
- That happened "a few minutes ago."

Spiegel was too flustered by the appearance of the fiends to be able to describe them with any accuracy, except that there were "a lot of them" and some were "real big."

PCs searching the area for tracks can note, on a DC 15 Search check, that a horse did, indeed, gallop off the road to the south and that strange, inhuman footprints of sizes varying from Medium to Huge converge on the scene from the north. On a DC 20 Survival check PCs with the Track feat can tell that a group of riders galloped down the road to the west with various creatures in pursuit.

If the PCs are present for more than a minute, they see a thin, relatively young woman with short dark hair approaching from the south leading a horse. This is Fayvale. If the PCs wait for her (another minute), she can tell them the same things that Spiegel told them, but with more than a tinge of annoyance and disgust in her voice.

If the PCs help tip the wagon back up, it requires a DC 25 Strength check. This takes one round per attempt. A “take 20” on this roll requires two minutes of effort.

Two minutes after arriving at this scene—regardless of whether they have moved on yet or not—the PCs hear a high-pitched wail coming from beyond hills ahead. Any PC who makes a DC 20 Knowledge (nature) check can tell that no natural creature made that sound; it had an otherworldly timber to it. This should spur the PCs ahead if they haven’t begun to move already.

Assuming the PCs are traveling at a full gallop (i.e. running speed), it takes them the following amount of time to reach “The Dead Man” scene, below:

| Base Speed (in feet) | Travel Time |
|-------------------------|-------------|
| 30 | 4 minutes |
| 40 | 3 minutes |
| 50 | 2.5 minutes |
| 60 | 2 minutes |

If one or more PCs (or their mounts) have a base movement faster than 60 or slower than 30 then divide 1200 by the base movement to get the number of rounds it takes. If a PC is on foot and using the Run feat then divide 960 by the PC’s base movement instead. If a PC on foot or mount is encumbered enough to be slowed to a x3 run then divide 1,600 by the PC’s base movement instead.

The Dead Man

The body of a human man dressed in plate armor and a horse with traveling pack lie in the road ahead. Both are marred by many savage claw marks, some of which were obviously fatal. A lance and sword stained with blood and ichor lay nearby, and the dark stains and gory bits scattered about the scene suggest that this man did not fall easily.

From up ahead, over the next hill, you can here screeching, throaty shouts in a foul-sounding language.

If a PC has *true seeing*, *see invisibility*, or the equivalent active at this point, then a DC 30 Spot check allows her to notice a quasit observing them from the top of the next hill, 100 feet ahead. The quasit disappears over the other side of the hill after one round or if approached or attacked.

If any of the PCs can understand Abyssal and make a DC 20 Listen check, they can make out the shouts as being in the vein of “try again, dretch-spawn!”

If a PC is at least 40 feet in the air at this point then part or all of the battle scene in Encounter 4 can be made out. (Refer to the DM’s Diagram for this encounter.) That also means that the demons there can probably spot the PC, however!

If the PCs asked Kalinin for detailed descriptions of all the Crusaders, they can identify this man as being one

of them. He is obviously dead, and a DC 15 Heal check (taking one round of examination time) can determine that he has been that way for a few minutes. If any PC has an active ability to detect undead at this point then the man’s body also detects as an undead. The idol has already seized his soul and triggered the animation process, but it will be one minute before he can rise as a zombie. *Only destroying the body in some fashion can keep it from rising at this point.*

The PCs must travel 100 feet up a hill, at 2/3 speed, to reach Encounter 4 from this point.

All APLs

☞ **Speigel:** Human Male Com2; hp 0 (8).

☞ **Fayvale:** Human female Com1; hp 5.

☞ **Quasit:** hp 13; see *Monster Manual* p. 46.

ENCOUNTER 4: THE STAND

How The Situation Got To This Point: The Crusaders had paused to advise Speigel and Fayvale of the disease conditions in Tomin when the demon horde attacked. Gerardann realized that the two civilians would be imperiled if they stood and fought there, so he immediately led a fighting withdrawal. As he had hoped, the demons pursued them and left Speigel and Fayvale alone.

Unfortunately for the Crusaders, the demons targeted their mounts in an effort to slow them down. The fighter Kurz’s mount went down first, and he was overcome himself when the demons swarmed him (though he took a couple down with him). His is the body found in Encounter 3. Further slain mounts forced the Crusaders to regroup over the next hill. With only Palanor, Gerardann’s celestial warhorse, remaining, the Crusaders had no choice but to make a stand. Gerardann placed Janna (who has the idol) on Palanor, and the rest of the Crusaders encircled them so that they could both protect her and be most easily aided by her healing. Though Janna exhausted her healing spells trying to keep the Crusaders alive, they eventually began to fall one by one. Soon the fighters Parn and Aster were slain. The biggest blow came when Palanor was struck down, for Janna was unable to roll free and was trapped under his bulk.

Slayn, their divine oracle, had foreseen that help was on the way, but it was becoming clear they wouldn’t be able to hold out much longer and retreat wasn’t an option. In an effort to thwart the demons as long as possible, he used his last upper-level spell—*Otiluke’s resilient sphere*—on Janna. Moments later he was struck down as well. This is the point where Encounter 3 begins.

Gerardann and Migel, the remaining fighter, valiantly stood for a couple more minutes, slaying a few demons before being overwhelmed as well. Slayn’s spell worked, however, for the demons are unable to break through the *resilient sphere* before the PCs arrive on the scene.

The following descriptions assume the PCs reached the combat scene before the *resilient sphere* elapsed. If

they did not, then references to the demons being thwarted by the spell should be changed to descriptions of the demons moving in for the kill.

ALL APLs

Unless the quasit was dealt with in encounter #3, it has warned the rest of the demons about the approach of the PCs, so they are not surprised and may, at some APLs, be prepared for the PCs. If the quasit was dealt with before it could report, then eliminate it from the listings below and have the demons make Listen checks to detect the arrival of the PCs. The tactical considerations given in the individual APL descriptions assume that the demons are not surprised.

Concerning the Terrain: The *resilient sphere* is 60 feet from the crest of the hill and the land around it is a bit lower than the crest. (See the DM's Diagram for this encounter for a cross-view.) For sake of simplicity, assume that anyone more than 10 feet away from the crest of the hill has cover from anyone below the crest. Medium-sized demons cannot be targeted at all by anyone more than 15 feet down the slope, while Large and Huge-size demons can't be targeted at all by anyone more than 20 and 30 feet down the slope, respectively. An area effect spell whose range goes beyond the slope does not affect anyone more than 10 feet down the slope unless it is a spread effect.

Upon cresting the top of the hill you have come across the remnants of what looks like a desperate battle. The mangled and burnt bodies of several horses are scattered about a scene that is scorched to the dirt and stained with dark blood. At the very center of the scene, sixty feet away, is a hemispherical globe of shimmering force, about ten feet in diameter, which seems to contain a person and a large white horse; both of them are laying on the ground, but it is difficult to make out other details. Scattered immediately around the hemisphere are a half-dozen human-sized bodies, most of them heavily-armored. Their positioning suggests that they were trying to protect whomever is in the sphere. Off to the left a tall, comely Suel woman dressed in scarlet traveling clothes stands in the tall grass, casually observing the scene. She is the same woman that you saw at the inn in Tomin.

The Suel woman however is not alone amongst the living and active in this scene. Also present are:

(APL 8:). . . *a trio of gaunt humanoids covered in black, leathery skin who stand around the globe. A large, curved horn rises out of the back of their skulls, while a mouth of jagged teeth take up half of the foul creatures' heads. As you came upon the scene, one of the creatures was taking an ineffectual and seemingly frustrated swipe with its claws at the hemispherical globe. Now, however, they seem much more interested in you.*

(APL 10:). . . *a trio of gaunt humanoids covered in black, leathery skin who stand around the globe. A large, curved horn rises out of the back of their skulls, while a mouth of jagged teeth take up half of the foul creatures' heads. Amongst them is a fourth creature which looks*

like a cross between a large human and a huge vulture.

As you came upon the scene, one of the creatures was taking an ineffectual and seemingly frustrated swipe with its claws at the hemispherical globe. Now, however, they seem much more interested in you.

(APL 12:). . . *a quartet of large creatures which look like crosses between a big human and a huge vulture. Three of them seemed to be concentrating on trying to break through the magical hemisphere as you arrived on the scene, while the other looked like it was standing guard. Now the attention of all four turn towards you.*

(APL14:). . . *a quartet of large creatures which look like crosses between a big human and a huge vulture. They seemed to be concentrating on trying to break through the magical hemisphere as you arrived on the scene. Standing nearby is a giant-sized dog-headed humanoid with two arms that end in wicked pincers and two others that end in claws. It seems as if it was waiting for someone to arrive.*

(APL 16:). . . *a quartet of massive creatures which look like crosses between a giant human and a huge vulture. Three are clustered in a group by the magical hemisphere, as if they are trying to figure out how to break through it, while one is standing closer to you, as if posted as a guard. Between these creatures is an equally huge bipedal creature that looks like a grotesque blending of an ape and a corpulent boar. Oddly, it has a small set of wings on its back.*

Once PCs get within 20 feet of the *resilient sphere* they can see on a DC 20 Spot check (or if they take a standard action to look) that it contains a woman dressed in robes laying face down with a pure white horse laying partly on top of her. Both seem to be breathing. Refer to Encounter 5 if the PCs try to make contact with Janna before the end of the battle. Note that a PC doing a *detect evil* during the battle and while the *resilient sphere* is in the area of effect does pick up a source of evil from within the sphere, though specifics cannot be pinned down due to the sphere's interference. A *detect magic* done during the battle cannot read the idol due to the *resilient sphere* being in the way. A *detect thoughts* done during the battle does pick up one more set of thoughts than the user can account for based on the combat scene (and discounting the quasit); if this is used to focus on the mystery set, refer to "Divining the Idol" in Encounter 5.

The Suel woman is the succubus from Encounter 2, unless the PCs somehow managed to detect and dispose of her there. She does not get involved in the combat in any meaningful way, though she may taunt or throw jabs at the PCs if they seem to be having any difficulty in the fight. If approached aggressively during the fight, she attempts to use *charm monster* to deflect the potential attacker back towards the main fight; her main concern is protecting herself, not aiding her demonic allies, so she won't bother to specify who a *charmed* creature should fight. ("Be a dearie and take care of that mess for me and I'll reward you with something special later on," she might say coyly to a male target.) If that doesn't work, she

uses her *polymorph* ability to regain her wings and flies above the battle. If she is damaged by any attack, or once the fight ends, she departs via *greater teleportation*.

The quasit is also present and hovering 10' directly above the *resilient sphere*. It is merely a scout and watcher, so it will not get involved in the combat in any significant way.

If any of the PCs stop and check the bodies of the Crusaders, there are four in heavy armor and one only in robes but with various magical accoutrements. They are all dead from obvious and clearly mortal wounds. All of them are in some state of being turned into undead, so they do register as undead if such status is detected for. They do not animate until after the fight is over, however, regardless of the time factor.

At all APLs demons with the ability to summon other demons are assumed to have already used this ability for the day. Also note that all of the demons present in this encounter were sent to Oerth rather than summoned, so they are not subject to effects that specifically affect summoned creatures.

ALL APLs

➤ **Succubus**: hp 33; see *Monster Manual* p. 47.

➤ **Quasit**: hp 13; See *Monster Manual* p. 46.

APL 8 (CR 9)

➤ **Babau (3)**: hp 66, 66, 66; see *Monster Manual* p. 40.

When the PCs get closer, they can see that the babau have a slimy red jelly coating their bodies. A PC who makes a DC 17 Knowledge (the planes) check knows that this coating is highly corrosive.

Tactics: All of the babau have *see invisibility* active when the PCs arrive. They are devious creatures by nature, so they gang up on PCs and flank them so that they can use their sneak attack ability. They concentrate on the strongest warrior-types first. If being significantly hindered by static spells then one or more will attempt to break them via *dispel magic*. (They were unable to break through the *resilient sphere* with this ability despite several attempts.)

APL 10 (EL 11)

➤ **Vrock**: hp 115; See *Monster Manual* p. 48.

➤ **Babau (3)**: hp 66, 66, 66; See *Monster Manual* p. 40.

When the PCs get closer, they can see that the babau have a slimy red jelly coating their bodies. A PC who makes a DC 17 Knowledge (the planes) knows that this coating is highly corrosive.

Tactics: Tactics and preparations for the babau are identical to those for APL 8. At the time the encounter begins the vrock still has *heroism* active from the battle with the Crusaders, which gives it a +2 morale bonus on attack rolls, saves, and skill checks. The vrock's first action in combat is to fly to within 30 feet of multiple PCs and use its stunning screech. It then swoops in to join in combat, using its *mirror image* first if the PCs have

obvious archers among them. The first time that it has two or more PCs in adjacent squares it uses its spores.

APL 12 (EL 13)

➤ **Vrock (4)**: hp 115, 115, 115, 115; see *Monster Manual* p. 48.

Tactics: All of the vrocks have *heroism* still active from the battle against the Crusaders, which gives them a +2 morale bonus on attack rolls, saves, and skill checks. Unless two or more are engaged in melee before they can act, three of the vrock begin a dance of ruin while the fourth attempts to run interference. PCs with Knowledge (the planes) can recognize what they are doing on a DC 20 check. The dancers devote their full efforts to the dance until it is complete, regardless of what the PCs do. Only the death or incapacitation of one of the dancing vrocks will stop the dance, which provokes the others to attack instead.

The one running interference uses *mirror image* first, then its stunning screech and spores once it has multiple PCs in appropriate range. After using its screech it attacks the nearest foe. Once the dance is complete or disrupted, the others join in by flying into position to maximize their screech (if not engaged in melee) or using spores and attacking back viciously (if they are engaged in melee). If three or more vrock are all fighting at the same time, one flies after obvious spellcaster-types while the others engage fighter-types. If a flying opponent ever shows up, one of the vrock immediately goes after that target.

APL 14 (EL 15)

➤ **Glazerbu**: hp 174; See *Monster Manual* p. 43.

➤ **Vrock (4)**: hp 115, 115, 115, 115; see *Monster Manual* p. 48.

Tactics: Vrock tactics and preparations are identical to those listed for APL 12. The glazerbu has a readied action to drop a *confusion* spell on the PCs once multiple targets have come over the crest of the hill. (Remember, it has *true seeing* naturally.) On its first initiative action it uses *power word: stun* on the PC it judges to be most dangerous. After this it uses its spell-like abilities as appropriate, with its primary intent being to stall the PCs until the Dance of Ruin goes off. Once engaged in melee it brings its full physical attacks to bear.

APL 16 (EL 17)

➤ **Nalfeshnee (demon)**: hp 175; see *Monster Manual* p. 45.

➤ **Elite vrock (4)**: hp 202, 202, 202, 202; see Appendix 3.

Any character who makes a DC 20 Knowledge (the planes) check can recognize that these are vrocks but much larger than normal.

Tactics: The vrocks all have *heroism* still active from their earlier battle with the Crusaders, which gives them a

+2 morale bonus on attack rolls, saves, and skill checks. The three vrock in the cluster all have readied actions to begin a Dance of Ruin once the PCs appear over the crest of the hill; a DC 20 Knowledge (the planes) check is required to determine what they are doing. On their third initiative round the effect goes off unless one or more has been slain or incapacitated. After that point, or if the Dance is disrupted, the vrock savagely attack nearby enemies, with at least one flying forward to get up close and personal with any archer, spellcaster, or flying PC.

The vrock that is not dancing concentrates on running interference for the others. He has a readied action to do an Awesome Blow (see the feat in the *Monster Manual*) on any PC that approaches him or attempts to go by him.

All of the vrock, regardless of their roles, lead with their stunning screech before attacking in melee. They don't bother with *mirror image* unless beset by ranged attacks that are doing them significant damage.

The nalfeshnee has a readied action to begin its Smite ability once PCs start appearing over the hill. It has already used this ability twice, so it can only use it once more. It also has a *call lightning* still active from the earlier battle with the Crusaders, with three possible bolts and one minute of duration left. (The sky is only partly cloudy, so these are not full-strength bolts.) Once the Smite has gone off, the nalfeshnee's first combat action is to use *unholy aura*. After this its primary interest is in neutralizing particularly powerful spellcasters; against such foes it flies 25 feet up and uses *feeblemind* and *greater dispel magic*, the latter useful both for counterspelling and removing troublesome effects of PC casters (including summoned creatures). If there is not an obvious strong spellcaster or it is assaulted in the sky then the nalfeshnee fights back in melee.

At all APLs the demons except for the succubus and quasit fight to the death. When one dies, it suddenly turns pitch black and implodes, releasing an unearthly wail as it does so. PCs that have played *Witch Hunt* recognize this as the same effect that the fiendish creatures in that scenario underwent when they were destroyed. Any PC who has not played *Witch Hunt* must make a Will save at a DC equal to 12 + 2 APL upon seeing this effect for the first time or be shaken for 2d4 rounds. Later occurrences do not have this effect.

Once the fight is over, go immediately to Encounter 5.

ENCOUNTER 5: THE IDOL SINGER

This encounter takes place in the immediate wake of Encounter 4. However, it is possible you may need to refer back to it at later points if the PCs do not do all of their role-playing with Janna at once.

Now that the magical sphere is no longer in the way, you can clearly see that the woman on the ground is a frail-looking blond human woman of distinctly Suel

heritage who is probably in her early 30s. She wears the white robes of a priestess, though they are torn in places and badly blood-stained. The lower half of her body is pinned under a magnificent but also badly bloodied white stallion outfitted as a war horse, complete with fine chain shirt barding. A quarterstaff lays nearby and she seems to be holding some kind of medallion in one outstretched arm. Her other arm is tucked against her side, as if clutching something tightly. She is most definitely alive and conscious, for you can hear her weeping.

If PCs do any divination spells or effects at this point, see the "Divining the Idol" subheading below. If the PCs examine the horse or attempt to move it off Janna, see the "Palanor" subheading, below. If a PC examines Janna, one who makes a DC 15 Heal check notes that most of the blood on her probably isn't hers. The medallion in her hand is a holy symbol of Pelor.

If any PC who is not obviously a paladin or cleric of a good-aligned god approaches her, Janna shrinks back in fear (as best she can), even if the PCs move to get Palanor off of her. PCs that are obvious devotees of a good-aligned god, or who speak soothingly to her and/or use Kalinin's name and code phrase ("toy box") get the following reply:

She looks up at you with a face that is a mask of pain, both physical and emotional.

"Please, you must hurry," she says in a choked but earnest voice as tears stream down dirt and blood-stained cheeks, "you have to destroy them, destroy them all, before it is too late."

Assuming that the PCs claim that the demons have already been dealt with or ask what she means:

"No, you don't understand," she says, "you have to destroy their bodies." She lowers her head and sobs. "You have to destroy the bodies before they rise."

At this point have any PC with a view down the hill make Spot or Listen check (whichever is better). On a success against DC 15 the PC notices that the body back at the bottom of the hill has risen and started walking up the hill, zombie-like. Over the next four rounds the other Crusaders, except for Gerardann, rise one at a time as zombies.

All APLs

☞ Janna: hp 6 currently, otherwise see Appendix 1.

☞ Idol: See Appendix 2.

☞ Human Commoner Zombies (5): hp 16, 16, 16, 16, 16 see *Monster Manual* p. 266, except that four are wearing full plate armor (AC 19).

At these APLs dealing with the zombie Crusaders should be a trivial matter for the PCs; a cleric of 5th level or greater or a paladin of 8th level or greater can automatically destroy them on a turn check. If the PCs do

not have a cleric or paladin capable of doing it, Janna turns and destroys them all, albeit with a cry of anguish each time. The PCs could also burn the bodies or destroy them through other means, but destruction by turning is the fastest and most efficient method; imply striking them down isn't enough.

At these APLs the PCs may have a cleric capable of *raise dead* or even *resurrection* or a druid capable of *reincarnation*. Janna is willing to let the PCs try this on one of her former comrades if they offer to do it, but any such spells fail since the idol has already used its *soul drain* on them.

When the PCs move to deal with Gerardann's body (his is distinguishable by the holy symbol of Heironeous emblazoned on his tabard, the adamantite sword in his hand, and, at APL 16, by the mithral plate armor), Janna stops them and insists that she must be the one to deal with him. Refer to the "Gerardann" subheading, below.

Palanor

Though severely injured, the bonded mount of Gerardann is not dead. Janna was able to use her last *cure minor wounds* to stabilize him at -8 hp. A PC examining him who is a paladin or makes a DC 15 Knowledge (the planes) check can recognize him instantly as a celestial heavy war horse, and any paladin of 5th level or higher also senses that he is a bonded mount—or, at least, he was.

If the PCs have the means to heal and do not automatically do so for Palanor, Janna requests it of them. Once he is healed to positive hit points he carefully gets up off Janna; otherwise a DC 20 Strength check is required to lift him enough for Janna to be pulled free. (Consider Palanor to weigh around 1,400 pounds if magical means are used to move him.)

If healed, Palanor hangs around the scene and observes what transpires. He can only remain in this realm for an hour more, at which point the duration of Gerardann's summoning expires. He is more intelligent than the norm for a paladinic bonded mount, so he is quite aware of the situation and what still needs to be done and thus will seem to be listening intently to the PCs' conversations with Janna. If a Medium-sized paladin of 6th level or greater who does not already have a bonded mount is present amongst the PCs, give Player's Handout #3 to that character before Palanor's time is up.

Janna

Once extricated from under Palanor, it is immediately apparent that Janna has a badly broken right leg. A DC 15 Heal check determines that she is also fatigued; this is a side effect of carrying the idol, so nothing the PCs can do removes this effect. (See Appendix II for more details.) A *cure serious wounds* or better healing spell, or the restoration of her full hit points from lesser sources, is required for her to regain her mobility. Otherwise she directs the PCs on how to properly splint and bandage her leg. Any PC examining her notes that she has a heavily wrapped object about the size of a loaf of bread tucked firmly in the crook of her left arm. A particularly astute

PC who sees her and Gerardann together might notice (on a DC 30 Spot check) that she wears a silver ring on her left hand identical to the one on Gerardann's right hand.

Janna does not answer any PC questions until Gerardann is dealt with.

Gerardann

Once Janna moves/is moved over to Gerardann:

The priestess lays down beside the fallen warrior and places her right hand, with her sun medallion still in it, on the warrior's chest. As if in response, the warrior's eyes suddenly open and he struggles to rise, but it is the blank stare of the mindless undead that you see in his eyes.

Allow the PCs to react. If they approach or start to take action, Janna shakes her head in their direction.

Though you had thought the priestess too frail to hold down the undead warrior, he seems unable to move under her gentle touch. Weeping as she does so, the priestess begins to sing:

*"Shine, bright Pelor's light,
Now in this time that life is passing.
Please find me again
For our love is everlasting.*

*Keep your eyes on me
Now we're on the edge of Hell
Dear my love, sweet Pelor's light
Be at peace, you've gone much farther, too far."*

As she completes her song, a bright light flashes from the medallion and the body of the dead warrior collapses into ash. The priestess releases the medallion and briefly fumbles through the ashes. Upon finding whatever she was looking for, she grasps an object in her hand and lowers her head as she whispers some kind of prayer. She then looks back at you with reddened eyes and wearied expression.

"I am Janna," she says, her voice strained by grief. "I must assume that you are here to help. May I please know your names?"

You can have Janna make a Perform check for this, but the result is irrelevant to the effectiveness of what she is doing. Any PC who makes a DC 20 Knowledge (religion) check realizes that Janna melded a greater turning into the song. A PC who asks what Janna picked up and makes a DC 25 Spot check saw that it was a silver ring she grabbed, identical to the one she wears herself.

For the rest of this encounter Janna seems very sad but remarkably composed. PCs who make a DC 20 Sense Motive check while talking to her recognize that that she's only "keeping it together" by an act of sheer will.

Once introductions are made, Janna asks why the PCs have come if they have not already explained that. Once it has been clarified that they were sent by Kalinin:

Janna sighs heavily. "I am relieved that one of our

messages finally got through; we had feared that the forces trying to destroy us were also blocking our attempts to seek help. I just wish we could have reached Kalinin sooner. . .” She trails off as tears again come to her eyes. It takes her a moment to regain her composure.

“I am sorry,” she says. “For your help, you deserve more than me sitting here blubbing in front of you. Gerardann and I had talked many times about the possibility that one of us might come to a bitter end, and we both agreed that the survivor would have to move on, no matter the circumstances. I just didn’t think it would be so hard to handle. . . but I am losing myself again. I’m sure you have questions.”

Speaking With Janna

Use the following responses as guidelines for how to conduct Janna’s conversation with the PCs. Material in bold italics should be read verbatim, but otherwise paraphrase as necessary. Also refer to Appendix 1 for notes on how to role-play Janna.

Why were the demons after you?

“They were after this,” Janna says as she unwraps the item she has been cradling in her left arm up until this point. The object she reveals is an idol about the size of a newborn halfling babe which has been crudely carved into the form of a leering, squatting human man. It is made of a strange dark metallic stone and seems quite old, but nothing else about it is outwardly remarkable. A cord has been tied around its neck that also, you can now see, wraps around the priestess’s waist.

“This is why we have been hounded for weeks now by the forces of evil,” she explains. “The power they answer to wants this item badly, but that cannot be allowed. It must be destroyed instead.”

As she speaks, you notice that she does not release her hold on the idol for even the briefest of moments. Nor, it now occurs to you, has she loosened her hold on the bundle the idol was wrapped in at any point since you first saw her.

If the PCs perform any kind of divination on the idol (including various *detect* spells), refer to the “Divining the Idol” subheading, below. If players inquire about what kind of substance the idol is made out of, they can identify it as adamantite ore on a DC 25 Appraise check.

Why must the idol be destroyed/what does it do?

“It is an item of foulest necromancy. It seems to be connected to ancient powers of evil, although even Slayn, our Oracle, was not able to determine what purpose it was supposed to serve.

“I could care less whether it is part of some world-shaking plot, though. What concerns me is that this idol hurts people. It makes people sick, twists their minds, provokes them to acts of violence against one another. It then feeds off the death and anguish it engenders. It also animates the corpses of those that die in its presence and uses them to who know what

dastardly end. It may even eat their souls.” The priestess begins to tear up again as her grief threatens to overcome her. “You must understand, as a devoted healer this is not something I can allow to continue, regardless of the cost or what its true purpose may be.”

How does the idol influence people?

“It whispers into their mind and plants thoughts about committing acts of violence that they have trouble distinguishing from their own. One who carries it is also plagued with terrible dreams and can feel its malevolence attempting to seize control of them.” She shudders.

Sounds rough.

“It is both physically and mentally taxing for the carrier to resist its effects, because it weakens you in an attempt to make you more vulnerable. None of my companions, not even my dear Gerardann, could resist it for long. I am the only one of us who has been able to carry it for more than a couple of days at a time without being corrupted by it.”

How are you able to resist it when the others couldn’t?

“We have never been sure about that. I am a pacifist by nature and calling, so maybe that makes it harder for the idol to influence me.”

Isn’t pacifism an impractical choice for an adventurer/inappropriate for the time? (Or any other comments that are generally critical of pacifism.)

(Possible Response #1:) “When I became an acolyte of Pelor, I chose to devote myself to His older doctrines of peace and healing. When I did that, I swore an oath that I would do no harm. That oath is sacred to me, even at the cost of my life.”

(Possible Response #2:) “There are enough people in this world devoted to the cause of violence and bloodshed; if there are not at least a few dedicated wholeheartedly to peace to balance them out, then what hope has this world for seeing better days?”

Note: Any cleric of Pelor, or any other PC who makes a DC 20 Knowledge (religion) check, knows that Pelor’s doctrine has only recently become more militant. It was originally more peaceful and gentle, and there are factions within the Church of Pelor that still retain that focus.

What “ancient powers of evil” did you mean?

“We know for sure it was associated with—and perhaps even created by the Ur-Flan, who were known for their terrible necromancy. Slayn also got a sense of godlike Dark Powers being connected to it, though he couldn’t put a name to them. We have also seen what I believe is a lich in the visions cast by the idol.”

Note: If a PC asks for and makes a DC 20 bardic knowledge or Knowledge (history) check in response to these comments, she recalls hearing that Vecna was supposedly associated with the Ur-Flan and, by some accounts, may have been one himself.

Lich? You mean Vecna/The Whispered One?

Janna pales, then shrugs. “The thought had occurred to us, too, but I sincerely hope that is not the case. If you want to judge for yourself, try a *detect evil* on the idol.”

Visions?

“Yes. When you focus even basic divination magic on the idol you get visions. We thought they were from the idol’s past.”

Can I see/examine the idol more closely?

Janna hesitates at this, but will temporarily relinquish the idol to a PC if they succeed at a Diplomacy check opposed by her Sense Motive check. If the check fails then she is unwilling to part with the idol “because I don’t want to risk anyone else being tainted by it. It’s already ruined enough lives.” (And she is quite sincere about this.) If the check succeeds then she warns the PC not to let go of the idol for any reason. Consult Appendix II: The Idol for details on what transpires.

Why do you always keep a hold on the idol?

“The idol can move on its own when it is not in the direct possession of a person and its influence is more powerful that way. Always being in contact with a person somehow limits it.”

Why don’t you just carry it in a *bag of holding* (or other extradimensional space)?

“We tried, but the idol won’t go into such a space. The person carrying it can’t *teleport* or do anything equivalent to that, either. Slayn thought it might be generating a *dimensional anchor*.”

Where did you find/get the idol?

“We were heading south down the Wild Coast on a mission for Kalinin when we happened across a trail of deadly diseases also heading south. We thought at first that we were dealing with a plague carrier, but when we caught up to the man we discovered that he was an agent of Iuz. He never called upon the power of Old Wicked during our fight with him, though, and I got the sense that he was being controlled by something. After we had slain him and destroyed his reanimated corpse we found the idol.”

Do you know where the agent of Iuz was going?

“He was headed southwest, basically in the direction of Narwell and the eastern Welkwood. After we passed south of that point the warrior Aster, who was carrying the idol at the time, told us of dreaming of a cave in a rocky crag deep in the forest where a skeleton was pinned to the ground by spikes. We think that was its intended destination.”

Note: Any PC who has played *Witch Hunt* should recognize this immediately as the evil cave from that scenario. If the player of such a PC doesn’t recall this, allow them a DC 10 Intelligence check to remember.

Why are you in the Hold of the Sea Princes/ how can the

idol be destroyed?

“Slayn determined through divinations that we had to seek ‘The Room of the Stars beneath the Hellfurnaces,’ for there we would find ‘the means to destroy the idol.’ We don’t know what those ‘means’ are, but we were able to find out that the Room of the Stars is located somewhere near Lake Spendlowe, which is in the Duchy of Berghof in the southwest part of the Hold of the Sea Princes. We aren’t far from that area now.”

Note: A DC 30 bardic knowledge or Knowledge (geography) check is required to know of the Room of the Stars, since that name is extremely obscure outside of the Duchy of Berghof. A PC who makes such a check has heard of a cave with strange crystalline formations in its dome which was found many years ago by a mining operation in the mountains immediately to the west of Lake Spendlowe. It is called the Room of the Stars because gazing at its roof while a light source is present is like gazing at a star-filled sky at night.

Can the idol be harmed by normal means?

“I don’t believe so. Even Aster, our strongest warrior, couldn’t scratch it, and it seems at least partly resistant to magic. Someone also has to hold it while a strike is made against it, and that can be tricky.”

Was Gerardann your husband?

“Yes.” She looks down at the ring in her hand. “He won my heart eight years ago when he turned up wounded at the hospice I was running at the time. The times with him were not always easy because of the lifestyle he led, but they were the happiest years of my life.”

You don’t seem cut out for the adventuring life.

“I could not agree more,” she says with a half-smile. “Gerardann was the adventurer, not me. I was content to spend my life operating my hospice, but he convinced me that sometimes the most good could be done by confronting the sources of the evil in the world instead of just the symptoms.” She looks mournfully down at the ring in her hand. “*Unfortunately the greatest good does not come without great cost, it seems.*” Then she looks back at the PCs. “I will see this task completed, but after that my adventuring days are done. Without Gerardann, I will retire.”

What about the equipment of your companions/the Crusaders?

Janna glances back over the battle scene and the piles of equipment lying here and there. “I would like Gerardann’s sword, but beyond that, if you can make use of their equipment then take it and bear it with honor. I can imagine no more fitting tribute for them than for their armaments to continue the fight against evil in their absence.”

Note: Janna will wear Gerardann’s sword (the *sword of Gerardann* described at the end of the scenario) at her waist for the rest of the scenario, although she will not draw it at any point before Encounter 10.

We will finish this task for you, so that you can properly mourn.

“No. Mourning can wait. I *must* see this task through to completion.”

At some point the PCs should make assurances that they will help Janna finish her task. If they do, she accepts their offer graciously as long as the PCs understand the danger they will be in while doing so. If they don't offer, Janna asks them if they would be willing to help her. If the PCs, for some reason, refuse to do so, then Janna resolutely continues on her own and meets with a violent end that night. The round is over at this point.

It is also possible that the PCs may attempt to damage or destroy the idol at this point. If they do so, refer to Appendix II.

Once the PCs are ready to continue on, Janna asks a favor of them:

“Before we go any further, there are two things I must ask of you,” Janna says as looks around and meets the gaze of each of you in turn. “First, should I be slain before this task is completed, you must promise that you will immediately burn my body. I cannot imagine a more onerous fate than to join the walking dead.”

Once the PCs agree:

Janna nods. “And second, should I come to an ill fate, I want you to use this for me.” She pulls a silver chain from its hiding place under the collar of her robes. Attached to the chain is a small black disk. “To use it, break the disk and speak a few words about what happened to me. It will alert my family.” (If there is a PC who is an obvious cleric or arcane caster of significant levels, she turns to that PC and adds:) *“I believe you would understand it as a variation of a sending spell.”*

If a PC uses *detect magic* on the necklace, it radiates moderate *evocation* magic. The item works as a *sending* spell, except that it is keyed to five specific people (the others who possess such charms) and does not allow a reply. This is the *charm of sending* listed in Janna's possessions.

Once the immediately previous two issues are settled, go to Encounter 6.

Treasure (salvaged from Crusaders):

APL 8: L: 801 gp; C: 0 gp.

APL 10: L: 801 gp; C: 0 gp.

APL 12: L: 801 gp; C: 0 gp; +1 *mithral full plate* (958 gp per character).

APL 14: L: 801 gp; C: 0 gp; +2 *mithral full plate* (1,208 gp per character)

APL 16: L: 696 gp; C: 0 gp; +3 *mithral full plate* (1,625 gp per character), 4 +1 *longsword* (193 gp each per character), +2 *chain shirt barding* (379 gp per character).

Divining the Idol

The idol is unusually sensitive to divination magic. It can use *nondetection* to block divinations focused on it, but usually only does so for long-range divinations. Any such magic focused specifically on it that is used in its presence provokes a vision in response. The PC performing the divination is automatically fascinated for one round per handout received while the vision plays out. On the second round the PC in question can make a Will save equal to DC 10 + APL to break the fascination, or someone else can bring them around by striking a blow against them or giving them a good shake. Dramatize the after-effects of what the PC experiences appropriately to the handout they get:

- For *detect magic*, the PC reads strong *Necromancy* magic, then sees the vision described in Player Handout 4a.
- For *detect evil* or the equivalent, the PC reads strong evil, then gets the vision described in Player Handout 4b.
- For *detect thoughts*, the PC senses a definite consciousness present. When the PC first attempts to read the idol's thoughts, she experiences what is described in Player Handout 4c. Further attempts get overwhelming desires for death and violence if the idol fails its saving throw.
- For *identify* or *analyze dweomer*, give out a handout from the above options that the players haven't already received.
- For *legend lore* or *vision*, give all three above handouts to the appropriate player.
- For divination spells that call on answers from other planes—such as *augury*, *divination*, *commune*, and *contact other plane*—the PC gets a vision in place of one answer that would normally be received, regardless of the success or failure rate on the die roll. If the PC is using a spell that allows multiple questions, multiple visions may be experienced. Give any or all of the above Player Handouts, as appropriate.
- If any effect is used which detects life, the idol registers as being a living creature. This is the only divination effect that doesn't produce a vision.

In the case of planar contact divinations, the PC is being given the vision by a higher power and so do not suffer the fascination side effect. In all other cases the vision is being telepathically passed on to the PC by the idol.

Janna has personally seen the vision in Player Handout 4a and has had the other two described to her by Gerardann and Slayn, respectively, so she can fill the PCs in on the generalities of the descriptions of whatever visions the PCs don't get.

ENCOUNTER 6: NIGHT VISITOR

Note: If the PCs used *wind walk* spells to move to Lake Spendlowe from Encounter 5 then skip this encounter entirely.

As the PCs travel on they are being tailed by both a quasit (who answers to the Dark Powers the idol commiserates with) and an imp (Altena's familiar). The imp flies invisibly in raven form at a height of 150 feet above the PCs, being careful to stay above and upwind of any flying familiar or animal companion the PCs may have. The quasit is flying invisibly at a height of 100 feet unless the PCs demonstrated in Encounters 3 and/or 4 that they can detect invisible creatures, in which case it is instead tailing the PCs overland in wolf form at a distance of a couple hundred feet. A sharp PC who makes a Spot check against the quasit's Hide check in the latter case (at a -5 penalty on the Hide for moving quickly) might notice it. If either creature is somehow detected and fired upon, it retreats immediately.

The day is sunny and warm as you continue down the road towards Lake Spendlowe. Traffic is light until you reach a series of hamlets a few miles down the road and there have been few signs of military patrols. Janna is quiet as you travel along, and seems internally distracted most of the time; you have to nudge her or call her name more than once when you need to get her attention. When you ask her about it, she explains that it's taking a lot more effort than before to resist the idol; it seems to be taking advantage of her sorrow to push its influence. She insists that she has it under control for now, but none of you find her weak smile to be reassuring.

Have all of the PCs and any accompanying companions, familiars, or bonded mounts make both a DC 17 Will save and a DC 18 Fortitude save. The former is for the *suggestion* that the idol will whisper telepathically to each person in turn over the course of the day, while the latter is for the *contagion* that the idol will use on each person in turn via a *spectral hand*. The *suggestion*, if successful, is always along the lines of how the target should take tremendous offense at some perceived slight by another PC and seek to strike that person over it. The *contagion*, if successful, inflicts the target with Red Ache, which cause the skin to turn red, bloated, and warm to the touch (the "burning fever" mentioned by those in Tomin). The victim suffers 1d6 Strength damage initially and must make a DC 15 Fortitude save each ensuing day or lose an additional 1d6 Strength. A *remove disease* cures it, and being attended by Janna overnight allows the victim to automatically make his saving throw the next day by using Janna's Heal check instead. If Janna is allowed to do this, however, then she will not get sufficient sleep overnight and will be treated as exhausted (half speed, -6 penalty to Str and Dex until receiving at least 1 full hour of sleep) the next day.

As evening approaches the PCs come across several

small hamlets that might provide lodging for the night, but Janna insists on them avoiding these; she doesn't want to run the risk of anyone else getting sickened by the idol. If asked why she and the Crusaders stayed in Tomin for a few days in light of this, she explains, with regret, that they were exhausted so they had to chance it, and she thought (wrongly, she admits) that she could keep the idol sufficiently under control to restrain its sickening power.

Once camp is made Janna merely sits with her head in her lap and goes to bed immediately after eating supper. It should be clear to all PCs that she is not fit for standing watch, but she agrees to do so if the PCs ask. During the night PCs on all watches note that she sleeps fitfully, as if occasionally experiencing nightmares. If awoken and asked about this, she admits no clear memory of her dreams, except that they generally involved people dying in violent acts.

The real action happens on the second watch, in the dead of night. Have any PCs on watch make a Listen check, and a Spot check as well if the PC in question has darkvision. Any PC making a DC 15 on the former or a DC 20 on the latter notices something moving in the dark out beyond the edge of camp. If the PC(s) immediately investigate, they discover a human male dressed in dark leathers and dark face paint; if the PCs wait even a round before investigating then the man has retreated, but a DC 15 tracking check allows the PCs to follow his trail to his hidden camp a couple hundred yards away, where they can find him.

The man is Sora, and he is an agent of Iuz sent to keep an eye on the idol. He was instructed to observe and only interfere if it looks like those carrying the idol are deviating from a path leading to its destruction. He was not witness to the fight that killed the Crusaders, so he is greatly concerned about this sudden change of personnel even though the PCs are headed in the same direction that the Crusaders originally were. To find out more, he is allowing himself to be caught by the PCs so that he can learn their intentions.

While dealing with the PCs, Sora comes across as a sniveling, simpering coward who tries to show bravado but meekly submits in the face of any threatening action or words from a powerful-looking PC; they should get the impression that he would sell out his own mother to avoid being hurt. In reality he is as cold and calculating as they come, but a PC trying to determine if his behavior is an act must successfully oppose his Bluff check with a Sense Motive check. His main objective is to learn whether or not the PCs still intend to see the idol destroyed. To that end he is willing to give up the following information:

- His professional name is Ransack—at least that's what everyone calls him. (A lie—Ransack is actually an associate of his.)
- His job is to keep an eye on that idol and report to his boss about it. (Mostly true.)

- His boss is someone the PCs don't want to mess with. If pressed, he adds "okay, okay, he's most often called Old Wicked. There, are you happy now?" (True.)
- His boss wants to see the idol destroyed, and would probably look favorably on the PCs if they did it for him. (Partly true; Iuz actually just sees the PCs as tools for a cause.)
- "Are you sure you can trust that lady with that idol? She apparently got her last group killed off, so you might want to watch yourselves around her or you could end up the same way."

Once Sora has learned the PCs' intentions, he takes advantage of the first good opportunity to escape. If not bound or in a PC's grasp, he uses his Hide in Plain Sight ability and slinks off. If bound, he uses his Escape Artist to slip free when PCs aren't looking. If held by a PC, he waits until that PC lets go of him for any reason and then makes a break for it, hiding as he does so. Only if magically restrained should the PCs be able to contain Sora, and then not easily. In any case Sora does not let his true skill show until he knows he has a good chance to get away.

Once Sora is gone, the rest of the night passes uneventfully.

All APLs

- **Quasit:** hp 13; see *Monster Manual* p. 46.
- **Imp** (familiar): See Appendix 3, Encounter 8.
- **Sora:** See Appendix 3: NPCs.

ENCOUNTER 7: IDOL CONVERSATION

If the PCs are mounted after Encounter 5 then it takes them three and a half days to reach Lake Spendlowe; in this case this encounter happens the night after Encounter 6. If the PCs are on foot then the trip takes six days and this encounter happens the second night after Encounter 6. In both cases the PCs and Janna are again trailed by the imp and quasit, as described in Encounter 6.

If the PCs are using *wind walk* spells to hasten their pace to Lake Spendlowe then insert this encounter wherever they first stop for a night of rest.

The idol has gradually been gathering its strength, and on the designated night it will make its boldest attempt yet to take over Janna. While she sleeps it uses its telepathy to take control of her voice and speak out through her. Its intent is to convince the PCs that it has possessed Janna and that the only way to break the possession is to separate the idol from her. This is not the truth, but it has otherwise been unable to break Janna's resistance and so it is getting desperate.

Since Janna has her spells back in the morning, she uses whatever healing spells are necessary to bring the PCs back up to full strength if they aren't already.

The next day is breezy, overcast, and quite warm as you continue your journey down the road towards Lake

Spendlowe. Traffic is heavier here as you come across several small villages—but, as before, Janna insists on skipping around them. It is the only time during the day that she speaks out except when spoken to, for she seems lost deep in her thoughts most of the time.

Before continuing, ask the PCs whether or not they would actively avoid patrols wearing the trappings of the Scarlet Brotherhood. If Janna is allowed to register an opinion, she mentions that the Crusaders had no trouble with the Brotherhood in previous encounters, as they seemed to not be especially interested in adventurers. (She is not aware that the Crusaders weren't bothered by the patrols because she was assumed to be a Suel noblewoman riding with an escort.) The PCs can avoid the Brotherhood patrols if they make an effort to do so.

During the day you are stopped and briefly questioned about your business by patrols of humans wearing the trappings of the Scarlet Brotherhood.

Ask the PCs how they respond to such questions. Unless they give a totally flippant answer the Brotherhood soldiers won't pester them further, for they are much more concerned with the activities of the Black Brotherhood than they are with what a group of adventurers escorting a Suel noblewoman is up to. If the PCs seem inclined to attack the patrol, Janna counsels them against it, advising that doing so would draw needless attention. If the PCs still insist on fighting, assume the patrol is no match for the PCs. This will have consequences at the end of the adventure, however.

Since Janna is Suel, the Brotherhood patrol assumes that the group is merely her escort and addresses the PCs as such. They also treat any other Suel human amongst the PCs with respect and all others with disdain. If asked about threats in the area, the soldiers urge the PCs to keep a wary eye out for Olman bandits and the "traitorous scum" in the darker tunics (the Black Brotherhood).

If the PCs are on foot, the evening passes uneventfully and the next day passes in a similar fashion. When the night of the encounter arrives, Janna again insists on camping away from any village. She collapses into her bedroll the moment camp is set, not even bothering to wait for the evening meal, and is asleep almost immediately.

This time the action happens early in third watch. Have any PCs on watch in the vicinity of Janna make DC 10 Listen checks. Take those players that succeed aside and read them the following:

A strong, steady wind throughout the night rustles the nearby trees, but other than that the night seems fairly calm. Janna stirs and shifts fitfully in her sleep on a regular basis, but you have become used to that. After a little while, though, you notice that she has started speaking out in her sleep—a murmur at first, but the clarity of her words gradually increases. This she has not done before. The language she uses is not Common, and

has an unfamiliar accent.

If any PC hearing this can understand Flan, her words at first sound like “is this working? Yes, it is. I have her voice!”

For the first minute or so that the idol speaks through Janna, the tone and pitch constantly changes as the idol searches for Janna’s proper speaking voice. Eventually it settles into a somewhat deeper pitch of her regular voice.

Assuming the PCs listen more closely:

Soon Janna’s words shift to the Common tongue but her tone is odd. “Ah, a voice again, and with the current language! Splendid, splendid! Oh, the havoc I will be able to wreak once I get control of the rest of this one. . .” And then you hear her chuckling, a sound of disconcerting menace given the priestess’s normally gentle nature.

If the PCs just listen, they hear comments along the lines of, “now, let’s see if I can move any body parts yet. . . nope, arm’s not working. Maybe raise the head?” This continues for as long as the PCs are willing to let it go on uninterrupted. The idol cannot actually control Janna’s body, but it is clever enough to make some of its comments in tune with her shifting in her sleep and congratulate itself on successes over having intended to do what just happened. It also occasionally descends into random gleeful comments about death, suffering and destruction, maybe even a nifty little morbid rhyme that gives itself a chuckle. (“Ring around the rosies, rot off your nosies, achoo, achoo, all fall dead!”) Try to give the impression that this is one psychotic and twisted individual speaking here, and make sure you do it in whatever voice you have used so far for Janna.

The idol’s ability to talk through Janna can be ended by separating her from contact with the idol (which involves cutting a rope, as it is still tied to her), by putting her under the effect of a *protection from evil* or *magic circle against evil*, or by waking her up, which can be done by any normal means. The PCs could also try to talk to the idol through Janna.

Should the PCs converse with Janna while the idol is talking through her, they notice that she does not open her eyes at any point, and her movements beyond speaking are more in tune with someone who is still asleep. On a DC 25 Spot check a PC can also note that her breathing pattern has the steady rhythm of one who is asleep. When addressing the PCs, the idol gleefully refers to them as victims-to-be; be as clever as you can here, with possible addresses including “you-who-will-soon-fall-ill-and-die” or “you-whose-soul-will-soon-be-mine” and so forth.

Use the following guidelines for typical responses/comments given by the idol. Tone should be cheerfully snotty.

Who are you/What is your name?

“I don’t need a name. I am.”

What are you?

“I’m the eater of souls and engine of the damned, of course. Who did you think you were dealing with, the tooth fairy?”

What is your purpose?

“To make armies of undead to fight for my master. But for fun I like to watch people waste away from nasty plagues. That’s the best kind of entertainment.”

Who is your master?

“I’m my own master, of course! Well, okay, I did work for this dead king for a while, but I got bored with that and started to do my own thing. Now I work with my dark friends, though I might go back to work for that dead king guy if he apologizes for putting me to sleep.”

Dark friends?

“Yep. They came back into this world about the same time I woke up. They liked what I was all about, so they’ve been sending me their servants to help get me away from this woman. But I’ve got the better of her now.”

We’re going to destroy you.

“Oh? And what makes you’re going to do any better than this last group?” (If the PCs make claims about their power:) “Heh, well, you haven’t seen my full might, either. I’ll enjoy chewing on your souls and sucking out their power to create more undead playmates.”

At some point during the conversation the idol comments, “you know this woman here is cursed, don’t you? Everybody that associates with her dies and I get to eat them up afterwards. It happened to her mate and his friends, and you people are next on the menu. I juuust about have her body figured out, and then it’ll be play time for real!”

If the PCs break the idol’s control without waking Janna up (as describe above) then she returns to a more sedate sleep. If the PCs wake her up:

Janna’s eyes gradually open, revealing a dazed, glassy look. Then she shudders violently and clenches her fists. A moment later she looks around at all of you with a clear gaze but a horrified expression on her face.

“Was it. . . talking through me?” She exclaims, her voice filled with terror.

Janna does not try to hide her fear when the PCs confirm. She is visibly and badly shaken by this incident, to the point that her whole body trembles. Caring PCs who try to calm her down must make a Diplomacy check (if using soothing words) or a Perform check (if using a soothing song or music) opposed by her Sense Motive check, with retries allowed and a +1 to +4 circumstance bonus to the PCs’ rolls applicable if you feel they are doing a particularly good job of role-playing it out. Without being calmed down she just curls up into a ball and stares at the

fire for the rest of the night, regardless of what the PCs say or do. If the PCs do succeed in calming her down then Janna can be talked to and reasoned with, although she absolutely refuses to go back to sleep; she doesn't intend to give the idol another chance, she'll say.

A PC who observed Janna while the idol was speaking through her and whose player asks for it may make a Knowledge: Arcana check to determine whether or not the idol could really accomplish more than just speaking through Janna based on what is known of it so far; give the PC a +2 circumstance bonus to this roll if the PC is an enchanter or mindbender. What the PC knows is based on the result:

DC 20+: The idol had no more control over her than her voice and didn't seem like it was gaining any more control than that.

DC 25+: Although some mind control effects are keyed to sleeping targets, the ability to resist mind control doesn't diminish while the target is asleep. Hence, if Janna can resist the idol while awake, then she can resist it while asleep, too.

DC 30+ and the PCs have previously talked with Janna about how the idol controls people: The idol probably manipulates its possessor through ego conflict rather than domination or possession, and that kind of control would never allow it to manipulate the possessor's body the way it was claiming it would.

If the PCs try to get Janna to go back to sleep for her own good, it requires an opposed Diplomacy check (+2 on the roll if the DC 25 Knowledge (arcane) check was made above and announced to all, +4 on the roll if the DC 30 check was made and announced) and assurances that she will be watched carefully and woken immediately if the idol starts in again.

The idol cannot resume its speech this night even if Janna does go back to sleep. The rest of the third watch passes uneventfully.

ENCOUNTER 8: ALTENA STRIKES

Note: If the PCs used *wind walk* to advance quickly to Lake Spendlowe then they miss this encounter entirely.

The imp watcher from the previous days of travel is back the next day, but the quasit is not. That is because Altena has come into contact with the demons sent by the Dark Powers and dealt with them. This has prevented her from making her own strike for the idol up until this point, but she will do so on the second night after Encounter 7 regardless of whether the PCs are mounted or on foot. At all APLs she sends Guaran, an undead champion of Vecna, against the PCs with lesser undead in supporting roles. At lower APLs she also sends Miyu, one of her personal assistants. At APL 16 Altena intervenes directly, for she recognizes that the power of the PCs will require a personal touch.

If the PCs did not convince Janna to go back to sleep

in Encounter 7, and don't make successful efforts along that line now, then she attempts to stay awake as long as possible; she doesn't intend to let the idol have another chance to violate her like that, she claims. If the suggestion is made to her that she should be safe under the protection of a *magic circle against evil*, then she prepares one herself and takes advantage of any that the PCs can provide for her to get some sleep when she can. Unless the PCs have convinced her as described in Encounter 7, though, she does not allow herself to sleep without this protection.

It is also possible that the PCs may convince Janna to let one of them hold the idol for her while she sleeps. The DC for this Diplomacy check is 15+APL because Janna is fearful of letting more powerful individuals have possession of the idol because of the more dire consequences if they can't resist it. In this case, the idol waits until the most opportune moment to launch an ego conflict, and sets about a new round of *suggestion* and *contagion* effects immediately.

If Janna gets no sleep then she is considered exhausted by the second night. If she gets less than five hours each night then she is considered exhausted by the fourth night.

The next day is cloudy, breezy, and quite warm, with occasional light showers muddying up the road just enough to make travel a little sloppy. Far in the distance to the south and west the imposing granite peaks of a spur of the Hellfurnaces loom. Beyond that spur, supposedly, is your destination.

Janna speaks with you much more today about casual things, such as how she has younger sisters who are identical twins, a father who was a powerful wizard but died when she was young, and another younger sister who's an up-and-coming bard. She also, for the first time, speaks at length about her companions among the Crusaders and Gerardann in particular. There's a definite edge to her voice, however. What happened last night still has her spooked. She still insists on skipping the occasional village you come across and limiting your contact with other travelers to a minimum.

The day passes uneventfully, as does the night beyond Janna's sleeping arrangements—but have the PCs go through watches and Listen/Spot checks anyway. If Janna was somehow convinced to sleep without *magic circle against evil* protection then the idol talks through her incessantly throughout the night, but doesn't do anything else.

The next day the sky is still overcast, but the clouds are darker and more ominous. As the day lingers on the wind picks up and the temperature drops significantly. Late in the day there are even rumblings of thunder in the mountains visible to the south.

Again, ask if the PCs would avoid an obvious Brotherhood patrol. They can easily do so if they choose. Otherwise

read the following:

Travel on the road gradually thins out as the day wears on, but little of interest happens beyond an encounter with a military patrol that you at first took to be more Scarlet Brotherhood troops. The shade of their uniforms is noticeably darker, however, and they wear black bands on their arms.

As with the Scarlet Brotherhood soldiers, these “Black Brotherhood” soldiers treat Janna with respect and all non-Suel PCs as inferiors and underlings. They briefly question the PCs about their activities but don’t pester them much as long as they give any kind of reasonable answer. Janna again counsels against starting a fight, but if the PCs cannot be dissuaded then the PCs can defeat the patrol without serious effort. However, there will be consequences at the end of this adventure in this case!

If the PCs talk to the patrol, they warn the PCs to be wary of the “infidel Brotherhood” soldiers that have not learned “the new and righteous path.” If asked about any threats in the area, they tell the PCs that there have been stories of otherworldly creatures battling each other during the past night in the general vicinity, so they should stay on their guard and “make sure the lady is protected.” (This was Altena and her minions dealing with the demons sent by the Dark Powers.)

When the PCs are ready to camp for the night, it is obvious to anyone with ranks in Survival that a thunderstorm is due within a couple of hours. Ask them if they take any particular precautions. They can find an isolated barn to bed down in if they look for one, and the farmer it belongs to will allow them to stay there without a fuss for only 1 gp for the whole group—but the idol will try *contagion* on him the moment the PCs arrange this. (Assume the farmer has a +1 Fortitude save.) The PCs may also have magical means of keeping themselves dry.

The Storm

The storm strikes early during first watch. If the PCs are just camping out in the open then they get soaked and all have a chance of getting struck by lightning. The chance is 5% for PCs not carrying/wearing any significant amount of metal, a 15% chance for those carrying/wearing significant metal (light or medium metal armor and metal weapons) and a 25% chance for those carrying/wearing substantial metal (such as plate armor and metal weapons). Damage from a lightning strike is a number of d8s equal to half the APL, with a DC 20 Reflex save for half.

The attack happens once the brunt of the storm has passed, about halfway through first watch. Exact circumstances depend on how the PCs are sheltering themselves from the weather, but it is assumed that the PCs are keeping some kind of watch outside. (If they aren’t, then they deserve to get surprised.) Have alert PCs looking outside make a DC 22 Spot check (this includes the weather-related adjustments). If successful, read them the following:

The worst of the storm has passed, but the wind still blows briskly and a light but steady rain still falls. Off in the distance lightning still flashes and you can still hear the now-distant rumbling of thunder. Highlighted against one lightning flash is a odd sight: an ominous figure on a hill, not too far away. [At APLs 8-14:] It is a mounted rider, apparently clad all in black, [At APL 16:] It is a giant humanoid composed of utter darkness, [all APLs:] which is gone the next time the lightning flashes.

At this point the start of the attack is two minutes away—just enough time for PCs to hastily don half or full plate armor, or completely don lighter armors, with assistance. (See the rules for donning armor on p. 123 of the *Player’s Handbook*.) Janna is an expert at assisting with this, and so can aid up to two PCs even while holding on to the idol. The idol uses its *waves of fatigue* ability while the PCs are prepping, since it can sense that trouble favorable to it is coming. Since Janna will be moving around assisting the PCs in getting ready, assume that 1d4+2 randomly-chosen PCs are in the area of effect when it happens.

During this encounter the outside weather conditions are strong wind and light rain. This gives a total -3 penalty to any ranged attacks, reduces sighting distances to 2/3 normal, and gives a -2 penalty to Spot, Search, and Listen checks. Tiny-sized creatures must make a DC 10 Fortitude save each round or be knocked down, and flying creatures of Small size or smaller must make the same Fortitude save or be blown back 1d6x10 feet. Conditions are appropriate for the stronger versions of *call lightning* and *call lightning storm*, and fog-like magical effects vulnerable to winds of 25 mph are blown away in one round. A nightmare’s snort of smoke is only instantaneous in these conditions, and the nightmare gains only concealment (not total concealment) from its smoke.

All APLs

If the PCs are sheltering in a *Leomund’s tiny hut* or *Leomund’s secure shelter* then Altena uses a *greater dispel magic* to attempt to eliminate it two rounds before the attack starts; at APLs lower than 16 she does not otherwise involve herself in the combat, however. She can do this from a distance of up to 150 feet away if the PCs have a light source, from 40 feet away if they do not. If the PCs are sheltering in a *Mordenkainen’s magnificent mansion* then Altena knows about it (via *see invisibility* and familiar spying) and where the entrance is and attempts to *greater dispel* it; if this fails and the PCs do not come out, then this fight does not happen.

The vampires present do not summon bat or rat swarms because of the weather conditions, but may summon a wolf pack equal to the APL in number if the PCs summon creatures themselves or seem particularly strong for the APL. These arrive in 1d4 rounds and are primarily tasked with keeping other summoned creatures at bay.

Concerning Appearances: When the PCs first get a

good look at Miyu or Altena, make a point to mention that she has pure Flan features and wears black robes of a style and cut only seen in ancient pictures. For any PCs who have played *COR3-17 Through Nature to Eternity*, comment that she reminds them distinctly of the black-robed figures in the frescoes depicting the scenes of Vecna and Kas. If Altena is present, then tell any PC who received Player Handout 4a or 4b that the woman is the same one from those visions. (Janna comments on this if the PCs don't.) It is not immediately obvious from the appearance of Miyu, Altena, or Gauran that they are vampires, however.

Concerning Gaseous Form: A vampire who goes into gaseous form in this encounter is at the mercy of the wind, which blows her away at a speed of 180 feet. Miyu is as good as destroyed if this happens, while Altena is saved by her *contingency* triggering.

Concerning Turning Vampires: It is possible at most APLs that the vampires could be turned by a cleric of equal or greater level to the vampire. If this happens then the vampire(s) in question are gone for one minute, after which point they return as stealthily as possible to finish the job. No turning short of destruction permanently keeps the vampires away.

Janna's Tactics: During this fight Janna turns undead that are within her capability to turn but otherwise concentrates on healing PCs, aiding them with things like *magic weapon* spells, and generally staying out of the way. Note that she can keep a vampire at bay with her holy symbol even if she can't turn the vampire by taking a standard action to do so, although the vampire could get around that via handy use of a *shatter* spell.

NPC Tactics Towards Janna: All intelligent undead present are aware that Janna has the idol, but they are under orders from Altena not to kill her if this can be avoided. (Altena doesn't want to give the idol a chance to act on its own and wants to study how Janna is able to resist it so effectively.) For this reason the undead may attempt to incapacitate Janna but will not outright kill her if it can be avoided and will always attack any PC in her immediate vicinity in preference to her. This does not exempt her from being in a damaging area effect spell, though the caster attempts to avoid catching her in one should she be knocked unconscious or otherwise incapacitated.

Despite this, it is still quite possible that Janna could die in this encounter, especially at higher APLs or if the PCs aren't very cautious about protecting her. Her death does cost the PCs experience points at the end but is not a serious impediment to the PCs completing their mission, so don't go out of your way to prevent this from happening.

Also note that, if Janna is slain, she reanimates as a zombie completely under the idol's control in 2d4 minutes. She cannot be *raised* or *resurrected* unless she makes a DC 33 Will save at the time of her death. If any PC dies during this encounter, that PC must make a DC 23 Will save or suffer the same fate. See Appendix II for details.

Concerning Encounter Distance: If the PCs have a light source out then all of the undead begin the combat at a distance of 50 feet or just beyond the range of low-light vision with the given light source, whichever is greater. If the PCs do not have light sources out then the undead begin the combat at a distance of 40 feet, which is the edge of darkvision range under the conditions. See individual APLs for surprise chances.

APL 8 (EL 11)

☞ **Gauran, Vampire Ftr7:** hp 53; see Appendix 3.

☞ **Gauran's Mount, Nightmare:** hp 45; see *Monster Manual* p. 194-95.

☞ **Miyu, Vampire Sor6:** hp 39; see Appendix 3: NPCs.

☞ **Ghasts (3):** hp 29, 29, 29; see *Monster Manual* p. 119.

APL 10 (EL 13)

☞ **Gauran, Vampire Ftr9:** hp 68; see Appendix 3.

☞ **Gauran's Mount, Nightmare:** hp 45; see *Monster Manual* p. 194-95.

☞ **Miyu, Vampire Sor8:** hp 52; see Appendix 3.

☞ **Morgh:** hp 91; See *Monster Manual* p. 189.

APL 12 (EL 15)

☞ **Gauran, Vampire Ftr11:** hp 83; see Appendix 3

☞ **Gauran's Mount, Advanced Nightmare:** hp 60; See Appendix 3

☞ **Miyu, vampire Sor10:** hp 65, see Appendix 3.

☞ **Morgh (2):** hp 91; See *Monster Manual* p. 189

If the PCs do not have a sighting on the undead to start then they must make DC 12 Listen checks to avoid being surprised.

Tactics: Lower-level undead are merely muscle. Gauran's primary tactic is to make ride-by charges on PCs from a height of 10 feet above the ground. He uses the "leaping charge" option for his Cavalry Charger feat to deal an extra 2 points of damage on any charge hit (he makes the Ride check automatically). He also attempts to dismount any mounted PCs, as detailed in the Cavalry Charger feat. If confronted in melee, charging is no longer an option, or he senses that PCs are readying actions against his charges (give him a Sense Motive check), he draws his greatsword and attacks in melee. He does not retreat or surrender. His mount fights as long as he is around, but retreats to the Ethereal plane if Gauran is destroyed.

At the beginning of combat Miyu has both *shield* and *see invisibility* active and has cast *cat's grace* on herself, Gauran, and Gauran's mount; bonuses for these spells are included in the stat blocks in Appendix 3. In combat she leads with *haste* at APL 12 and concentrates first on using *enervation* (if she has it) or *ray of enfeeblement* (if she doesn't) on stronger-looking PCs. Thereafter she uses damaging spells, *shatter* (on the holy symbols of clerics turning undead), or *glitterdust* as appropriate.

In this fight Miyu avoids melee if possible. If it isn't, she first tries to *dominate* a PC attacking her and use that PC to defend herself. Failing this, or if she runs out of functional spells, she changes into dire wolf form. This reduces her touch AC (but not regular AC) by 3, improves her grapple by +7, and replaces her slam attack with a bite attack equal to her base attack +6 for 1d8+10 damage + energy drain. She also gains the dire wolf's trip ability in this form.

APL 14 (EL 17)

☞ **Gauran, Vampire Ftr13:** hp 94; see Appendix 3.

☞ **Gauran's Mount, Advanced Nightmare:** hp 75; see Appendix 3.

☞ **Miyu, Vampire Sor12:** hp 78; see Appendix III: NPCs.

☞ **Dread Wraiths (2):** hp 104; see *Monster Manual* p. 258

If the PCs do not have a sighting on the bad guys to start then they must make DC 12 Listen checks to avoid being surprised.

Tactics: Gauran's tactics are the same as in lower APLs except that he draws *Life-Drinker* (see *Dungeon Master's Guide* p. 227) when ride-by attacks are no longer an option.

Miyu starts with *stoneskin* up on herself and Gauran. At this APL she has *flesh to stone* for arcane casters and *dismissal* for dangerous summoned creatures. She can also use her rod to empower three spells of 3rd level or lower; *ray of enfeeblement* against a fighter-type would be a particularly good choice. (Remember, though, that this is a full-round action for her since she is a sorcerer.) Her tactics and preparations otherwise resemble those for lower APLs.

The primary task of the dread wraiths is to attack those hidden from other NPCs (such as shadowdancers) and those that attack Miyu. Failing that, they attempt to take out PC fighters. They ignore Janna and any other PC who is not trying to fight in melee or damage them with spells except as noted above. As a general rule they use spring attack out of the ground when the PCs clearly have strong ways to harm them (like ghost touch weapons and spells that do extra damage against undead) and stand and fight otherwise. They do not retreat unless turned.

Concerning Overlapping DRs: At APLs 14 and 16 the vampires present and Gauran have DR/silver from creature type traits as well as DR/adamantine from *stoneskin*. When the subject is struck by a weapon, the most favorable DR to the subject applies. Hence, an adamantine weapon is lessened by the "silver and magic" DR and a magical silver weapon is lessened by the adamantine DR. Weapons that break neither DR are reduced by the "silver and magic" DR.

APL 16 (EL 19)

☞ **Gauran, Nightwalker:** hp 176; see *Monster Manual* p. 198

☞ **Altena, Vampire Wiz15:** hp 98; see Appendix 3.

☞ **Altena's Imp Familiar:** hp 49; see Appendix 3.

☞ **Dread Wraiths (3):** hp 104; see *Monster Manual* p. 258

If the PCs do not have a sighting on the undead then they must make Listen checks opposed by the worst of Altena (at +14) and Gauran's (at +26) Move Silently checks to avoid being surprised; the dread wraiths automatically gain surprise unless the PCs have undead detection active. If the PCs do have sighting distance on the undead then they must make Spot checks against the dread wraiths (at +26 Hide) and either Listen or Spot checks against Altena (at +14 Hide) and Gauran (currently at +28 Hide).

Prior to combat Altena has cast *mage armor*, *shield*, *protection from good*, *false life*, *resist energy* (acid, fire, or cold at your discretion), *fly*, *protection from energy* (against an energy type not chosen for *resist*), *stoneskin*, *true seeing*, and *spell turning* (9 levels) on herself (and, by extension, her familiar). She has also activated *freedom of movement* on herself off a ring, imbued her familiar with a *bestow curse*, cast a *stoneskin* on Gauran, and cast a *mass cat's grace* on all undead. Gauran has activated *see invisibility* and *haste* (15 rounds left) on all undead. Modifications for these spells are included for Altena and her familiar in the stat blocks in Appendix 3. Modifications for Gauran and the dread wraiths are listed below.

Desecrate: Altena gains an extra +30 hp, the dread wraiths each gain +32 hp, and all gain +2 on attacks, damage, and saving throws when within 20 feet of Gauran due to his *desecrate* aura. Also note that PCs attempting to turn undead in this area have a -6 profane penalty to the Charisma check.

Gauran—+2 initiative, +3 to AC [+1 dodge, +2 Dex], +1/+3 on melee/ranged attacks and one additional attack/round with full attack option, 70 ft. move, DR 10/adamantine, +3 on Reflex saves.

Dread Wraiths - +2 initiative, +3 to AC [+1 dodge, +2 Dex], +1 on attacks and one additional attack/round with full attack option, fly 90 ft. (good), +3 on Reflex saves.

APL 16 Tactics

Dread Wraiths: Their priorities in this combat, in order, are to 1) go after PCs effectively hiding from the other bad guys (such as shadowdancers, who cannot hide from them due to their lifesense), 2) go after PCs attempting to attack Altena directly, and 3) cripple PC clerics and fighter-types with their draining touch. They concentrate on spring attacking into and out of the ground if the PCs prove to have effective ways to hurt them (such as *ghost touch* weapons and *sunbeam* spells), but otherwise stand and fight at ground level. They use ground cover liberally to gain the most advantageous positioning and do not worry about staying in Gauran's *desecrate* aura.

Gauran: His first action in combat is to step forward to 30 foot range or the limit of the PCs' light source (whichever is lesser), allowing himself to be seen and bringing his gaze attack into play. He uses his spell abilities - *confusion*, *cone of cold*, *finger of death* (usually

on a spellcaster) - until they are exhausted or he is engaged in melee, although he may use them later if appropriate for the situation. For each of his first three rounds he also uses a quickened *unholy blight* regardless of what else happens. When he does engage in melee, he uses his full attacks on a single target until the person is down. If his target has a weapon that is proving particularly effective against him (i.e. getting by his DR), then he uses one or more melee attacks in a round to attempt to disarm his opponent—which for him means gaining possession of the target's weapon if successful. In this case he uses a standard action the next round to crush the weapon before the PC unless he can be disarmed back.

Concerning Disarms and Weapon Saves

Consult p. 155 of the *Player's Handbook* for specifics. Since Gauran has Improved Disarm, his disarm attack does not provoke an attack of opportunity and his bonus for the feat negates his penalty for not using a weapon. Thus Gauran's side of the opposed attack roll is modified only by his size advantage (+4 per category). The PC's attack roll is modified by weapon size (+4 if two-handed, -4 if light) and by the presence of a locked gauntlet (+10 bonus if present); a PC wearing spiked gauntlets can't be disarmed, and Gauran knows this.

For resisting the Crush Item attack, a weapon's Fortitude save bonus is equal to $2 + \frac{1}{2}$ the highest caster level used in the weapon + any other bonuses specifically against the item being broken. In most cases this means the item must roll a 20 to successfully save against Gauran!

Gauran fights until destruction as long as Altena is around. If she departs or is slain, he *plane shifts* away once reduced to single-hit-left range.

Altena: She spends as much of the combat as possible flying 10 feet above and no more than 10 feet laterally away from Gauran, which puts her 30 feet off the ground and gives her the benefits of his *desecrate* aura. From there she rains down destruction upon the PCs. [Note that this positioning reduces the effective range of her close-range spells by 10 feet and increases the range to her by PC ranged attacks by 10 feet. For sake of simplicity, assumes that sightings of her and by her under current lighting conditions are also reduced by 10 feet.]

Altena leads with *maze* on an obvious high-level cleric or druid unless she has a compelling reason to cast something else. She otherwise uses the most effective spell for the situation. She is extremely intelligent, so she prioritizes spells based on apparent threat rating and ability to resist attacks.

Quickened *true strike* is used to ensure that one of her ranged touch spells hits, and she can use her rod to Empower three spells of up to 6th level; best choices for this are *chain lightning*, *cone of cold*, and *ray of enfeeblement*. Utility spells for her include *shatter* (on clerical holy symbols), *dismissal* (on summoned creatures), *blink* (if targeted by an archer or engaged in melee), and *fire shield* (if approached in melee). Her catchall spell—and spell of last resort—is *limited wish*.

Altena endeavors to stay out of melee as much as possible. If approached, she attempts to *dominate* the PC and/or slow him down with an Empowered *ray of enfeeblement* while her familiar attempts to deliver *bestow curse*. If melee cannot be avoided, her tactic of last resort is a *limited wish* for a *Tenser's transformation*. She then battles it out until reduced to gaseous form at 0 hit points, at which point her *contingency* kicks in and whisks her way. If *limited wish* is not available to her at that point then she turns to *gaseous form* once into single-digit hit points and is thus whisked away by *contingency*. If the *contingency* is somehow neutralized prior to this then it's all over for Altena, since the winds will blow her gaseous form away before she can reach a place to reform. *If Altena does go to gaseous form, she drops the rod and loses the ioun stone and headband of intellect. All other equipment goes with her.*

Development: Once this battle is concluded the rest of the night passes uneventfully unless Janna was killed and one of the PCs has to take over the idol. In that case the night could be quite eventful still! Altena (if she survives or was not involved in the first place) does not bother the PCs again, since in her judgment recovering the idol is no longer worth the risk. If Janna is still alive and the PCs took no fatalities then the idol is much quieter than normal. If Janna died or the PCs took casualties, then the idol uses its telepathy to congratulate the group on a successful death.

Treasure:

APL 8: L: 33 gp; C: 0 gp; +1 *full plate* (221 gp per character), +1 *greatsword* (196 gp per character), +1 *lance* (192 gp per character), +1 *ring of protection* (167 gp per character).

APL 10: L: 0 gp; C: 0 gp; +1 *full plate* (221 gp per character), +2 *greatsword* (696 gp per character), +1 *cloak of resistance* (83 gp per character), +1 *lance* (192 gp per character), +1 *ring of protection* (167 gp per character), +1 *chain shirt barding* (129 gp per character).

APL 12: L: 0 gp; C: 0 gp; +2 *full plate* (471 gp per character), +2 *greatsword* (696 gp per character), +1 *cloak of resistance* (83 gp per character), +2 *lance* (692 gp per character), +1 *ring of protection* (167 gp per character), +1 *chain shirt barding* (129 gp per character).

APL 14: L: 0 gp; C: 0 gp; +2 *full plate* (471 gp per character), *Life-Drinker* (3,360 gp per character), +1 *cloak of resistance* (83 gp per character), +2 *lance* (692 gp per character), +2 *ring of protection* (667 gp per character), +1 *chain shirt barding* (129 gp per character), *rod of metamagic, empower, lesser* (750 gp per character).

APL 16: L: 0 gp; C: 0 gp; *rod of metamagic, empower* (2708 gp), *dusty rose ioun stone* (417 gp), +6 *headband of intellect* (3,000 gp per character).

ENCOUNTER 9: LAKE SPENDLOWE

By this point all the forces attempting to retrieve the idol have been temporarily thwarted. Thus the PCs have no further threats or watchers until they reach the finale in

Encounter 10.

The northern shores of Lake Spendlowe are predominately populated by Olman ex-slaves and those of the Oeridian-Flan mix that compose the bulk of the human population of the Hold. The valley as a whole is a refuge of peace and tranquility against the strife that tears apart the rest of the Hold. This is heavily due to the efforts of the Grand Duke of Berghof (who has kept his Duchy avowedly neutral) and partly due to the attitudes of the common people who live here. There are also rumors of some faint magical effect in the lake which promotes tranquility in the region, but these are unsubstantiated. This has not stopped the somewhat paranoid Olman ex-slaves from fortifying their temples, but these are the only places beyond the duke's castle on the eastern shore of the lake where armed soldiers and defensive structures can be seen while the PCs are within the valley.

Human PCs who are clearly of a Suel heritage have a -2 circumstance penalty on all Charisma-based checks while within the valley due to the intense dislike of the Olmans for the race of their former slave masters. All others are welcomed (treat NPCs as Friendly) provided that the PCs don't go around making open, overt displays of violence.

Another day of travel (four days if the PCs are on foot) ***gradually uphill brings you beyond a north-jutting spur of the Hellfurnaces and into the broad, flat valley that is the Grand Duchy of Berghof. Laid out before you is a land of striking beauty, one carpeted with grass and foliage of a vibrant green. Scattered about are orchards, farms, small villages, and large stone pyramids that might be some kind of temples, but you notice with interest that the villages are not walled. Nor, it would appear, is there much for fortifications of any kind that you can see in this valley. Dominating the center of the valley is a massive lake of tranquil water; this must be Lake Spendlowe.***

The time is mid-afternoon at this point. If Janna is still with the PCs, she is uncertain about how to proceed. If the PCs seem stumped about what to do, she suggests that representatives for the group might go into one of the villages and inquire about the location of the Room of the Stars. "Surely someone around here must know," she says. She refuses to go into a village herself because she does not want to give the idol a chance to infect more people with its evil effects.

If Janna has been lost, the PCs are going to have to figure out to do this on their own. If they seem stumped, have them encounter a passing traveler who suggests the above course of action to them. If a PC carrying the idol approaches a village or farmstead, the idol gleefully tries to use *contagion* via *spectral hand* and *suggestion* (to an act of violence) on anyone the PCs meet, including said traveler!

Hamlets, small villages, and Olman temple complexes are scattered throughout the valley. Most of the inhabitants of the valley have heard stories about the

Room of the Stars and know that it is supposedly located in the old silver mine "off to the west;" getting this information requires only a DC 15 Gather Information check. On a DC 20 Gather information check the PCs get directed to an "old timer" who worked in the Berghof silver mine before it played out 25 years ago. This takes an hour if the PCs roll for it, or four hours if they "take 20." The PCs can get multiple attempts at this by visiting multiple different locations, but it takes an hour for each attempt plus another hour to reach a new location.

If the PCs ask around for general local rumors and make a DC 15 Gather Information check, they learn one rumor plus one additional rumor for every five points by which the PC exceeds the check. Most of these rumors, listed below, have no relevance to this scenario; they are just flavor. This effort costs the PCs 2d4 gp.

- The Grand Duke has been trying hard to keep those "Scarlet Brotherhood goons" from interfering with the valley. So far he's succeeded.
- Did you hear that some temple to some ancient god was found deep into the Hellfurnaces northwest of here? The Brotherhood creeps are fighting each other over what that temple means.
- Yeah, there are some plant-like people called marodin living on the south shore of the lake. Real peaceful folk, by all accounts.
- (Only if the previous was also given) Legend has it that a spell was cast on the lake long ago to make the whole valley feel serene so it would be a refuge for the plant people, who were killed off everywhere else.
- Some people say the mine was really closed down because dark creatures from beneath the mountains took exception to how deep the miners were digging and chased them out.

When the PCs talk to the "old timer" (regardless of where they do it) they find a well-worn man of past 60 years who is a bit crotchety and, as he puts it, "down on his luck." He'll tell the PCs anything they want to know about the mine for a fee equal to 10xAPL gp. (At higher APLs the PCs look richer to him, and thus more able to afford a higher fee.) PCs who effectively use Diplomacy here can bargain him down to half that; assume he has a Sense Motive of +2 for the opposed checks. For this price he describes the location of the mine to the PCs in sufficient detail for them to find the mine. If asked about the Room of the Stars itself:

"It's a cavern with crystals imbedded in the domed ceiling off one of the main tunnels," the man says. "When you shine a lantern into it the crystals glitter like stars in the night sky. We came across it by accident 'bout thirty years ago. Seemed almost like it was a holy place of some sort, so no one messed with it. We sealed it off with boards and rubble when we closed the mine up. Just seemed like the thing to do."

If asked why the mine closed, the miner insists that it just played out; it had nothing to do with these “crazy rumors about dark beings scaring people off;” he was there on the mine’s last day, so he should know.

If asked for a map, the miner can provide one for how to get to the Room of the Stars for an extra fee of 5 gp + APL; this can also be bargained down if the PCs try. Give the players Player’s Map—The Mine.

On foot it takes the PCs a whole day to reach the mine; on horseback it can be done in six hours, but even that way it’s likely the PCs will have to camp another night before going into the mine. If they do then the night passes uneventfully.

ENCOUNTER 10: DESTINY IN THE MINE

If the PCs did not get exact directions to the mine then they have to spend six hours searching for it beyond their travel time; a DC 30 Search check can turn up an old, weed-overgrown path leading towards the mine, which cuts the search time in half.

Up ahead must be your destination: a large cave set into the back of a gully, with a stone sign fixed above it reading “Berghof Silver Mine No. 1.” The entrance has been securely boarded up, and metal tracks leading towards the mine entrance can be seen. There are no obvious signs of structures or that anyone has been here anytime recently.

A DC 25 Search check here turns up stones positioned appropriately to be the foundations for several buildings. The area was well stripped when the mine was closed, though, so there is nothing else of interest or value to find here.

A DC 13 Strength check is sufficient to break through the boards blocking the cave entrance, or they can be pried aside on two successful DC 10 Strength checks. Inside the mineshafts are generally 7 feet high and appropriately braced by sturdy wooden beams. Except where noted on DM’s Map: Berghof Mine, the shafts are quite safe; a DC 15 Knowledge (architecture and engineering) check can determine this, as can a dwarf on a DC 15 Search check with their stonemasonry bonus. Equivalent checks at the locations marked “unsafe” on the map can determine that those areas are prone to cave-ins. PCs who do not act cautiously in those areas can cause a partial cave-in which does 3d6 damage (at APLs 8-10) or 5d6 damage (at APLs 12+), with a DC 16 Reflex save for half damage.

The only place in the mine where there is anything of particular interest beyond the Room of the Stars and the cave-in is at Point A, where a cleverly-concealed secret door can be found on a DC 40 Search check. This opens onto a passage that leads to the Underdark. The miner’s map does not indicate this, nor does any description about where in the mine the Room of the Stars is suggest that this is the way to go. If Janna is with the PCs then she

comments that she doesn’t think this is the right way. If the PCs insist on exploring this direction then ask the PCs how many days they want to spend wandering around in deep caves fighting illithid and their minions, because that’s what they find. If the PCs actually go ahead with this then add 2 extra TUs onto the normal cost for this scenario (the time the PCs spend extricating themselves from that mess) with no extra experience or gold benefit to show for it.

ENCOUNTER 10A: THE ROOM OF THE STARS

In ages long past the illithid discovered a chamber whose crystal-embedded walls created an unusually potent resonance when psychic energies were used within. For countless years they used the chamber for special ceremonies, but eventually they had to abandon it due to shifts in power in the Underdark that made continuing trips to it to be impractical. Decades later humans discovered the cave when one of their mining shafts breached its wall. The illithid, upon learning of this, were unhappy that their holy sanctum had been breached, so they sent agents to covertly convince the miners, via wide use of *suggestion* effects, that the silver in the mine had played out.

The same psychic resonance that the illithid found appealing is also the key to destroying the idol, for it allows the idol to transform into a form that frees it of its entrapment by its possessor—but that same transformation also leaves the idol vulnerable enough that the PCs can more easily harm it. For, in the end, the PCs themselves are “the means to destroy the idol” referred to in Slayn’s divination.

The entrance to the Room of the Stars is boarded up and covered by piled rubble. It takes a half-hour minus one minute for each point of Strength bonus among PCs doing the clearing for the rubble and boards to be moved out of the way. Once the PCs can enter, describe only an empty cave if they are not using a light source. If the PCs do have a light source:

The roughly circular chamber is about forty feet across with a domed ceiling twenty-five feet high at its center. Your light source glints off of crystals imbedded in the ceiling, giving one the impression of looking up at constellations in the night sky. There are no obvious exits from this room beyond the one that you entered through, nor does there appear to be anything else in the chamber. A thick layer of dust covers the floor, and it does not show any signs of having been disturbed.

Anyone who uses *detect thoughts* or any other form of mind-reading or telepathy within the chamber must make a DC 18 Fortitude save the first time they do it or take 2d6 subdual damage and be stunned for one round when the thoughts echoing through their head at tenfold volume momentarily overcome them. This is not a magical effect, and later attempts do not require a saving throw. A PC

who does experience this effect and thereafter makes a DC 25 Knowledge (arcane) check can determine that some special property of the crystalline arrangement is the cause of the amplification.

There are no magical auras in this room and no secret doors or compartments to be found, although the PCs should be allowed to check. On a DC 15 Knowledge (dungeoneering) check (or an equivalent Intelligence check for a dwarf using stonemasonry), PCs can determine that the walls are natural. On a DC 25 check PCs can determine instead that the walls are mostly natural but have been subtly shaped here and there for some effect. PCs examining the ceiling can determine, on a DC 15 Knowledge (dungeoneering) check, that the crystals scattered through the exposed ceiling are highly unusual but not necessarily unnatural.

The idol realizes almost immediately that the psychic resonance of this place will empower it enough to free itself and transform, but it waits for a few minutes while the PCs search fruitlessly for some clue about what they're supposed to do (and thus allows some pump spells to wear off, perhaps!). Once it seems like the PCs are exhausting their search options, or once they start questioning Janna further, it is time for the idol to act.

If Janna is still with the PCs and carrying the idol, read Option A. If Janna is gone and one of the PCs is carrying the idol, take that player aside and inform her that the idol is projecting a painfully loud evil laugh into the PC's mind while trying to squirm out of the PCs' grasp, bindings, or however else the idol might be carried. That PC may take a single standard action. Regardless of what the PC does, though, the idol twists free of whatever confinement or grasp the PC has it in; treat it as having *freedom of movement* for purposes of this effect. Once it is free, read Option B.

Option A

Janna shakes her head, a confused look on her face. "I do not understand this," she says. "Slayn's divination was very specific about us finding the 'means to destroy the idol' here." She holds the idol out in front of her. "So what are we supposed to do with you?" she says, seeming to address the idol.

Suddenly the idol twists in her hands and pops free of her grasp. The rope securing it to the priestess snaps. Before any of you can react, the idol flies into the center of the room and begins to pulse. You hear a painfully loud voice shouting in your heads.

"Free!" it exclaims. "Free free free! No longer am I that witch's prisoner! Oh, the death and havoc that I will wreak!"

With each pulse the idol seems to be growing larger.

Option B

The idol suddenly twists free of the grasp of (PC's name). Before any of you can react, the idol flies into the center of the room and begins to pulse. You hear a painfully loud voice shouting in your heads.

"Free!" it exclaims. "Free free free! No longer am I

anyone's prisoner! Oh, the death and havoc that I will wreak!"

With each pulse the idol seems to be growing larger.

The idol is 15 feet off the ground when it starts to transform, but its corporeal aspect (see below) is standing on the ground once it is done. The PCs have one round to react before the idol fully transforms. Strikes against the idol while it is transforming are still counted as if striking the idol as a magic item (hardness of 26) Nothing the PCs can do stops the transformation, but any damage dealt to the idol while it is transforming carries over to its corporeal form.

With a final pulse the idol settles at a medium (APL 8)/large (APLs 10-14)/huge (APL 16) size. A dark, sinister red glow fills its eye sockets. From out of its mouth streams what you at first think is a plume of smoke, but it quickly coalesces into a ghostly figure. This is not any ordinary spirit, however, for although its insubstantial form is vaguely humanoid, its body is composed of the faces of tortured souls crying out in agony. Its face, a pale white mask of generic features, cackles gleefully.

"Thanks to you all for allowing me this transformation," it says. "Now I must feast on your souls and add them to my collection."

(If Janna is present, add:) *Janna shrieks in despair as she points at various face within the ghostly form. "Gerardann... Aster... Slayne... oh, no, all there..."*

If any PC died in Encounter 8 and failed to resist the idol's *soul drain*, that PC's face is also present in the mix.

At this point all PCs in the Room of the Stars must make saving throws against the spirit's horrific appearance. (PCs not in the room and not looking in must make this save when they first see the spirit.) Combat then ensues unless the PCs try to talk to the spirit, but that only earns them further comments about sucking the souls out of the PCs (and Janna) and feasting on them. The idol is thoroughly and irredeemably evil and cannot be reasoned with.

APL 8 (EL 10)

➤ **Idol Spirit, Ghost Sor6:** hp 39, see Appendix 3.

➤ **Idol Body, Lesser Stone Golem, Modified:** hp 64, see Appendix 3.

APL 10 (EL 12)

➤ **Idol Spirit, Ghost Sor7:** hp 46; see Appendix 3.

➤ **Idol Body Stone Golem, Modified:** hp 107; see Appendix 3.

APL 12 (EL 14)

➤ **Idol Spirit, Ghost Sor11:** hp 72; see Appendix 3.

➤ **Idol Body, Stone Golem, Modified:** hp 107; see Appendix 3.

APL 14 (EL 16)

➤ **Idol Spirit, Ghost Sor12:** hp 78, see Appendix 3.

➤ **Idol Spirit, Advanced Stone Golem, Modified:** hp 161; see Appendix 3.

APL 16 (EL 18)

➤ **Idol Spirit, Ghost Sor14:** hp 91; see Appendix 3.

➤ **Idol body, Greater Stone Golem, Modified:** hp 205; see Appendix 3.

At all APLs the idol body is treated as a stone golem with the following modifications:

- It is unaffected by *rock to mud* and *mud to rock*. Instead, necromancy spells repair 1d8+1 hit points per spell level, while healing spells damage it as if it were undead.
- Instead of *slow*, it may use *eyebite* once every other round (at APLs 8 and 10) or once every round (at APLs 12+) as a free action.
- For the next hour the golem only has fire, cold, acid, sonic, and electricity resistance 10 (at APL 8), 15 (at APLs 10-12), or 20 (at APLs 14-16) and can be harmed by magical force effects. It is still immune to all other magical effects that allow spell resistance.
- After one hour the body solidifies into its final form, which becomes DR 20/-, loses all above vulnerability to energy attacks, and effectively becomes an adamantine golem.

Any PC attempting to identify the body believes it to be a stone golem on a DC 15 Knowledge (arcane) check. On a DC 30 check the “golem” will be recognized as being very atypical for its type.

The spirit of the idol is a composite, quasi-living entity made of all the souls the idol has absorbed since its reactivation. For most practical purposes it is treated as a ghost, though it is considered a living creature instead in cases where that would be to its advantage (such as when struck by a *searing light*). It also responds differently to turning. Any attempts to rebuke or command it automatically fail, but any successful turn attempt against it strips the spirit of one of its absorbed souls (describe it as one of the faces disappearing from the spirit's body), which affects the spirit as if it had taken a negative energy level. The spirit also controls the body.

Both the spirit and the body have special vulnerabilities to Janna, who was able to resist the idol for considerable time. (If Janna is dead, then a PC who has carried the idol and always resisted its ego conflict gets this benefit instead.) Against her the body has no DR or natural armor class and the spirit has a -2 rather than +4 turn resistance. Additionally, the body and spirit both have a -4 penalty on attack and damage rolls against her and she gains a +4 bonus on saving throws against their effects. The idol's consciousness is *not* aware of this and so will not regard her as a significant threat until the vulnerability is revealed.

Idol Tactics: These are simple: bash anyone within range and target PCs (and Janna) indiscriminately with

eyebite as often as possible. The spirit directs it to give first priority to targets wielding adamantine weapons, but otherwise it strikes at random when multiple targets are within reach.

Spirit Tactics: At all APLs the spirit begins the fight with an active *spectral hand*. At APLs 12+ it also begins combat with an active *cat's grace* and at APLs 14+ it begins with an active *shield*; these are included in its stats in Appendix III. The spirit spends the fight hovering directly above the body unless it has specific reason to lower itself to the ground (which it shouldn't, unless it's trying to use its malevolence).

At APLs 8 and 10 the spirit leads with its *waves of fatigue* ability and then concentrates primarily on using *vampiric touch* via *spectral hand* until its 3rd level spell slots are exhausted, after which it uses the most appropriate spells for the situation. If effectively targeted by clerical turning or magical attacks, it uses *blindness* on those offenders.

At APLs 12 and 14 the spirit leads with *waves of fatigue* then uses *shout* (if the PCs are grouped nicely), *enervation* (on spellcasters and clerics), *telekinesis* (on fighter-types), or *vampiric touch* (on anyone) as appropriate; it focuses on the latter in particular if it is starting to get low in hit points. *Blindness/deafness* is used on those attacking it with ranged attacks, while *bestow curse* (give the attacker a 50% chance to do nothing each round) is for foes that melee it. At APL 14 it uses *circle of death* if the PCs start pulling out summoned creatures in numbers. (Note that Janna can be affected by this spell.) Otherwise those slots are used by lower-level spells, but the spirit always keeps at least one 6th level slot open just in case.

At APL 16 the spirit leads with *wave of exhaustion* and has a happy time *disintegrating* people and things, though it will always save one 6th level slot for “emergencies.” Beyond this its tactics are similar to those for APL 14.

At all APLs the spirit uses its *animate dead* ability immediately on any slain PC, even if that wouldn't be its most prudent course of action. (It's obsessive about animating corpses.) It also may use a necromancy spell (all but the bold ones on its spell list) to repair the body if you deem it appropriate for the situation. Once the spirit perceives itself to be reduced to a “danger zone” it attempts to use its malevolence effect on the PC it judges to have the worst Will save; remember, it has been able to test and observe the PCs for several days now, so it should have a good idea of who the best target is. If successful, it forces that PC to attack its fellows until the body is immobilized, rendered unconscious/slain, or the spirit is forced out by *protection from evil*, *magic circle vs. evil*, or the ability of the Exorcism domain. Once finished with the body, the spirit moves on to the next target if able.

Janna's Tactics: If the PCs go into this encounter lacking adamantine weapons and/or seem likely to struggle against the golem, then Janna draws the *sword of Gerardann* on her first action and offers it to a good-aligned PC, with preference given to a paladin or

open worshiper of Heironeous. (If Janna is not alive then one of the PCs is carrying this sword and thus could use it.) If there are no obviously good-aligned PCs then she does not make this offer. Janna otherwise concentrates on healing PCs and countering the effects of the spirit's spells. If the PCs are well equipped for healing and the APL is 10+, then Janna concentrates on attempting to turn the spirit whenever she is not needed to heal someone.

When the idol body is reduced to single-digit hit points it begins to wobble on its feet and shows stress fractures across its frame. If Janna is present and still on her feet at this point then she calls upon the PCs to stand down, for she should be the one to strike the final blow. If PCs object on any grounds, she politely but quite firmly insists that this is the way it should be. This is her task to finish, and so she should be the one to take the risk of whatever consequences might result from the destruction of such a powerful item. Because of its vulnerabilities against her, Janna should have little problem hitting the body and landing the remaining few points of damage.

If Janna was slain in encounter 8 and her soul drained by the idol, then she is able to muster enough will to assert herself against the spirit from within once it starts attempting to use its malevolence. Describe this to the PCs as the spirit struggling violently against itself. After a moment the PCs hear Janna's voice coming from the spirit telling them that she can hold the spirit in check long enough for them to finish destroying the body without interference. *Make this a suitably dramatic and tearful scene if it comes up!*

If the PCs must retreat from this fight to regroup, keep in mind that the idol gets stronger after one hour. You can have a PC make a DC 25 Knowledge (arcane) check to judge that it might be only temporarily weaker. If they forsake trying to destroy the idol, read Epilogue C.

Development: The character who lands the final blow against the idol body—whether it is Janna or a PC—must make a Fortitude save at a DC equal to 16+APL or be inflicted with the *curse of the idol*; this is detailed in the Conclusion.

When the body is struck down, read the following:

As the final blow lands against the idol's body cracks spread across the entirety of its surface. A low, heavy rumbling sound, so strong that you can feel it in your gut, reverberates throughout the room. The idol's mouth opens as it releases a high-pitched scream, while a dark, reddish light seeps through the cracks in the idol's body. Below the wail you can hear—no, rather, feel—the rumbling sound gradually increasing in pitch and intensity.

At this point the PCs have eight rounds to reach a "minimum safe distance." If they don't start acting immediately and Janna is still alive, she realizes what is happening and urges the PCs to flee with all haste. A PC who makes a DC 20 Knowledge (arcane) check can also estimate that the idol body is probably building to a detonation.

Anyone and anything in the chamber when the idol detonates takes 10xAPL damage, with a DC 20+½ APL Reflex save for half damage. Half of this damage is force damage, the other half is from adamantite and rock shrapnel, so nothing short of a magical force barrier contains or protects against the blast. Those outside the room but within 30 feet of its entrance take a number of d6s of damage equal to the APL and are knocked to the ground, with a Reflex save for half damage and to prevent being knocked down (DC=14+ ½ APL). PCs out of the blast range hear and feel a mighty explosion from the Room of the Stars.

Within a round after the explosion the mine itself starts to tremble, for the explosion has triggered an earthquake. Stone chunks start falling from the ceiling and support beams begin to creak and splinter. For the first minute the PCs are not in danger of taking damage. After that point PCs still in the mine must make a DC 18 Reflex save each round or take 3d6 damage from falling rocks. Anyone not out of the mine within two minutes after the explosion is dead and buried—literally—unless they have some really creative way to stay alive. It will take quite some doing to dig out the body in this case.

Once the PCs are well clear of the mine:

A cloud of dust belches forth from the old mine as rocks continue to tumble down. The ground trembles slightly under your feet for almost a full minute before subsiding. When the dust clears the mine's entrance has been buried under a rockslide.

If Janna is still with the PCs and is conscious, or once she is restored to consciousness, also read the following:

Janna looks back in the direction of the mine as tears come to her eyes. The stolid determination that has so characterized her for the past few days falls away as her face becomes a mask of grief and her whole body trembles. She collapses to her knees (or into the arms of a PC, if one or more of the PCs has made a specific effort to console her since Encounter 4) and allows herself to be overcome by her sorrow. Now that she is released from her task, it seems she no longer needs to hold it all in.

"Oh, Gerardann, it is done," you hear her say, "but the cost... the cost..."

Use Epilogue A if Janna survives, Epilogue B if she does not.

EPILOGUE

Any PC who was slain this adventure and had their soul drained by the idol may be recovered to life by a *raise dead* (if the PCs prevent the corpse from animating) or a *resurrection* (if they didn't) once the idol's body is destroyed.

If the idol spirit was not destroyed before the idol body then the PCs can determine through divinations that the spirit still lingers but has been rendered

powerless—and stripped of its absorbed souls—by the destruction of the body. It should remain trapped in the mine for a good long time. (Or Kalinin can determine this for the PCs if they ask him to look into it upon their return.)

Any PC who helps in the idol's destruction in any way and also played *Witch Hunt* receives the *Enemy of the Dark Powers* certification on the AR.

Epilogue A: Mission Complete, Janna Survives

It is assumed that the PCs escort Janna back to Dryden's compound, from where Kalinin can be contacted. High-level PCs might have the means to transport her directly back to Kalinin. Either way read the following if Janna was the one to strike the fatal blow:

It is always a sad day when heroes are lost furthering a great cause, but it appears the cost of ridding the world of the idol may not be over yet. A few days after leaving the mine Janna starts to fall sick, and no attempts to cure the sickness prove successful. It seems that the idol has struck one final blow.

"You need not worry about me," Janna assures you as she smiles sadly, "for if the cost should ultimately be my life then it is a price I am willing to pay. I will summon my family and spend what time I have remaining with them. I wish you all well."

Nothing short of a *wish* or a *remove curse* cast by an 18th level or higher necromancer can negate the curse on Janna. In the highly unlikely event that a PC can break it, Janna is profusely thankful. Either way, with this ending Janna offers any PC access to her *sash of the healer* (see New Items summary). A *single* PC who is a paladin and/or a worshiper of Heironeous is also allowed to claim the *sword of Gerardann* as a token of Janna's esteem, and a paladin who made the agreement with Palanor in Encounter 5 can claim Palanor as a bonded mount, under the conditions described on the AR. The PCs are also paid by Kalinin and gain access to the starred magic items listed on the AR through his connections.

At APL 14 Janna and Kalinin offer to exchange general access to a lesser duplicate of the *sword of Gerardann* for the hideous *Life-Drinker* that the PCs recovered in Encounter 8. This weapon is also made available at APL 16.

Epilogue B: Mission Complete, Janna has died

It is assumed that the PCs return to Dryden's compound (or to Kalinin directly) and report on what has happened. Kalinin is saddened by the loss but accepts that the PCs did what they could and is heartened that at least some good (the destruction of the idol) came out of it. The PCs do get paid by him and get the access to the magic items listed under the Favor of Kalinin but do not get access to the *sash of the healer* or *sword of Gerardann*. Any paladin who made the agreement with Palanor in Encounter 5 also loses that opportunity.

If the PCs did what Janna asked and used her *charm*

of sending upon her death, also read the following:

A week later, as you are traveling down the road to your next destination, your group is met by five individuals. One is a human man of middle years dressed in robes, another is a somewhat younger burly man dressed in medium armor and carrying several weapons. Two more are slightly younger sturdily-built human women in ranger garb who are striking for the fact that they are identical twins; they even dress exactly the same. The fifth and youngest is a short, petite human woman wearing light armor and carrying a mandolin on her back. For a moment you think they look familiar even though you're sure you've never met them before, and then it occurs to you: they all have some feature that, to one degree or another, strongly resembles those of Janna.

"We are the siblings of Janna," the eldest says. "We understand that you were with her at her end. Please, tell us of how this came to pass."

These people are as advertised and are the other PCs from the Classic event *Family Matters*, as described in the DM's Introduction. If time remains and both you and the players have the inclination, role-play this out. Otherwise the round is over.

Epilogue C: The PCs Fail

If the corporeal idol is not destroyed then no means can bring back PCs that died in its presence and failed their save against its *soul drain* effect.

In this instance an adamantite golem directed by a powerful evil spirit is now loose in the land—certainly not a good thing! PCs that survived and manage to return to report to Kalinin (whether directly or via Dryden) receive only the up-front pay guaranteed to them. They also hear stories in coming weeks about the Duchy of Berghof—and, later, other parts of the Hold of the Sea Princes—being ravaged by some powerful and seemingly unstoppable new creature.

Epilogue D: The PCs Destroy The Idol Early

Unless the idol was destroyed inside an *antimagic field*, the PC striking the final blow earns the *curse of the idol* given on the AR unless he makes a DC 16+APL Fortitude save. The idol also detonates one round later. Use the effects described in Encounter 10, with a blast radius of 30 feet for the full effect an 80 feet for the lesser effect; an *antimagic field* only suppresses the blast until the field is removed. Also read the following:

As the shockwave from the blast dissipates, you notice an ugly green miasma hanging in the air. It quickly thins out as wisps rapidly stray away in all directions.

Janna sheds tears of relief over the destruction of the idol and the end of a quest that has cost her so much, but your rejoicing over your success is short-lived. Over the next couple of days you hear reports of rampant, widespread diseases that have suddenly popped up throughout the surrounding land. It seems the idol had

the last laugh.

The rest is a story for another day...

EXPERIENCE POINT SUMMARY

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

Encounter Four

Demons are defeated:

| | |
|--------|--------|
| APL 8 | 270 XP |
| APL 10 | 330 XP |
| APL 12 | 390 XP |
| APL 14 | 450 XP |
| APL 16 | 510 XP |

Encounter Eight

Undead are defeated:

| | |
|--------|--------|
| APL 8 | 330 XP |
| APL 10 | 390 XP |
| APL 12 | 450 XP |
| APL 14 | 510 XP |
| APL 16 | 570 XP |

Encounter Ten

Idol is defeated:

| | |
|--------|--------|
| APL 8 | 300 XP |
| APL 10 | 360 XP |
| APL 12 | 420 XP |
| APL 14 | 480 XP |
| APL 16 | 540 XP |

Epilogue D

Idol is destroyed somewhere other than the Cave of Stars:

| | |
|--------|--------|
| APL 8 | 180 XP |
| APL 10 | 240 XP |
| APL 12 | 300 XP |
| APL 14 | 360 XP |
| APL 16 | 420 XP |

Story Award

Janna is alive at the end:

| | |
|--------|--------|
| APL 8 | 60 XP |
| APL 10 | 90 XP |
| APL 12 | 120 XP |
| APL 14 | 150 XP |
| APL 16 | 180 XP |

Discretionary role-playing award

Awarded if the PCs employed a significant amount of role-playing to complete the scenario:

| | |
|--------|--------|
| APL 8 | 165 XP |
| APL 10 | 180 XP |
| APL 12 | 195 XP |
| APL 14 | 210 XP |
| APL 16 | 225 XP |

Total possible experience:

| | |
|--------|----------|
| APL 8 | 1,125 XP |
| APL 10 | 1,350 XP |
| APL 12 | 1,575 XP |
| APL 14 | 1,800 XP |
| APL 16 | 2,025 XP |

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter, add up the remainder. That is the number of gold pieces a character's total coin value increases at the end of the adventure. Write the total in the GP Gained field of the adventure record.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Five:

Recovered from Crusaders:

APL 8: L: 801 gp; C: 0 gp.

APL 10: L: 801 gp; C: 0 gp.

APL 12: L: 801 gp; C: 0 gp; +1 *mithral full plate* (958 gp per character).

APL 14: L: 801 gp; C: 0 gp; +2 *mithral full plate* (1,208

gp per character)

APL 16: L: 696 gp; C: 0 gp; +3 *mithral full plate* (1,625 gp per character), 4 +1 *longsword* (193 gp each per character), +2 *chain shirt barding* (379 gp per character).

Encounter Eight:

Defeat the undead:

APL 8: L: 33 gp; C: 0 gp; +1 *full plate* (221 gp per character), +1 *greatsword* (196 gp per character), +1 *lance* (192 gp per character), +1 *ring of protection* (167 gp per character).

APL 10: L: 0 gp; C: 0 gp; +1 *full plate* (221 gp per character), +2 *greatsword* (696 gp per character), +1 *cloak of resistance* (83 gp per character), +1 *lance* (192 gp per character), +1 *ring of protection* (167 gp per character), +1 *chain shirt barding* (129 gp per character).

APL 12: L: 0 gp; C: 0 gp; +2 *full plate* (471 gp per character), +2 *greatsword* (696 gp per character), +1 *cloak of resistance* (83 gp per character), +2 *lance* (692 gp per character), +1 *ring of protection* (167 gp per character), +1 *chain shirt barding* (129 gp per character).

APL 14: L: 0 gp; C: 0 gp; +2 *full plate* (471 gp per character), *Life-Drinker* (3,360 gp per character), +1 *cloak of resistance* (83 gp per character), +2 *lance* (692 gp per character), +2 *ring of protection* (667 gp per character), +1 *chain shirt barding* (129 gp per character), *rod of metamagic, empower, lesser* (750 gp per character).

APL 16: L: 0 gp; C: 0 gp; *rod of metamagic, empower* (2708 gp), *dusty rose ioun stone* (417 gp), +6 *headband of intellect* (3,000 gp per character).

Conclusion:

Payment by Kalinin (includes up-front amount):

APL 8: L: 0 gp; C: up to 400 gp; M: 0 gp

APL 10: L: 0 gp; C: up to 500 gp; M: 0 gp

APL 12: L: 0 gp; C: up to 600 gp; M: 0 gp

APL 14: L: 0 gp; C: up to 700 gp; M: 0 gp

APL 16: L: 0 gp; C: up to 800 gp; M: 0 gp

Total Possible Treasure

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

APL 14: 6,600 gp

APL 16: 9,900 gp

Special

Sash of the Healer: This decorative sash, which takes up the belt slot when worn, gives the wearer a +5 competency bonus to all Heal checks. A wearer who is a divine spellcaster may also use it to empower three healing spells per day of up to 3rd level, just as if she had prepared the spells with the Empower Spell feat. This is a use-activation device, although casting the spell provokes an attack of opportunity as normal.

Strong conjuration; CL 17th; Craft Wondrous Items, Empower Spell, *cure serious wounds*; Price 9,000 gp.

Sword of Gerardann: This +2 *adamantine longsword* has a

holy symbol of Heironeous set into its cross guard, and so can be used as a divine focus by a worshiper of Heironeous. It may be upgraded with *holy* at the end of any Core adventure beginning or ending in the domain of Greyhawk for half the normal cost (12,000 gp instead of 24,000 gp).

Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, *holy smite*, creator must be good; Price 11,015 gp.

Curse of the Idol: The idol's dying curse has afflicted the PC with the equivalent of a dreadful wasting disease. While this curse is in effect the PC heals naturally at 1/3 the normal rate and steadily loses weight. For each TU spent beyond this adventure, the PC loses one point each of Strength and Constitution, with losses assessed at the end of the adventure. These losses cannot be restored by any normal means while the curse is in effect. Only a *remove curse* by a 16th level or higher caster can break this curse.

Palanor: This paladin of 6th level or greater has proven worthy of claiming Palanor, Gerardann's former bonded mount, as his or her bonded mount. Palanor has an Intelligence of 10 and can speak telepathically to his chosen owner but otherwise conforms to the normal stats for a bonded celestial warhorse. This paladin must spend one additional TU to assimilate to Palanor and takes half xp and gp for the adventure.

Enemy of the Dark Powers: This PC has twice thwarted the workings of the Dark Powers in their efforts to regain a foothold in the Flanaess. The Dark Powers do not quickly forget or forgive such interference.

Favor of Kalinin: Through Kalinin's connections the PC has access to all starred magic items listed below.

APL 8

+1 *chain shirt barding* (Adventure, CL 3rd, DMG)

sash of the healer (Adventure, CL 17th, DMG)

*+2 *cloak of resistance* (Core, CL 8th, DMG)

**wand of magic missiles* (Core, CL 3rd, DMG)

**Quaal's feather token: whip* (Core, CL 12th, DMG)

**goggles of minute seeing* (Core, CL 3rd, DMG)

APL 10

+2 *greatsword* (Adventure, CL 8th, DMG)

+2 *full plate* (Adventure, CL 8th, DMG)

*+1 *shield, bashing* (any size, metal or wooden; Core, CL 8th, DMG)

*scroll of *summon monster V* (Core, CL 9th, DMG)

**lens of detection* (Core, CL 9th, DMG)

**pearl of power* (3rd level; Core, CL 17th, DMG)

APL 12

+2 *lance* (Adventure, CL 8th, DMG)

+1 *mithral full plate* (Adventure, CL 5th, DMG)

**Boccob's blessed book* (Core, CL 7th, DMG)

* *boots, winged* (Core, CL 5th, DMG)

APL 14

+2 *chain shirt barding* (Adventure, CL 8th, DMG)

+2 *mithral full plate* (Adventure, CL 8th, DMG)

lesser rod of metamagic: empower (Adventure, CL 17th, DMG)

*+1 *holy adamantite sword* (any sword type; Core, CL 7th, DMG)

* *minor ring of energy resistance: fire* (Core, CL 3rd, DMG)

* *ring of spell storing, minor* (Core, CL 5th, DMG)

APL 16

rod of metamagic: empower (Adventure, CL 17th, DMG)

+3 *mithral full plate* (Adventure, CL 11th, DMG)

dusty rose ioun stone (Adventure, CL 12th, DMG)

+6 *headband of intellect* (Adventure, CL 8th, DMG)

* *pearl of power* (4th level; Core, CL 17th, DMG)

APPENDIX 1: JANNA

☞ **Janna Camarillo, female human C6/RSP2**; HD 6d8-6 + 2d6-2; hp 25; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Base Attack +5; Grapple +4; Atk/Full Atk +6 melee (quarterstaff, 1d6+1) or +5 ranged (as spell); SA turn undead (+4 on check), greater turning 4/day (destroys undead); SQ spontaneous casting, radiance, +1 caster level on healing spells; AL NG; SV Fort +9, Ref +4, Will +18; Str 8, Dex 10, Con 8, Int 13, Wis 22, Cha 13.

Skills and Feats: Concentration +10, Diplomacy +10, Heal +21, Knowledge: Religion +10, Perform (singing) +2; Profession: Herbalist +7, Sense Motive +8, Spot +6; Augment Healing (CD), Combat Expertise, Extra Turning, Iron Will.

Turn Undead (Su): Turn as 8th level cleric, 4/day with a +4 bonus to the roll, turn 2d6+8 HD and destroy undead of 4 HD or less. Four times per day a Greater Turning can be performed, destroying any undead that would normally be turned.

Radiance: The radius of illumination of any spell with the light descriptor is doubled, and all such spells are cast at +1 caster level.

Divine Health (Ex): Immune to all natural and magical diseases.

Empower Healing (Ex): Any domain spell from the Healing domain (those in starred in Janna's spell listing) is treated as Empowered.

Possessions: +2 *peript of wisdom*, +2 *mithral chain shirt*, +2 *cloak of resistance*, *sash of the healer* (see Special Items listing; wearer has a +5 circumstance bonus on Heal checks and can Empower three healing spells of up to 3rd level per day), +2 *defender quarterstaff*, holy symbol of Pelor, *charm of sending* (special; see Encounter 5).

Typical Spells Prepared—Cleric (6/6/5/4/3 + sphere spells, base DC = 16 + spell level): 0-*create water, detect magic, guidance(x2), mending, purify food and drink*, 1st-*bless, cure light wounds**, *consecrate, remove fear, protection from evil, sanctuary, shield of faith*; 2nd-*align weapon(x2), calm emotions, cure moderate wounds**, *remove paralysis, status*; 3rd-*cure serious wounds**, *prayer, remove disease(x2), remove blindness/deafness*; 4th-*cure critical wounds**, *divination, neutralize poison, restoration*

Description: 5 ft. 4 in. tall, weight 100 lb., 32-year-old Suloise woman with dark blond hair, tanned skin, blue eyes, and a slender build.

Janna is a kind, gentle, and caring soul who understands the need for violence in some situations but hates it all the same. She is utterly committed to her healing craft and will not deny aid to those who need or request it, regardless of mitigating factors or personal risk to herself. Because of a sacred oath she made when she became a cleric of Pelor, she has completely forsworn violence; she will not strike to harm another living creature even in defense of her own life. Whenever possible she seeks to mediate situations to avoid conflict,

and she *never* raises her voice in anger. If insulted or treated rudely, she attempts to ignore or deflect the offending remarks with grace. It should be extremely difficult to provoke a hostile response from her.

Though Janna's outward appearance and demeanor suggest frailty, meekness, and humility, she is a woman of indomitable will and passionate devotion to her convictions; this should come through clearly when role-playing her. She will bear through any physical or emotional pain necessary to see through to completion a cause to which she has committed herself.

Tactics: See individual encounters for how Janna acts in particular combat situations. In general, if she is threatened personally then she fights defensively and with maximum expertise and weapon defense, giving her a -11 modifier on melee attacks but a +9 bonus to both regular and touch AC.

APPENDIX 2: THE IDOL

The idol is a unique life form, essentially a living construct. In Encounter 10 the idol is fully awakened and able to transform into its true nature; refer to the stats given in Appendix III at that point. Prior to encounter 10 it is still functionally an intelligent magic item.

The idol grants a +3 deflection bonus to AC, a continual *deathwatch* ability, and 120 foot lifesense to any creature who carries the idol and willingly subordinates its will to the idol. A possessor who denies the idol's will receives none of these benefits, is continually fatigued, and must make an ego conflict check against it once each day (see Ego Conflict, below).

Size: Tiny

Hardness: 23

Hit points: 190

Move: fly 60 [perfect], as spell

Armor Class: 22 [+2 size, +4 Dex, +3 armor, +3 deflection], touch 19

Attack (touch via *spectral hand*): +13

Spell Resistance: 12+APL.

Saving Throws: Fort +10, Ref +14, Will +14.

Abilities: Str –, Dex 18 (but only when unattended), Con –, Int 18, Wis 18, Cha 18.

Physical Traits: The idol is carved crudely from a piece of unrefined adamantine ore. Various magical effects poured into its creation give its surface a toughness equivalent to a +3 magic armor. When attended by a living creature the idol shares armor class and saves with the person possessing it unless they are worse.

The idol can be harmed by most normal means for damaging magical items. The one exception to this is *disintegrate*, against which the idol is immune. See the sidebar for rules on damaging objects.

Control Undead (Su): The idol can sense the presence of undead within 400 feet and can automatically control any unintelligent undead within that range. Treat as an 18th level cleric for purposes of controlling intelligent undead.

Dimensional Anchor (Su): The idol constantly generates a *dimensional anchor* at 18th level, which also extends to its possessor. The field automatically renews the next round if dispelled.

Divination Sensitivity (Su): The idol can sense any divination directed at it or about it within 120 feet. It often sends visions to those doing the divination. See Encounter 5 for details.

Ego Conflict: The idol insists that whoever possesses it or carries it suborns herself to the idol's will. Those that do not cooperate must make an ego conflict check once each day against the idol. This is a Will save whose base DC is $18 + \frac{1}{2}$ of the APL. (At higher APLs it is assumed that the idol has regained more of its potency, hence its ego is stronger.) Because the idol specifically influences its possessors through their violent urges, apply the

circumstantial modifiers listed below to the DC for the Will save. Use the highest modifier if multiple ones apply.

| Carrier... | Modifier |
|---|----------|
| Has the ability to rage | +6 |
| Has a favored enemy (or the equivalent) | +4 |
| Is a fighter, warmaster, war priest | +4 |
| Is a cleric with the War domain | +3 |
| Is a spellcaster who heavily uses damaging spells* | +2 |
| Is a rogue or spellcaster who engages in combat by choice | +2 |
| Is a paladin | +2 |
| Is a spellcaster who uses any damaging spells | +1 |

These additional modifiers are cumulative:

| | |
|--|-------|
| Is evil | +2 |
| Is particularly diplomatic or otherwise avoids violence when possible* | -2 |
| Is a dedicated pacifist* | -4 |
| Is less/more inclined towards violence than the norm for her above type* | -2/+2 |

* - The applicability of these modifiers is subject to the DM's judgment

If the possessor is mindless or does not successfully resist the ego conflict, then the idol can direct the possessor's actions for the next day within the boundaries outlined for ego conflicts with intelligent magic items (see page 270 of the *Dungeon Master's Guide*).

Lifesense (Su): The idol can sense the presence and location of any living creatures within 120 feet. It can sense the status of such creatures as per the *deathwatch* spell.

Mental Immunity: The idol is immune to mind-affecting spells and effects other than *detect thoughts*.

Speak Through Others (Su): The idol cannot speak itself, but may speak through a willing or unconscious possessor or a conscious one that fails a DC 20 Will save. Succeeding at this save prevents the idol from speaking through the possessor for one day.

Soul Drain (Su): The idol's most dread power is its ability to drain the souls of living creatures that die in its presence (within 70 feet). This ability is equivalent to a *soul bind* spell, except that there is no limitation on the power or number of the souls that the idol may absorb. The Will save to resist this effect is DC 23, or DC 33 for any creature that possesses the idol at the time of death or has possessed it in the past. It may use this ability once per round as a standard action. The idol gradually consumes the souls it drains to empower its abilities. These souls can only be freed by destroying the idol.

Spell-Like Abilities (Sp): Once per round at will the

idol may use *animate dead*, *spectral hand*, *suggestion* (DC 17), *contagion* (DC 18), *touch of fatigue* (DC 14), or *nondetection*. 3/day - *create undead* and *protection from energy*. 1/day - *create greater undead*, *waves of fatigue* (DC 19), *eyebite* (DC 20), and *heal* (self only; effectively repairs itself). All abilities are at 18th caster level. The DC for all abilities is Charisma-based.

Telepathy (Ex): The idol can telepathically communicate with any intelligent creature within 100 feet.

Vulnerabilities: A possessor who resists the idol's ego conflict renders it immobile as long as he stays in contact with the idol and can limit the idol's targeted spell-like abilities if he chooses. In this case the idol cannot use them on the same target more than once for as long as the ego conflict is resisted.

Strong Necromancy [evil]; Caster Level 18th. Cannot be duplicated. Weight 10 pounds.

On Damaging Objects:

The hardness rating of an object is subtracted from all weapon damage and many forms of energy damage. Only damage that goes beyond the hardness actually affects the object. In the case of magic weapons and armor, only a weapon with a plus equal to or greater than that of the weapon/armor can actually damage the object. (Thus the idol cannot be harmed by anything less than +3 weapons.) Specific cases are described below.

Adamantine weapons: They bypass any hardness less than 20—which means they do *not* bypass the idol's hardness.

Ranged weapons: Damage is halved *before* applying hardness.

Fire and electricity: Damage is halved *before* applying hardness.

Cold: Damage is quartered *before* applying hardness.

Sonic, acid, force effects: Normal damage without regards for hardness, assuming they bypass the idol's SR. (Note, however, that some force effects - like *magic missile* - cannot target objects.)

Holy: Normally damage of this type does not affect objects, but against the idol it counts as part of the weapon's normal damage because of the idol's thoroughly corrupt nature

Sacred: Damage of this nature also does not normally affect objects, but against the idol it counts in full for purposes of breaking the idol's hardness because of the idol's thoroughly corrupt nature.

APPENDIX 3: NPCs

ALL APLs

Encounter 6:

☞ **Sora:** Male Human Rog8/ShD2; Medium Human; HD 7d6+7 plus 3d8+3; hp 49; Init +8; Spd 30 ft.; AC 19 (touch 14, flat-footed 19) [+5 armor, +4 Dex]; BA/Grapple +7/+8; Atk +9 melee (rapier, 1d6+2); Full Atk +9/+4 melee (rapier, 1d6+2); SA sneak attack +4d6; SQ darkvision 60 feet, hide in plain sight, evasion, improved uncanny dodge, trap sense +2; AL CE; SV Fort +2, Ref +9, Will +2; Str 12, Dex 18, Con 12, Int 12, Wis 10, Cha 12. 5 ft. 9 in. Weight 145 lb.

Skills and Feats: Balance +8, Bluff +12, Disguise +10, Escape Artist +22, Disable Device +8, Gather Information +6, Hide +24, Jump +7, Move Silently +24, Open Locks +16, Perform (Dance) +7, Search +12, Sleight of Hand +10, Spot +10, Tumble +15, Combat Reflexes, Dodge, Improved Initiative, Mobility, Stealthy.

Hide in Plain Sight (Su): Can use the Hide skill even while being observed and without anything to hide behind, as long as the shadowdancer is within 10 feet of a shadow other than his own.

Trap Sense (Ex): +2 AC and Reflex save bonus against traps.

Possessions: masterwork thieves' tools, +1 rapier, +1 mithral chain shirt, cloak of elvenkind, boots of elvenkind, vest of escape.

Encounter 8

Undead Traits: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also affects objects. Not subject to critical hits, nonlethal damage, ability or energy drain, or death from massive damage.

Vampire Abilities (all)

Alternate Form (Su): Can assume the form of a dire wolf, as per a *polymorph* spell at 12th level, except that the vampire does not regain hit points and loses its dominate ability.

Blood Drain (Ex): If an opponent is successfully grappled and pinned, it can be drained for 1d4 points of Constitution each round the pin is maintained. Each successful attack gives the vampire 5 temporary hit points.

Children of the Night (Su): Once per day the vampire can call 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. Summoned creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

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

Fast Healing (Ex): Heals 5 damage/round as long as the vampire has at least 1 hit point. If reduced to 0 hit points it automatically turns into gaseous form and retreats. It is utterly destroyed if it does not reach its

coffin within 2 hours.

Gaseous Form (Su): Assume *gaseous form* as spell at 5th level, except that duration is indefinite and fly speed is 20 feet. This is a standard action.

Vampire Vulnerabilities: A vampire can be held at bay by a mirror or holy symbol as a standard action. Also cannot cross running water. Two rounds of continuous exposure to sunlight destroys a vampire, and immersing it in running water robs it of 1/3 of its hit points each round with the vampire being destroyed at the end of the third round. Driving a wooden stake into a vampire's heart instantly slays it, though it can return to life if the stake is removed before the body is destroyed.

APL 8

Encounter 8

☞ **Gauran, vampire Ftr7:** Medium Undead (formerly Flan male); HD 7d12, hp 53; Init +6(+8); Spd 20 ft., as mount when mounted; AC 26 (touch 11, flat-footed 25) [+9 armor, +6 natural, +1 Dex]; BA/Grapple +7/+14; Atk +15 melee [lance, 1d8+8 (20/x3)] or +16 melee [greatsword, 2d6+13 (19-20/x2)]; Full Atk +15/+10 melee [lance, 1d8+8 (20/x3)] or +16/+11 melee [greatsword, 2d6+13 (19-20/x2)] or +14 melee [slam, 1d6+7 +2 negative levels]; SA energy drain, create spawn, dominate, children of the night, blood drain, slam treated as magical for purposes of DR; SQ darkvision 60 ft, alternate form (dire wolf), DR 10/silver and magic, cold and electricity resistance 10, fast healing 5, assume gaseous form, *spider climb* (as spell), +4 turn resistance, undead traits; AL LE; SV Fort +5, Ref +6 (+8), Will +3; Str 24, Dex 14 (18), Con -, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +11, Handle Animal +8, Hide +5 (+7), Intimidate +13, Jump +12, Listen +9, Move Silently +5 (+7), Ride +12 (+14), Search +9, Sense Motive +9, Spot +9; Alertness, Cavalry Charger (CW), Combat Reflexes, Dodge, Improved Initiative, Improved Toughness (CW), Lightning Reflexes, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Dominate (Su): Gaze attack at 30 foot range, requires a standard action to use, Will save DC 16. Equivalent to a *dominate person* at 12th level.

Energy Drain (Su): Living creatures hit by a vampire's slam or other natural attack gain two negative energy levels. The vampire gains 5 hit points per level drained. A DC 16 Fortitude save is required after 24 hours or the level loss is permanent.

Possessions: +1 full plate armor, +1 greatsword, +1 heavy lance.

☞ **Miyu, vampire Sor6:** Medium Undead (formerly human female); HD 6d12, hp 39; Init +8(+10); Spd 30 ft., fly 20 ft (perfect, *gaseous form* only); AC 27 (touch 21, flat-footed 21) [+6 Dex, +6 natural, +1 deflection, +4 *shield*]; BA/Grapple +3/+7; Atk/Full Atk slam +7 [1d6+4 +2

negative levels] or ranged touch +9 (as spell); SA energy drain, create spawn, dominate, children of the night, blood drain, natural weapons treated as magical for purposes of DR; SQ darkvision 60 ft, alternate form (dire wolf) DR 10/silver and magic, cold and electricity resistance 10, fast healing 5, assume gaseous form, *spider climb* (as spell), +4 turn resistance, undead traits; AL LE; SV Fort +2, Ref +8 (+10), Will +7; Str 18, Dex 18 (22), Con -, Int 14, Wis 14, Cha 20. Height 5 ft. 7 in. Weight 135 lb.

Skills and Feats: Bluff +22, Concentration +9 (+13 when casting defensively), Craft (carving, +11), Hide +14, Knowledge: Arcana +11, Listen +12, Move Silently +14, Search +10, Sense Motive +10, Spellcraft +13, Spot +12; Alertness, Combat Casting, Combat Reflexes, Craft Wondrous Item, Dodge, Improved Initiative, Lightning Reflexes, Silent Spell, Extra Slot (2nd).

Alternate Form (Su): Can assume the form of a dire wolf, as per a *polymorph* spell at 12th level, except that the vampire does not regain hit points and loses its dominate ability.

Blood Drain (Ex): If an opponent is successfully grappled and pinned, it can be drained for 1d4 points of Constitution each round the pin is maintained. Each successful attack gives the vampire 5 temporary hit points.

Children of the Night (Su): Once per day the vampire can call 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. Summoned creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

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

Dominate (Su): Gaze attack at 30 foot range, requires a standard action to use, Will save DC 18. Equivalent to a *dominate person* at 12th level.

Energy Drain (Su): Living creatures hit by a vampire's slam or other natural attack gain two negative energy levels. The vampire gains 5 hit points per level drained. A DC 18 Fortitude save is required after 24 hours or the level loss is permanent.

Fast Healing (Ex): Heals 5 damage/round as long as the vampire has at least 1 hit point. If reduced to 0 hit points it automatically turns into gaseous form and retreats. It is utterly destroyed if it does not reach its coffin within 2 hours.

Gaseous Form (Su): Assume *gaseous form* as spell at 5th level, except that duration is indefinite and fly speed is 20 feet. This is a standard action.

Possessions: +1 ring of protection, spell components

Spells Known (6/7/2/4; base DC = 15 + spell level): 0 level-*acid splash, detect magic, disrupt undead, mage hand, message, ray of frost, read magic*; 1st level-*magic missile, ray of enfeeblement, shield, shocking grasp*; 2nd level-*cat's grace, scorching ray, see invisibility*; 3rd level-*lightning bolt*

Physical Description: Distinctly Flan features.

Encounter 10

☛ **Idol body (lesser stone golem):** Medium Construct: HD

8d10+20; hp 64; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 10) [+12 natural]; BA/Grapple +6/+11; Atk slam +11 melee (2d6+5); Full Atk 2 slams +11 melee (2d6+5); SA *eyebite*; SQ construct traits, DR 10/adamantium, darkvision 60 ft., low-light vision, partial magic immunity; AL N; SV Fort +2, Ref +2, Will +3; Str 21, Dex 11, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: none.

Construct Traits: Immunity to all mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal or ability damage, ability or energy drain, massive damage, fatigue, or exhaustion. Immune to any effect requiring a Fortitude save, unless the effect is harmless or also works on objects.

Eyebite (Su): Once every two rounds the idol body can use *eyebite* (as the spell at 11th level) as a free action on a person within 10 feet. The Fortitude save to resist is DC 14 and is Constitution-based.

Immunity to Magic (Ex): Healing effects inflict damage on the idol body equal to the hit points healed, while necromancy spells repair damage equal to 1d8 hit points per level of the spell. A *stone to flesh* spell does not actually change the body's structure but negates its damage reduction and magic immunity for 1 round. It is otherwise immune to any magical effect that allows spell resistance except as noted in Encounter 10a.

☛ **Idol spirit (treat as ghost Sor6):** Medium Undead (incorporeal); HD 6d12; hp 39; Init +3; Spd Fly 30 ft.[perfect]; AC 17 (touch 17, flat-footed 14) [+4 deflection, +3 Dex]; BA/Grapple +3/-; Atk/Full Atk touch +7 (as spell) or ranged touch +6 (as spell); SA horrific appearance, manifestation, soul drain, spell-like abilities; SQ telepathy 100 feet, incorporeal, undead immunities, darkvision 60 feet, rejuvenation, turn resistance +4 (but also see text), *deathwatch* sight; SR 20; AL CE; SV Fort +2, Ref +5, Will +9; Str -, Dex 17, Con -, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +13, Concentration +9 (+13 when casting on the defensive), Hide +11, Knowledge: Arcana +13, Knowledge: Religion +5, Listen +12, Spellcraft +13, Search +12, Spot +16, Tumble +7; Combat Casting, Spell Focus (necromancy), Weapon Focus (touch).

Control Undead (Su): The spirit can automatically control any undead within 400 feet and is treated as an 18th level cleric for purposes of controlling intelligent undead. No undead creature will attack it.

Horrific Appearance (Su): Any living creature within 60 feet that views the spirit must succeed at a DC 17 Fortitude save or immediately take 1d4 points each of Strength, Constitution, and Dexterity damage. A creature that successfully saves cannot be affected again for 24 hours.

Malevolence (Su): Once per round the spirit can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* at 10th level, except that no receptacle is required. To use this ability, the spirit must be manifested and move into the target's space; this action

does not provoke attacks of opportunity. DC 19 Will save to resist; on a failed save the spirit merges with the person's body and disappears, on a successful save the target is immune to further attempts for 24 hours.

Manifestation (Su): The spirit is visible on the Material Plane and treated as incorporeal when it manifests. In this form the spirit can use its touch attack, cast spells on targets on the Material Plane, and use its malevolence. It can be attacked normally on the Ethereal Plane.

Soul Drain (Su): Any creature that dies within 70 feet of the idol spirit must make a DC 23 Will save (DC 33 if the victim is a former possessor of the idol) or have its soul drawn into the idol spirit as per a *soul bind* spell. The idol spirit gains one hit die each time this happens. Only destroying both parts of the idol releases the soul.

Spell-Like Abilities (Sp): Once per round at will the spirit can use *animate dead* or *contagion*. Thrice per day the idol can use *create undead*. Once per day the idol can use *create greater undead* and *waves of fatigue*. All of these abilities have a save DC of 17 and are at 18th caster level. The DC for all spell-like abilities is Charisma-based.

Rejuvenation (Su): The idol spirit cannot be permanently destroyed while the body is intact. It automatically restores itself after one day.

Special Vulnerability: When a turn attempt is successful against the spirit, it loses one hit die as if affected by a negative energy level.

Spells Available (6/7/6/4; base DC=15+spell level): 0 level-*mage hand*, *touch of fatigue*; 1st level-*cause fear*, *chill touch*, *ray of enfeeblement*; 2nd level-*blindness/deafness*, *spectral hand*; 3rd level-*vampiric touch*

APL 10

Encounter 8

☛ **Gauran, vampire Ftr9:** Medium Undead (formerly Flan male); HD 9d12, hp 68; Init +6(+8); Spd 20 ft., as mount when mounted; AC 26 (touch 11, flat-footed 25) [+9 armor, +6 natural, +1 Dex]; BA/Grapple +9/+16; Atk +17 melee [lance, 1d8+8 (20/x3)] or +18 melee [greatsword, 2d6+13 (19-20/x2)]; Full Atk +17/+12 melee [lance, 1d8+8 (20/x3)] or +19/+14 melee [greatsword, 2d6+13 (19-20/x2)] or +15 melee [slam, 1d6+7 +2 negative levels]; SA energy drain, create spawn, dominate, children of the night, blood drain, slam treated as magical for purposes of DR; SQ darkvision 60 ft, alternate form (dire wolf), DR 10/silver and magic, cold and electricity resistance 10, fast healing 5, assume gaseous form, *spider climb* (as spell), +4 turn resistance, undead traits; AL LE; SV Fort +7, Ref +8 (+10), Will +5; Str 25, Dex 14 (18), Con -, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +11, Handle Animal +8, Hide +5 (+7), Intimidate +15, Jump +9, Listen +9, Move Silently +5 (+7), Ride +14 (+16), Search +9, Sense Motive +9, Spot +9; Alertness, Cavalry Charger (CW), Combat Reflexes, Dodge, Improved Initiative, Improved Toughness (CW), Lightning Reflexes, Mounted Combat, Power Attack, Quick Draw, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Dominate (Su): Gaze attack at 30 foot range, requires a standard action to use, Will save DC 17. Equivalent to a *dominate person* at 12th level.

Energy Drain (Su): Living creatures hit by a vampire's slam or other natural attack gain two negative energy levels. The vampire gains 5 hit points per level drained. A DC 17 Fortitude save is required after 24 hours or the level loss is permanent.

Possessions: +1 full plate armor, +2 greatsword, +1 lance, +1 cloak of resistance.

☛ **Gauran's mount, nightmare:** Large Outsider (evil, extraplanar); HD 6d8+18, hp 45; Init as Gauran; Spd 40 ft, fly 90 ft. (good); AC 29 (31) (touch 12, flat-footed 25) [-1 size, +2(+4) Dex, +13 natural, +5 armor]; BA/Grapple +6/+14; Atk Hoof +9 melee (1d8+4 + 1d4 fire); Full Atk 2 hooves +9 melee (1d8+4 + 1d4 fire) and bite +4 melee (1d8+2); Face/Reach 10ft./5 ft.; SA flaming hooves, smoke; SQ darkvision 60 feet, etherealness, astral; AL NE; SV Fort +8, Ref +7(+9), Will +6; Str 18, Dex 15(19), Con 16, Int 13, Wis 13, Cha 12.

Skills and Feats: Concentration +12, Diplomacy +3, Intimidate +10, Knowledge (the planes) +10, Listen +12, Move Silently +10, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12); Alertness, Improved Initiative, Run.

Flaming Hooves (Su): A blow from a nightmare's flaming hooves can set combustibles alight.

Smoke (Su): The smoke a nightmare gives off gives it concealment against foes 5 feet away and total concealment against foes 10+ feet away, but does not hinder the nightmare. In addition, as a free action once per round a nightmare may snort a 15-foot cone of smoke which lasts for 1 round. Anyone in the cone must make a DC 16 Fortitude save or take a -2 penalty on attack and damage rolls until after leaving the cone for 1d6 minutes.

Astral Projection/Etherealness (Su): As spells at 20th caster level, at will.

Possessions: +1 chain shirt barding, military saddle, bit and bridle.

☛ **Miyu, vampire Sor8:** Medium Undead (formerly human female); HD 8d12, hp 52; Init +8(+10); Spd 30 ft., fly 20 ft (perfect, *gaseous form* only); AC 27 (touch 21, flat-footed 21) [+4(+6) Dex, +6 natural, +1 deflection, +4 *shield*]; BA/Grapple +4/+8; Atk/Full Atk slam +8 [1d6+4 +2 negative levels] or ranged touch +8(+10) [as spell]; SA energy drain, create spawn, dominate, children of the night, blood drain, natural weapons treated as magical for purposes of DR; SQ darkvision 60 ft, alternate form (dire wolf) DR 10/silver and magic, cold and electricity resistance 10, fast healing 5, assume gaseous form, *spider climb* (as spell), +4 turn resistance, undead traits; AL LE; SV Fort +2, Ref +8, Will +8; Str 18, Dex 18, Con -, Int 14, Wis 14, Cha 21. Height 5 ft. 7 in. Weight 135 lb.

Skills and Feats: Bluff +24, Concentration +11 (+15 when casting defensively), Craft (carving, +13), Hide +12, Knowledge: Arcana +13, Listen +12, Move Silently +12, Search +10, Sense Motive +10, Spellcraft +15, Spot +12;

Alertness, Combat Casting, Combat Reflexes, Craft Wondrous Item, Dodge, Improved Initiative, Lightning Reflexes, Silent Spell, Extra Slot (2nd).

Alternate Form (Su): Can assume the form of a dire wolf, as per a *polymorph* spell at 12th level, except that the vampire does not regain hit points and loses its dominate ability.

Blood Drain (Ex): If an opponent is successfully grappled and pinned, it can be drained for 1d4 points of Constitution each round the pin is maintained. Each successful attack gives the vampire 5 temporary hit points.

Children of the Night (Su): Once per day the vampire can call 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. Summoned creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

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

Dominate (Su): Gaze attack at 30 foot range, requires a standard action to use, Will save DC 19. Equivalent to a *dominate person* at 12th level.

Energy Drain (Su): Living creatures hit by a vampire's slam or other natural attack gain two negative energy levels. The vampire gains 5 hit points per level drained. A DC 19 Fortitude save is required after 24 hours or the level loss is permanent.

Fast Healing (Ex): Heals 5 damage/round as long as the vampire has at least 1 hit point. If reduced to 0 hit points it automatically turns into gaseous form and retreats. It is utterly destroyed if it does not reach its coffin within 2 hours.

Gaseous Form (Su): Assume *gaseous form* as spell at 5th level, except that duration is indefinite and fly speed is 20 feet. This is a standard action.

Possessions: +1 ring of protection, spell components

Spells Known (6/7/3/6/4; base DC = 15 + spell level): 0 level-*acid splash, dancing lights, detect magic, disrupt undead, mage hand, message, ray of frost, read magic*; 1st level-*magic missile, ray of enfeeblement, shield, shocking grasp, unseen servant*; 2nd level-*cat's grace, scorching ray, see invisibility, shatter*; 3rd level-*dispel magic, lightning bolt*; 4th level-*enervation*.

Physical Description: Distinctly Flan features.

Encounter 10

☛ **Idol body (stone golem):** Large Construct: HD 14d10+30; hp 107; Init -1; Spd 20 ft.; AC 26 (touch 8, flat-footed 26) [-1 size, -1 Dex, +18 natural]; Face/Reach 10 ft./10 ft.; BA/Grapple +10/+23; Atk slam +18 melee (2d10+9); Full Atk 2 slams +18 melee (2d10+9); SA *eyebite*; SQ construct traits, DR 10/adamantium, darkvision 60 ft., low-light vision, partial magic immunity; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: none.

Construct Traits: Immunity to all mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal or

ability damage, ability or energy drain, massive damage, fatigue, or exhaustion. Immune to any effect requiring a Fortitude save, unless the effect is harmless or also works on objects.

Eyebite (Su): Once every two rounds the idol body can use *eyebite* (as the spell at 11th level) as a free action on a person within 10 feet. The Fortitude save to resist is DC 17 and is Constitution-based.

Immunity to Magic (Ex): Healing effects inflict damage on the idol body equal to the hit points healed, while necromancy spells repair damage equal to 1d8 hit points per level of the spell. A *stone to flesh* spell does not actually change the body's structure but negates its damage reduction and magic immunity for 1 round. It is otherwise immune to any magical effect that allows spell resistance except as noted in Encounter 10a.

☛ **Idol spirit (treat as ghost Sor7):** Medium Undead (incorporeal); HD 7d12; hp 46; Init +3; Spd Fly 30 ft.[perfect]; AC 17 (touch 17, flat-footed 14) [+4 deflection, +3 Dex]; BA/Grapple +3/-; Atk/Full Atk touch +7 (as spell) or ranged touch +6 (as spell); SA horrific appearance, manifestation, soul drain, spell-like abilities; SQ telepathy 100 feet, incorporeal, undead immunities, darkvision 60 feet, rejuvenation, turn resistance +4 (but also see text), *deathwatch* sight; SR 20; AL CE; SV Fort +2, Ref +5, Will +9; Str -, Dex 17, Con -, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +14, Concentration +10 (+14 when casting on the defensive), Hide +11, Knowledge: Arcana +14, Knowledge: Religion +5, Listen +12, Spellcraft +14, Search +12, Spot +17, Tumble +7; Combat Casting, Spell Focus (necromancy), Weapon Focus (touch).

Control Undead (Su): The spirit can automatically control any undead within 400 feet and is treated as an 18th level cleric for purposes of controlling intelligent undead. No undead creature will attack it.

Horrific Appearance (Su): Any living creature within 60 feet that views the spirit must succeed at a DC 18 Fortitude save or immediately take 1d4 points each of Strength, Constitution, and Dexterity damage. A creature that successfully saves cannot be affected again for 24 hours.

Malevolence (Su): Once per round the spirit can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* at 10th level, except that no receptacle is required. To use this ability, the spirit must be manifested and move into the target's space; this action does not provoke attacks of opportunity. DC 19 Will save to resist; on a failed save the spirit merges with the person's body and disappears, on a successful save the target is immune to further attempts for 24 hours.

Manifestation (Su): The spirit is visible on the Material Plane and treated as incorporeal when it manifests. In this form the spirit can use its touch attack, cast spells on targets on the Material Plane, and use its malevolence. It can be attacked normally on the Ethereal Plane.

Soul Drain (Su): Any creature that dies within 70 feet

of the idol spirit must make a DC 23 Will save (DC 33 if the victim is a former possessor of the idol) or have its soul drawn into the idol spirit as per a *soul bind* spell. The idol spirit gains one hit die each time this happens. Only destroying both parts of the idol releases the soul.

Spell-Like Abilities (Sp): Once per round at will the spirit can use *animate dead* or *contagion*. Thrice per day the idol can use *create undead*. Once per day the idol can use *create greater undead* and *waves of fatigue*. All of these abilities have a save DC of 18 and are at 18th caster level. The DC for all spell-like abilities is Charisma-based.

Rejuvenation (Su): The idol spirit cannot be permanently destroyed while the body is intact. It automatically restores itself after one day.

Special Vulnerability: When a turn attempt is successful against the spirit, it loses one hit die as if affected by a negative energy level.

Spells Available (6/7/7/5; base DC= 15+spell level: 0 level-*mage hand*, *touch of fatigue*; 1st level-*cause fear*, *chill touch*, *ray of enfeeblement*; 2nd level-*blindness/deafness*, *spectral hand*; 3rd level-*vampiric touch*, *ray of exhaustion*

APL 12

Encounter 8

☞ **Gauran, vampire Ftr11:** Medium Undead (formerly Flan male); HD 11d12, hp 83; Init +6(+8); Spd 20 ft., as mount when mounted; AC 27 (touch 11, flat-footed 26) [+10 armor, +6 natural, +1 Dex]; BA/Grapple +11/+18; Atk +20 melee [lance, 1d8+9 (20/x3)] or +20 melee [greatsword, 2d6+13 (19-20/x2)]; Full Atk +20/+15/+10 melee [lance, 1d8+9 (20/x3)] or +21/+16/+11 melee [greatsword, 2d6+13 (19-20/x2)] or +17 melee [slam, 1d6+7 +2 negative levels]; SA energy drain, create spawn, dominate, children of the night, blood drain, slam treated as magical for purposes of DR; SQ darkvision 60 ft, alternate form (dire wolf), DR 10/silver and magic, cold and electricity resistance 10, fast healing 5, assume gaseous form, *spider climb* (as spell), +4 turn resistance, undead traits; AL LE; SV Fort +8, Ref +8 (+10), Will +5; Str 25, Dex 14 (18), Con -, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +11, Handle Animal +8, Hide +5 (+7), Intimidate +17, Jump +9, Listen +9, Move Silently +5 (+7), Ride +16 (+18), Search +9, Sense Motive +9, Spot +9; Alertness, Cavalry Charger (CW), Combat Reflexes, Dodge, Hold the Line (CW), Improved Initiative, Improved Toughness (CW), Lightning Reflexes, Mounted Combat, Power Attack, Quick Draw, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Dominate (Su): Gaze attack at 30 foot range, requires a standard action to use, Will save DC 18. Equivalent to a *dominate person* at 12th level.

Energy Drain (Su): Living creatures hit by a vampire's slam or other natural attack gain two negative energy levels. The vampire gains 5 hit points per level drained. A DC 18 Fortitude save is required after 24 hours or the level loss is permanent.

Possessions: +2 full plate armor, +2 greatsword, +2 heavy lance, +1 cloak of resistance.

☞ **Gauran's mount, advanced nightmare:** Large Outsider (evil, extraplanar); HD 8d8+24, hp 60; Init as Gauran; Spd 40 ft, fly 90 ft. (good); AC 29 (31) (touch 12, flat-footed 25) [-1 size, +2(+4) Dex, +13 natural, +5 armor]; BA/Grapple +8/+16; Atk Hoof +11 melee (1d8+4 + 1d4 fire); Full Atk 2 hooves +11 melee (1d8+4 + 1d4 fire) and bite +6 melee (1d8+2); Face/Reach 10ft./5 ft.; SA flaming hooves, smoke; SQ darkvision 60 feet, etherealness, astral; AL NE; SV Fort +9, Ref +8(+10), Will +7; Str 19, Dex 15(19), Con 16, Int 13, Wis 13, Cha 12.

Skills and Feats: Concentration +14, Diplomacy +3, Intimidate +12, Knowledge (the planes) +12, Listen +14, Move Silently +12, Search +12, Sense Motive +12, Spot +14, Survival +12 (+14); Alertness, Improved Initiative, Run.

Flaming Hooves (Su): A blow from a nightmare's flaming hooves can set combustibles alight.

Smoke (Su): The smoke a nightmare gives off gives it concealment against foes 5 feet away and total concealment against foes 10+ feet away, but does not hinder the nightmare. In addition, as a free action once per round a nightmare may snort a 15-foot cone of smoke which lasts for 1 round. Anyone in the cone must make a DC 16 Fortitude save or take a -2 penalty on attack and damage rolls until after leaving the cone for 1d6 minutes.

Astral Projection/Etherealness (Su): As spells at 20th caster level, at will.

Possessions: +1 chain shirt barding, military saddle, bit and bridle.

☞ **Miyu, vampire Sor10:** Medium Undead (formerly human female); HD 10d12, hp 65; Init +8(+10); Spd 30 ft., fly 20 ft (perfect, *gaseous form* only); AC 27 (touch 21, flat-footed 21) [+4(+6) Dex, +6 natural, +1 deflection, +4 *shield*]; BA/Grapple +5/+9; Atk/ Full Atk slam +9 [1d6+4 +2 negative levels] or ranged touch +10 (+12) [as spell]; SA energy drain, create spawn, dominate, children of the night, blood drain, natural weapons treated as magical for purposes of DR; SQ darkvision 60 ft, alternate form (dire wolf) DR 10/silver and magic, cold and electricity resistance 10, fast healing 5, assume gaseous form, *spider climb* (as spell), +4 turn resistance, undead traits; AL LE; SV Fort +3, Ref +9(+11), Will +9; Str 18, Dex 18(22), Con -, Int 14, Wis 14, Cha 21. Height 5 ft. 7 in. Weight 135 lb.

Skills and Feats: Bluff +24, Concentration +15 (+19 when casting defensively), Craft (carving, +17), Hide +12, Knowledge: Arcana +17, Listen +12, Move Silently +12, Search +10, Sense Motive +10, Spellcraft +17, Spot +14; Alertness, Combat Casting, Combat Reflexes, Craft Wondrous Item, Dodge, Extra Slot*, Improved Initiative, Lightning Reflexes, Silent Spell, Weapon Focus (ray)

Alternate Form (Su): Can assume the form of a dire wolf, as per a *polymorph* spell at 12th level, except that the vampire does not regain hit points and loses its dominate ability.

Blood Drain (Ex): If an opponent is successfully grappled and pinned, it can be drained for 1d4 points of Constitution each round the pin is maintained. Each

successful attack gives the vampire 5 temporary hit points.

Children of the Night (Su): Once per day the vampire can call 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. Summoned creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

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

Dominate (Su): Gaze attack at 30 foot range, requires a standard action to use, Will save DC 20. Equivalent to a *dominate person* at 12th level.

Energy Drain (Su): Living creatures hit by a vampire's slam or other natural attack gain two negative energy levels. The vampire gains 5 hit points per level drained. A DC 20 Fortitude save is required after 24 hours or the level loss is permanent.

Fast Healing (Ex): Heals 5 damage/round as long as the vampire has at least 1 hit point. If reduced to 0 hit points it automatically turns into gaseous form and retreats. It is utterly destroyed if it does not reach its coffin within 2 hours.

Gaseous Form (Su): Assume *gaseous form* as spell at 5th level, except that duration is indefinite and fly speed is 20 feet. This is a standard action.

Possessions: +1 ring of protection, spell components

Spells Known (6/7/3/7/6/4; base DC = 15 + spell level): 0 level-*acid splash, dancing lights, detect magic, disrupt undead, mage hand, message, open/close, ray of frost, read magic*; 1st level-*magic missile, ray of enfeeblement, shield, shocking grasp, unseen servant*; 2nd level-*cat's grace, glitterdust, scorching ray, see invisibility, shatter*; 3rd level-*dispel magic, haste, lightning bolt*; 4th level-*enervation, ice storm*; 5th level-*telekinesis*.

Physical Description: Distinctly Flan features.

Encounter 10

➤ **Idol body (stone golem):** Large Construct: HD 14d10+30; hp 107; Init -1; Spd 20 ft.; AC 26 (touch 8, flat-footed 26) [-1 size, -1 Dex, +18 natural]; Face/Reach 10 ft./10 ft.; BA/Grapple +10/+23; Atk slam +18 melee (2d10+9); Full Atk 2 slams +18 melee (2d10+9); SA *eyebite*; SQ construct traits, DR 10/adamantium, darkvision 60 ft., low-light vision, partial magic immunity; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: none.

Construct Traits: Immunity to all mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal or ability damage, ability or energy drain, massive damage, fatigue, or exhaustion. Immune to any effect requiring a Fortitude save, unless the effect is harmless or also works on objects.

Eyebite (Su): Once every round the idol body can use *eyebite* (as the spell at 11th level) as a free action on a person within 10 feet. The Fortitude save to resist is DC 17 and is Constitution-based.

Immunity to Magic (Ex): Healing effects inflict

damage on the idol body equal to the hit points healed, while necromancy spells repair damage equal to 1d8 hit points per level of the spell. A *stone to flesh* spell does not actually change the body's structure but negates its damage reduction and magic immunity for 1 round. It is otherwise immune to any magical effect that allows spell resistance except as noted in Encounter 10a.

➤ **Idol spirit (treat as ghost Sor11):** Medium Undead (incorporeal); HD 11d12; hp 72; Init +4; Spd Fly 30 ft.[perfect]; AC 20*(touch 20*, flat-footed 14) [+4 deflection, +6* Dex]; BA/Grapple +5/-; Atk/Full Atk touch or ranged touch +12* (as spell); SA horrific appearance, manifestation, soul drain, spell-like abilities; SQ telepathy, incorporeal, undead immunities, darkvision 60 feet, rejuvenation, turn resistance +4 (but also see text), *deathwatch* sight; SR 20; AL CE; SV Fort +3, Ref +9*, Will +11; Str -, Dex 17, Con -, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +18, Concentration +14 (+18 when casting on the defensive), Hide +11, Knowledge: Arcana +18, Knowledge: Religion +5, Listen +12, Spellcraft +18, Search +12, Spot +19, Tumble +9; Combat Casting, Spell Focus (necromancy), Weapon Focus (touch), Weapon Focus (ray).

Control Undead (Su): The spirit can automatically control any undead within 400 feet and is treated as an 18th level cleric for purposes of controlling intelligent undead. No undead creature will attack it.

Horrific Appearance (Su): Any living creature within 60 feet that views the spirit must succeed at a DC 20 Fortitude save or immediately take 1d4 points each of Strength, Constitution, and Dexterity damage. A creature that successfully saves cannot be affected again for 24 hours.

Malevolence (Su): Once per round the spirit can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* at 10th level, except that no receptacle is required. To use this ability, the spirit must be manifested and move into the target's space; this action does not provoke attacks of opportunity. DC 19 Will save to resist; on a failed save the spirit merges with the person's body and disappears, on a successful save the target is immune to further attempts for 24 hours.

Manifestation (Su): The spirit is visible on the Material Plane and treated as incorporeal when it manifests. In this form the spirit can use its touch attack, cast spells on targets on the Material Plane, and use its malevolence. It can be attacked normally on the Ethereal Plane.

Soul Drain (Su): Any creature that dies within 70 feet of the idol spirit must make a DC 23 Will save (DC 33 if the victim is a former possessor of the idol) or have its soul drawn into the idol spirit as per a *soul bind* spell. The idol spirit gains one hit die each time this happens. Only destroying both parts of the idol releases the soul.

Spell-Like Abilities (Sp): Once per round at will the spirit can use *animate dead* or *contagion*. Thrice per day the idol can use *create undead*. Once per day the idol can use *create greater undead*. All of these abilities have a save

DC of 20 and are at 18th caster level. The DC for all spell-like abilities is Charisma-based.

Rejuvenation (Su): The idol spirit cannot be permanently destroyed while the body is intact. It automatically restores itself after one day.

Special Vulnerability: When a turn attempt is successful against the spirit, it loses one hit die as if affected by a negative energy level.

Spells Available (6/7/7/7/7/5; base DC= 14+spell level for spells in bold, 15+spell level otherwise): 0 level-*mage hand*, *touch of fatigue*; 1st level-*cause fear*, *chill touch*, *ray of enfeeblement*, *shield*; 2nd level-*blindness/deafness*, *cat's grace*, *spectral hand*; 3rd level-*vampiric touch*, *ray of exhaustion*; 4th level-*bestow curse*, *enervation*, *shout*; 5th level-*waves of fatigue*, *telekinesis*

* - includes the effect of a *cat's grace*

APL 14

Encounter 8

☞ **Gauran, vampire Ftr13:** Medium Undead (formerly Flan male); HD 13d12, hp 94; Init +6(+8); Spd 20 ft., as mount when mounted; AC 27 (touch 11, flat-footed 26) [+10 armor, +6 natural, +1 Dex]; BA/Grapple +13/+21; Atk +24 melee [lance, 1d8+12 (20/x3)] or +23 melee [greataxe, 1d12+15 +2 negative levels (20/x3)]; Full Atk +24/+19/+14 melee [lance, 1d8+12 (20/x3)] or +23/+18/+13 melee [greataxe, 1d12+15 +2 negative levels (20/x3)] or +21 melee [slam, 1d6+8 +2 negative levels]; SA energy drain, create spawn, dominate, children of the night, blood drain, slam treated as magical for purposes of DR; SQ darkvision 60 ft, alternate form (dire wolf), DR 10/silver and magic, DR 10/adamantine (from *stoneskin*; 120 points) cold and electricity resistance 10, fast healing 5, assume gaseous form, *spider climb* (as spell), +4 turn resistance, undead traits; AL LE; SV Fort +9, Ref +9 (+11), Will +6; Str 26, Dex 14 (18), Con -, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +11, Handle Animal +8, Hide +5 (+7), Intimidate +19, Jump +11, Listen +9, Move Silently +5 (+7), Ride +18 (+20), Search +9, Sense Motive +9, Spot +9; Alertness, Cavalry Charger (CW), Combat Reflexes, Dodge, Hold the Line (CW), Improved Initiative, Improved Toughness (CW), Lightning Reflexes, Mounted Combat, Power Attack, Quick Draw, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (greataxe, lance), Weapon Specialization (greataxe, lance).

Dominate (Su): Gaze attack at 30 foot range, requires a standard action to use, Will save DC 18. Equivalent to a *dominate person* at 12th level.

Energy Drain (Su): Living creatures hit by a vampire's slam or other natural attack gain two negative energy levels. The vampire gains 5 hit points per level drained. A DC 18 Fortitude save is required after 24 hours or the level loss is permanent.

Possessions: +2 full plate armor, Life-Drinker (see DMG p. 227), +2 lance, +1 cloak of resistance.

☞ **Gauran's mount, advanced nightmare:** Large Outsider (evil, extraplanar); HD 10d8+30, hp 75; Init as Gauran; Spd

40 ft, fly 90 ft. (good); AC 30 (32) (touch 12, flat-footed 26) [-1 size, +2(+4) Dex, +13 natural, +6 armor]; BA/Grapple +10/+18; Atk Hoof +13 melee (2d6+4 + 1d4 fire); Full Atk 2 hooves +13 melee (2d6+4 + 1d4 fire) and bite +8 melee (1d8+2); Face/Reach 10ft./5 ft.; SA flaming hooves, smoke; SQ darkvision 60 feet, etherealness, astral; AL NE; SV Fort +10, Ref +9(+11), Will +8; Str 19, Dex 15(19), Con 16, Int 13, Wis 13, Cha 12.

Skills and Feats: Concentration +16, Diplomacy +3, Intimidate +14, Knowledge (the planes) +14, Listen +16, Move Silently +14, Search +14, Sense Motive +14, Spot +14, Survival +14 (+16); Alertness, Improved Initiative, Improved Natural Attack (hoof), Run.

Flaming Hooves (Su): A blow from a nightmare's flaming hooves can set combustibles alight.

Smoke (Su): The smoke a nightmare gives off gives it concealment against foes 5 feet away and total concealment against foes 10+ feet away, but does not hinder the nightmare. In addition, as a free action once per round a nightmare may snort a 15-foot cone of smoke which lasts for 1 round. Anyone in the cone must make a DC 16 Fortitude save or take a -2 penalty on attack and damage rolls until after leaving the cone for 1d6 minutes.

Astral Projection/Etherealness (Su): As spells at 20th caster level, at will.

Possessions: +2 chain shirt barding, military saddle, bit and bridle.

☞ **Miyu, vampire Sor12:** Medium Undead (formerly human female); HD 12d12, hp 78; Init +8(+10); Spd 30 ft., fly 20 ft (perfect, *gaseous form* only); AC 28 (touch 22, flat-footed 22) [+4(+6) Dex, +6 natural, +2 deflection, +4 *shield*]; BA/Grapple +6/+10; Atk melee slam +10 [1d6+4 +2 negative levels] or ranged touch ray +10 (dependent on spell); Full Atk melee slam +10/+5 [1d6+4 +2 negative levels] or ranged touch +11(+13) [as spell]; SA energy drain, create spawn, dominate, children of the night, blood drain, natural weapons treated as magical for purposes of DR; SQ darkvision 60 ft, alternate form (dire wolf) DR 10/silver and magic, DR 10/adamantine (via *stoneskin*) cold and electricity resistance 10, fast healing 5, assume gaseous form, *spider climb* (as spell), +4 turn resistance, undead traits; AL LE; SV Fort +4, Ref +10, Will +10; Str 18, Dex 18, Con -, Int 14, Wis 14, Cha 22. Height 5 ft. 7 in. Weight 135 lb.

Skills and Feats: Bluff +24, Concentration +15 (+19 when casting defensively), Craft (carving, +15), Hide +12, Knowledge: Arcana +17, Listen +13, Move Silently +12, Search +10, Sense Motive +10, Spellcraft +19, Spot +14; Alertness, Combat Casting, Combat Reflexes, Craft Wondrous Item, Dodge, Energy Substitution (acid), Extra Slot(5th)*, Improved Initiative, Lightning Reflexes, Silent Spell, Weapon Focus (ray)

Alternate Form (Su): Can assume the form of a dire wolf, as per a *polymorph* spell at 12th level, except that the vampire does not regain hit points and loses its dominate ability.

Blood Drain (Ex): If an opponent is successfully grappled and pinned, it can be drained for 1d4 points of

Constitution each round the pin is maintained. Each successful attack gives the vampire 5 temporary hit points.

Children of the Night (Su): Once per day the vampire can call 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. Summoned creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

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

Dominate (Su): Gaze attack at 30 foot range, requires a standard action to use, Will save DC 22. Equivalent to a *dominate person* at 12th level.

Energy Drain (Su): Living creatures hit by a vampire's slam or other natural attack gain two negative energy levels. The vampire gains 5 hit points per level drained. A DC 22 Fortitude save is required after 24 hours or the level loss is permanent.

Fast Healing (Ex): Heals 5 damage/round as long as the vampire has at least 1 hit point. If reduced to 0 hit points it automatically turns into gaseous form and retreats. It is utterly destroyed if it does not reach its coffin within 2 hours.

Gaseous Form (Su): Assume *gaseous form* as spell at 5th level, except that duration is indefinite and fly speed is 20 feet. This is a standard action.

Possessions: +2 ring of protection, lesser rod of metamagic: empower, spell components

Spells Known (6/7/4/7/5/6/4; base DC = 16 + spell level): 0 level-*acid splash, dancing lights, detect magic, disrupt undead, mage hand, message, open/close, ray of frost, read magic*; 1st level-*magic missile, ray of enfeeblement, shield, shocking grasp, unseen servant*; 2nd level-*cat's grace, glitterdust, scorching ray, see invisibility, shatter*; 3rd level-*dispel magic, fireball, haste, lightning bolt*; 4th level-*enervation, ice storm, stoneskin*; 5th level-*cone of cold, dismissal, telekinesis*; 6th level-*flesh to stone*.

Physical Description: Distinctly Flan features.

Encounter 10

➤ **Idol body (advanced stone golem):** Huge Construct; HD 22d10+40; hp 161; Init -2; Spd 20 ft.; AC 27 (touch 8, flat-footed 26) [-2 size, -2 Dex, +21 natural]; Face/Reach 15 ft./15 ft.; BA/Grapple +16/ +37; Atk slam +27 melee (4d8+13); Full Atk 2 slams +27 melee (4d8+13); SA *eyebite*; SQ construct traits, DR 10/adamantium, darkvision 60 ft., low-light vision, partial magic immunity; AL N; SV Fort +7, Ref +5, Will +7; Str 37, Dex 7, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: none.

Construct Traits: Immunity to all mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal or ability damage, ability or energy drain, massive damage, fatigue, or exhaustion. Immune to any effect requiring a Fortitude save, unless the effect is harmless or also works on objects.

Eyebite (Su): Once every round the idol body can use

eyebite (as the spell at 11th level) as a free action on a person within 10 feet. The Fortitude save to resist is DC 21 and is Constitution-based.

Immunity to Magic (Ex): Healing effects inflict damage on the idol body equal to the hit points healed, while necromancy spells repair damage equal to 1d8 hit points per level of the spell. A *stone to flesh* spell does not actually change the body's structure but negates its damage reduction and magic immunity for 1 round. It is otherwise immune to any magical effect that allows spell resistance except as noted in Encounter 10a.

➤ **Idol spirit (treat as ghost Sor12):** Medium Undead (incorporeal); HD 12d12; hp 78; Init +8; Spd Fly 30 ft.[perfect]; AC 24* (touch 20*, flat-footed 18*) [+4 deflection, +4 shield, +6 Dex]; BA/Grapple +6/-; Atk/Full Atk touch or ranged touch +13* (as spell); SA horrific appearance, manifestation, soul drain, spell-like abilities; SQ telepathy 100 feet, incorporeal, undead immunities, darkvision 60 feet, rejuvenation, turn resistance +4 (but also see text), *deathwatch* sight; SR 24; AL CE; SV Fort +4, Ref +10*, Will +12; Str -, Dex 22*, Con -, Int 18, Wis 18, Cha 19.

Skills and Feats: Bluff +18, Concentration +15 (+19 when casting on the defensive), Hide +11, Knowledge: Arcana +18, Knowledge: Religion +5, Listen +12, Spellcraft +19, Search +12, Spot +19, Tumble +11; Combat Casting, Improved Initiative, Spell Focus (necromancy), Weapon Focus (touch), Weapon Focus (ray).

Control Undead (Su): The spirit can automatically control any undead within 400 feet and is treated as an 18th level cleric for purposes of controlling intelligent undead. No undead creature will attack it.

Horrific Appearance (Su): Any living creature within 60 feet that views the spirit must succeed at a DC 20 Fortitude save or immediately take 1d4 points each of Strength, Constitution, and Dexterity damage. A creature that successfully saves cannot be affected again for 24 hours.

Malevolence (Su): Once per round the spirit can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* at 10th level, except that no receptacle is required. To use this ability, the spirit must be manifested and move into the target's space; this action does not provoke attacks of opportunity. DC 19 Will save to resist; on a failed save the spirit merges with the person's body and disappears, on a successful save the target is immune to further attempts for 24 hours.

Manifestation (Su): The spirit is visible on the Material Plane and treated as incorporeal when it manifests. In this form the spirit can use its touch attack, cast spells on targets on the Material Plane, and use its malevolence. It can be attacked normally on the Ethereal Plane.

Soul Drain (Su): Any creature that dies within 70 feet of the idol spirit must make a DC 23 Will save (DC 33 if the victim is a former possessor of the idol) or have its soul drawn into the idol spirit as per a *soul bind* spell. The idol spirit gains one hit die each time this happens. Only

destroying both parts of the idol releases the soul.

Spell-Like Abilities (Sp): Once per round at will the spirit can use *animate dead* or *contagion*. Thrice per day the idol can use *create undead*. Once per day the idol can use *create greater undead*. All of these abilities have a save DC of 20 and are at 18th caster level. The DC for all spell-like abilities is Charisma-based.

Rejuvenation (Su): The idol spirit cannot be permanently destroyed while the body is intact. It automatically restores itself after one day.

Special Vulnerability: When a turn attempt is successful against the spirit, it loses one hit die as if affected by a negative energy level.

Spells Available (6/6*/6*/7/7/5/3; base DC= 14+spell level for spells in bold, 15+spell level otherwise): 0 level-*mage hand*, *touch of fatigue*; 1st level-*cause fear*, *chill touch*, *ray of enfeeblement*, *shield*; 2nd level-*blindness/deafness*, *cat's grace*, *spectral hand*; 3rd level-*vampiric touch*, *ray of exhaustion*; 4th level-*bestow curse*, *enervation*, ***shout***, 5th level-*waves of fatigue*, ***telekinesis***; 6th level-*circle of death*

* - includes the effects of *cat's grace* and *shield*

APL 16

Encounter 4

➤ **Elite vrock (advanced):** Huge Outsider (tanar'ri); HD 15d8+135; hp 202; Init +2; Spd 30 ft., fly 50 ft. (average); AC 24 (touch 10, flat-footed 22) [-2 size, +2 Dex, +14 natural]; BA/Grapple +15/+33; Atk Claw +23 melee (3d6+10); Full Atk 2 claws +23 melee (3d6+10) and bite +21 melee (2d6+5) and 2 talons +21 melee (1d8+5); Size/Reach 15 ft./15 ft.; SA Dance of ruin, spell-like abilities, spores, stunning screech, *summon tanar'ri*; SQ DR 10/good, darkvision 50 ft., immunity to electricity and poison, telepathy 100 ft., resistance to acid 10, cold 10, and fire 10; SR 17; AL CE; SV Fort +18, Ref +11, Will +12; Str 31, Dex 14, Con 29, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +27, Diplomacy +6, Hide +15, Intimidate +21, Knowledge: Planes +20, Listen +29, Move Silently +15, Search +20, Sense Motive +21, Spellcraft +15, Spot +29, Survival +13 (+15 for following tracks); Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Multiattack, Power Attack.

Dance of Ruin (Su): Requires three or more vocks joining hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except demons within the area of effect take 20d6 damage (Reflex DC 18 save for half). Stunning, paralyzing, or slaying one of the vocks stops the dance.

Spell-like Abilities: At will—*mirror image*, *telekinesis* (DC 20), *greater teleport* (self plus 50 pounds of objects only). 1/day—*heroism*. Caster level 12th.

Spores (Ex): A vrock can release spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 damage to each creature adjacent to the vrock. They then penetrate the skin and grow, doing an additional 1d4 damage each round for 10 rounds. At the end of that time the victim is covered with a tangle

of (harmless) viny growths that wither away in 1d4 days. *Delay poison* stops the growth for its duration, while *bless*, *neutralize poison*, *remove disease*, or sprinkling the victim with holy water kills the spores.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except demons within a 30-foot radius must make a DC 26 Fortitude save or be stunned for one round.

Summon Tanar'ri (Sp): This ability is not available to the vrock in this scenario.

Encounter 8

☛ **Altena, vampire Nec15:** Medium Undead (formerly human female); HD 15d12, hp 98 (114); Init +8(+10); Spd 30(60) ft., fly 60(90) ft. (good, *fly*) or 20(50) ft (perfect, *gaseous form* only); AC 35 (touch 21, flat-footed 28) [+1 dodge, +4(+6) Dex, +6 natural, +4 *mage armor*; +4 *shield*, +3 deflection, +1 insight]; BA/Grapple +7/+11; Atk melee slam +13(+14) [1d6+6 +2 negative levels] or ranged touch +11(+14) [as spell]; Full Atk melee slam +13/+8 (+14/+9/+14) [1d6+6 +2 negative levels] or ranged touch +12 (+15) [as spell]; SA energy drain, create spawn, dominate, children of the night, blood drain, natural weapons treated as magical for purposes of DR; SQ darkvision 60 ft, alternate form (dire wolf) DR 10/silver and magic, DR 10/adamantine (via *stoneskin*, cold and electricity resistance 10, fast healing 5, assume gaseous form, *spider climb* (as spell), +4 turn resistance, undead traits, scry on familiar; AL LE; SV Fort +6, Ref +12 (+15), Will +12; Str 18, Dex 18 (22), Con -, Int 27, Wis 14, Cha 16. Height 5 ft. 9 in., Weight 155 lb.

Skills and Feats: Bluff +11, Concentration +18 (+22 when casting defensively), Craft (alchemy) +26, Decipher Script +26, Hide +12, Knowledge: Arcana +26, Knowledge: Planes +26, Knowledge: Religion +26, Listen +10, Move Silently +12, Search +10, Sense Motive +10, Spellcraft +28, Spot +19; Alertness, Combat Casting, Combat Reflexes, Craft Staff, Craft Wondrous Item, Dodge, Energy Substitution (acid), Improved Initiative, Improved Familiar, Lightning Reflexes, Maximize Spell, Scribe Scroll, Spell Focus: Necromancy, Spell Penetration, Quicken Spell, Weapon Focus (ray)

Alternate Form (Su): Can assume the form of a dire wolf, as per a *polymorph* spell at 12th level, except that the vampire does not regain hit points and loses its dominate ability.

Blood Drain (Ex): If an opponent is successfully grappled and pinned, it can be drained for 1d4 points of Constitution each round the pin is maintained. Each successful attack gives the vampire 5 temporary hit points.

Children of the Night (Su): Once per day the vampire can call 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. Summoned creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Contingency (Sp): Turning into gaseous form with single digit or fewer hit points left triggers a *contingency* spell, which *teleports* her away.

Create Spawn (Su): A humanoid or monstrous

humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial.

Dominate (Su): Gaze attack at 30 foot range, requires a standard action to use, Will save DC 20. Equivalent to a *dominate person* at 12th level.

Energy Drain (Su): Living creatures hit by a vampire's slam or other natural attack gain two negative energy levels. The vampire gains 5 hit points per level drained. A DC 20 Fortitude save is required after 24 hours or the level loss is permanent.

Fast Healing (Ex): Heals 5 damage/round as long as the vampire has at least 1 hit point. If reduced to 0 hit points it automatically turns into gaseous form and retreats. It is utterly destroyed if it does not reach its coffin within 2 hours.

Gaseous Form (Su): Assume *gaseous form* as spell at 5th level, except that duration is indefinite and fly speed is 20 feet. This is a standard action.

Scry on Familiar (Sp): May scry on familiar (as if casting *scrying*) once per day.

Possessions: +3 ring of protection, headband of intellect +6, rod of metamagic: empower, dusty rose ioun stone, amulet of mighty fists +2, ring of spell storing (contains *freedom of movement* at 15th level), +2 cloak of resistance, spell components

Spells Prepared (5/7/7/7/6/5/4/3, DC 18+spell level, or 19+spell level for necromancy [in bold]): 0 level-*acid splash*, *detect magic*, *disrupt undead*, *mage hand*, *read magic*; 1st level-~~mage armor~~, *magic missile*(x2), *protection from good*, ~~shield~~, *ray of enfeeblement*, *unseen servant*; 2nd level-*Melf's acid arrow*, ~~false life~~, *glitterdust*, ~~resist energy~~, *shatter*, *see invisibility*, ***spectral hand***; 3rd level-*blink*, *dispel magic*, *fireball*, *fly*, *lightning bolt*, ~~protection from energy~~, ***ray of exhaustion***; 4th level-~~bestow curse~~, *dimension door*, ***enervation***, *ice storm*, *fire shield*, *magic missile*, ~~stoneskin~~ (x2); 5th level-*cone of cold*, *dismissal*, *magic missile* (quickened), *true strike* (quickened), ***waves of fatigue***, *wall of fire*; 6th level-*chain lightning*, ***create undead***, *greater dispel magic*, ~~mass eat's grace~~, *true seeing*; 7th level- ***finger of death***, *limited wish*, *prismatic spray*, *spell turning*; 8th level-*maze*, ***horrid wilting***, *polar ray*

➤**Altena's imp familiar:** Tiny outsider (evil, lawful, extraplanar; HD 15, hp 49; Init as Altena; Spd 20(50) ft., fly 50(80) ft. (perfect); AC 39 (touch 18, flat-footed 33) [+1 dodge, +2 size, +3(+5) Dex, +13 natural, +4 *mage armor*, +4 *shield*]; BA/Grapple +7/-1;Atk/Full Atk Sting +12(+13) melee [1d4 +poison]; Face/Reach 2½ ft./0 ft.; SA poison, spell-like abilities, imbued with *bestow curse*; SQ alternate form (raven), DR 5/good or silver, DR 10/adamantine (via *stoneskin*), darkvision 60 ft., fast healing 2, fire resistance 5, immunity to poison, improved evasion, share spells with master, empathic link, deliver touch spells, speak with master ; SR 20; AL LE; SV Fort +5, Ref +8(+11), Will +10; Str 10, Dex 10(14), Con 10, Int 13, Wis 12, Cha 14.

Skills and Feats: Concentration +18, Decipher Script +19, Diplomacy +8, Hide +17(+19), Knowledge: Arcana

+19, Knowledge: Planes +19, Knowledge: Religion +19, Listen +7, Move Silently +9(+11), Search +7, Spellcraft +19, Spot +7, Survival +1 (+3 for following tracks); Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.

Spell-like Abilities: At will-*detect good*, *detect magic*, *invisibility* (self only); 1/day-*suggestion* (DC 15). Caster level 6th. The DC is Charisma-based.

Once per week an imp can use *commune* to ask six questions. This ability otherwise works as the spell at 12th level.

Alternate Form (Sp): The imp can assume the form of a raven as a standard action. Treat as a *polymorph* spell at 12th level, except that the imp does not regain hit points for changing form.

Improved Evasion (Ex): Take no damage on successful Reflex save and half damage on a failed save against attacks that normally allow a Reflex save for half damage.

Share Spells: Any spell Altena casts on herself also affects the imp unless it moves more than 5 feet from her. Altena may also cast spells with the target "You" on the imp.

Deliver Touch Spells (Su): The imp can deliver touch spells for Altena.

Encounter 10

➤**Idol body (advanced stone golem):** Huge Construct; HD 30d10+40; hp 205; Init -2; Spd 20 ft.; AC 27 (touch 8, flat-footed 26) [-2 size, -2 Dex, +21 natural]; Face/Reach 15 ft./15 ft.; BA/Grapple +22/ +43; Atk slam +33 melee (4d8+13); Full Atk 2 slams +33 melee (4d8+13); SA *eyebite*; SQ construct traits, DR 10/adamantium, darkvision 60 ft., low-light vision, partial magic immunity; AL N; SV Fort +10, Ref +8, Will +10; Str 37, Dex 7, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: none.

Construct Traits: Immunity to all mind- affecting effects, poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal or ability damage, ability or energy drain, massive damage, fatigue, or exhaustion. Immune to any effect requiring a Fortitude save, unless the effect is harmless or also works on objects.

Eyebite (Su): Once every round the idol body can use *eyebite* (as the spell at 11th level) as a free action on a person within 10 feet. The Fortitude save to resist is DC 25 and is Constitution-based.

Immunity to Magic (Ex): Healing effects inflict damage on the idol body equal to the hit points healed, while necromancy spells repair damage equal to 1d8 hit points per level of the spell. A *stone to flesh* spell does not actually change the body's structure but negates its damage reduction and magic immunity for 1 round. It is otherwise immune to any magical effect that allows spell resistance except as noted in Encounter 10a.

➤ **Idol spirit (treat as ghost Sor14):** Medium Undead (incorporeal); HD 14d12; hp 91; Init +8; Spd Fly 30 ft.[perfect]; AC 24* (touch 20*, flat-footed 18) [+4 deflection, +4 shield, +6 Dex]; BA/Grapple +7/-; Atk/Full Atk touch or ranged touch +14* (as spell); SA horrific appearance, manifestation, soul drain, spell-like abilities; SQ telepathy 100 feet, incorporeal, undead immunities, darkvision 60 feet, rejuvenation, turn resistance +4 (but also see text), *deathwatch* sight; SR 24; AL CE; SV Fort +4, Ref +10*, Will +13; Str -, Dex 23*, Con -, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +18, Concentration +17 (+21 when casting on the defensive), Hide +11, Knowledge: Arcana +20, Knowledge: Religion +5, Listen +12, Spellcraft +21, Search +12, Spot +20, Tumble +12; Combat Casting, Improved Initiative, Spell Focus (necromancy), Weapon Focus (touch), Weapon Focus (ray).

Control Undead (Su): The spirit can automatically control any undead within 400 feet and is treated as an 18th level cleric for purposes of controlling intelligent undead. No undead creature will attack it.

Horrific Appearance (Su): Any living creature within 60 feet that views the spirit must succeed at a DC 20 Fortitude save or immediately take 1d4 points each of Strength, Constitution, and Dexterity damage. A creature that successfully saves cannot be affected again for 24 hours.

Malevolence (Su): Once per round the spirit can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* at 10th level, except that no receptacle is required. To use this ability, the spirit must be manifested and move into the target's space; this action does not provoke attacks of opportunity. DC 19 Will save to resist; on a failed save the spirit merges with the person's body and disappears, on a successful save the target is immune to further attempts for 24 hours.

Manifestation (Su): The spirit is visible on the Material Plane and treated as incorporeal when it manifests. In this form the spirit can use its touch attack, cast spells on targets on the Material Plane, and use its malevolence. It can be attacked normally on the Ethereal Plane.

Soul Drain (Su): Any creature that dies within 70 feet of the idol spirit must make a DC 23 Will save (DC 33 if the victim is a former possessor of the idol) or have its soul drawn into the idol spirit as per a *soul bind* spell. The idol spirit gains one hit die each time this happens. Only destroying both parts of the idol releases the soul.

Spell-Like Abilities (Sp): Once per round at will the spirit can use *animate dead* or *contagion*. Thrice per day the idol can use *create undead*. Once per day the idol can use *create greater undead*. All of these abilities have a save DC of 21 and are at 18th caster level. The DC for all spell-like abilities is Charisma-based.

Rejuvenation (Su): The idol spirit cannot be permanently destroyed while the body is intact. It automatically restores itself after one day.

Special Vulnerability: When a turn attempt is successful against the spirit, it loses one hit die as if

affected by a negative energy level.

Spells Available (6/6*/6*/7/7/7/5/3; base DC= 14+spell level for spells in bold, 15+spell level otherwise): 0 level-*mage hand*, *touch of fatigue*; 1st level-*cause fear*, *chill touch*, *ray of enfeeblement*, *shield*; 2nd level-*blindness/deafness*, *cat's grace*, *spectral hand*; 3rd level-*vampiric touch*, *ray of exhaustion*; 4th level-*bestow curse*, *enervation*, ***shout***; 5th level-*waves of fatigue*, ***telekinesis***; 6th level-*circle of death*, ***disintegrate***; 7th level-*wave of exhaustion*

* - includes effects of *cat's grace* and *shield*

APPENDIX 4: NEW RULES

Feats

AUGMENT HEALING [General]

from *Complete Divine*

Prerequisite: Heal 4 ranks

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

CAVALRY CHARGER [Tactical]

From *Complete Warrior*

Prerequisites: Mounted Combat, Spirited Charge, Trample, BAB +6

Benefit: This feat allows three tactical maneuvers:

Unhorse: When mounted and charging a mounted foe, you may make a free bull rush attempt upon a successful hit. If the bull rush attempt succeeds, you move your foe normally, but the mount remains where it was.

Leaping Charge: This maneuver can only be used when mounted and charging a foe one size class smaller than your mount. At the conclusion of the movement portion of the action, you may choose to make a DC 10 Ride check for a chance to deal 2 extra points of damage or a DC 20 ride check for a chance to do 4 extra points of damage. If the check fails, you miss the target, and if the check fails by 5 or more you also fall off your mount into an adjacent square.

Fell Trample: You can make mounted overrun attempts against multiple foes, with the mount getting a hoof attack on each foe.

Special: A fighter may take this feat as a fighter bonus feat.

HOLD THE LINE [General]

From *Complete Warrior*

Prerequisites: Combat Reflexes, BAB +2

Benefit: You may make an attack of opportunity against a charging opponent who enters a square you threaten. The AOO happens immediately before the charge attack is resolved.

Normal: You only get an AOO against an opponent who exits a square you threaten.

IMPROVED TOUGNESS [General]

From *Complete Warrior*

Prerequisite: Base Fortitude save bonus +2

Benefit: +1 hp/HD. Retroactively assessed.

Special: A fighter may select this feat as a fighter bonus feat.

Prestige Class: Radiant Servant of Pelor (From *Complete Divine*)

Note: only class abilities used are listed.

Hit Dice: d6

REQUIREMENTS

To become a radiant servant of Pelor, a character

must fulfill all of the following criteria.

Alignment: Neutral good.

Base Save Bonus: Will +5.

Skills: Heal 5 ranks, Knowledge (religion) 9 ranks.

Feat: Extra Turning

Spells: Able to cast 1st-level divine spells and access to the Sun domain.

Special: Must have Pelor as a patron deity.

CLASS SKILLS

The radiant servant of Pelor's class skills are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcane) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Proficient with all simple and martial weapons and armor and with shields.

Radiance: The radius of illumination of any spell with the light descriptor cast by the radiant servant of Pelor is doubled, and all such spells are cast at +1 caster level.

Extra Greater Turning: The radiant servant of Pelor can perform a greater turning a number of times per day equal to 3 + her Charisma modifier.

Spells per Day/Spells Known: Add radiant servant of Pelor level to the level of whatever other spellcasting class the character has, then determine spells per day and spells known accordingly.

Turn Undead (Ex): Radiant servant of Pelor levels stack with clerical levels for all purposes related to turning undead.

Divine Health (Ex): Immune to all natural and magical diseases.

Empower Healing (Ex): Any domain spell from the Healing domain (those in starred in Janna's spell listing) is treated as Empowered.

BAB/Save Advancement: As a cleric.

PLAYER HANDOUT 1a

While taking an afternoon nap/reverie you experience a strange dream. You find yourself walking through a forest that looks vaguely familiar. You step into a semicircular clearing which has a dilapidated shack built into the side of a hill at its far end. Standing in the doorway is a woman with long dark blond hair dressed in simple clothing. As you step closer you realize not only that you can see through this woman, but that you recognize her as well: it is the ghost Tanalee, the once-accused witch from that awful business at Dunmarsh.

"Greetings," she says. She motions to encompass the entire clearing. "It would seem the ugliness that you helped resolve here has left its mark far beyond the confines of this forest. The evil of the cave has long tendrils. A wizard in the city named Kalinin is seeking adventurers for a cause that may be related. If you be of good heart, I would ask that you hear what he has to say. So request my spirit friends."

Before you can ask any questions, the dream fades.

PLAYER HANDOUT 1b

While relaxing in a tavern, a barmaid approaches you and sets a mug of your favorite drink down in front of you.

"Compliments of the man sitting at the bar," she says, indicating a nondescript middle-aged man seated at the bar. By the quality and style of his clothing you would guess him to be a moderately successful tradesman. He motions for you to join him. When you do, he speaks to you.

"Well met, my friend. Please, sit and have a drink with me." He takes a draught from his own drink, looks you up and down, and comments, "you know, I've heard of a wizard named Kalinin who is seeking adventurers for a particular task. Seeing as how you're one of the faithful of <insert your god's name here>, that task of his is something that you might want to be looking into."

You look at him curiously, and note with a start that the stranger now has golden eyes! He smiles at you, stands, and walks out of the tavern before you can react. By the time you reach the front door, he has disappeared, though a white feather wafts down to rest in your hands.

PLAYER HANDOUT 1c

While checking in with a representative of your organization in the City of Greyhawk, you are told an interesting rumor: a wizard in the city named Kalinin, who is well-regarded by your organization, is looking for adventurers for an important mission, and there is a suggestion that a capable and knowledgeable spellcaster might be crucial to the mission he has in mind. No other details are available beyond where to find this Kalinin.

PLAYER HANDOUT 2

Have tried to contact you through other means, but without success. Dark forces seem intent on stopping us from contacting you.

We are in trouble. A new and urgent mission has arisen, one that must be completed with all possible haste, but minions of evil constantly beset us. We know not their origin, but they are intent on stopping our mission. We have already lost one of our numbers, and many of the rest of us are weakened. We need strong and capable help or our mission will fail, and it is vital that it succeeds.

I dare not comment on the specifics, for I fear prying eyes and do not want to call more attention to us than we have already drawn. Trust me when I say that this is a task that those dedicated to the cause of good cannot ignore. We will wait as long as possible for help in the village of Tomin, one day's hard ride to the west of Hokar in the Hold of the Sea Princes, but we dare not wait long.

Gerardann

PLAYER HANDOUT 3

You hear a voice in your head:

"I can sense that you are a noble and honorable soul," it says. Looking around, you are amazed to see the white stallion nodding at you. *"My time on this world grows short, so I cannot see Lady Janna through to the completion of her mission. I cannot return on my own, so I make this offer to you."*

It appears as if the horse is actually bowing to you as it continues to speak in your mind! *"Prove your merit to me by seeing Lady Janna through to the end of her task and protecting her from all harm and I will allow you to call for me. I will answer, and become your companion. What say you?"*

PLAYER HANDOUT 4a

You experience a vision:

You see a large circular clearing in a wooded area. Standing in the middle of the clearing is a stone altar, and behind it a great stone statue of a leering man with outstretched palms brought together in front of him. In the statue's palms is the idol, and strapped to the stone altar before the statue is a Suel man stripped naked and painted with arcane symbols. Standing before the altar is a sturdily-built woman with bronzed skin and curly brown hair. Her face is painted to resemble a skull and she stands naked except for an elaborate headpiece of archaic design and a cape of darkest night. In her raised hands is an ornate sacrificial dagger designed so that its blade seems to extend out from the mouth of a human skull. Others are also standing around the clearing, a few dressed similarly to the woman, a couple in armor, and several others squatting on the ground, chained together and under the guard for the armored warriors. All those standing are pureblood Flan, all those in chains are of other races, both human and demi-human.

As you watch, the woman shouts a series of arcane phrases that sound very much like a spell, but one of a kind you've never heard before. The dagger crackles with energy as the woman thrusts it into the Suel man's body and splits him open from sternum to abdomen. The man tries to cry out, but seems unable to do so. As he breathes his last, a stream of wispy energy surges out from his eyes, lips, and gaping wound and streams into the idol, which glows briefly.

After a few moments the body rises off the altar, moving stiffly as you might expect from a zombie. The remaining individuals in chains are brought to the altar one by one and sacrificed in a like manner, each time with the same result. As the vision ends you see a small army of new zombies standing in the clearing and get the sense that the idol controls them.

PLAYER HANDOUT 4b

You experience a vision:

You find yourself face-to-face with a gaunt and skeletal humanoid whose withered flesh is stretched tightly over its horrifyingly visible bones. Bright points of crimson light burn in the depths of eyes that, somewhat surprisingly, are still intact, while rich robes hang loosely from its frame. It seems to be holding you at arm's length as it examines you carefully. When it speaks, you cannot understand it at first (unless you can speak Flan) but a translation in your native language kicks in almost immediately.

"You are right, Altena," it speaks to someone beyond your field of vision. The perspective of the scene shifts somewhat, and you can now see the skeletal humanoid holding the idol in one outstretched hand while its other hovers above it, the twinkle of magic glittering from its bony fingers. Behind the figure and to the left is a sturdily-built Flan woman with bronzed skin and curly brown hair who is clothed in a cape of darkest night. Other figures clad in dark cloaks with their hood pulled up line the walls of the dimly-lit circular stone chamber. "Though it is fascinating how it came to develop this consciousness, it has too much of its own mind to be of use to me. I will not have an entity serving me that is not bound absolutely to my will."

"What do you want us to do with it, High One?" the woman says.

"Mmmm. Drain it of its power and use it towards the creation of the sword. I will leave it dormant for a time to teach it proper respect. Its capacity to channel necromantic energies is immense, so perhaps it can still serve as a valuable tool at some future date." The creature hands the idol to the woman. "Make it the top priority of the Ur-Flan after the sword."

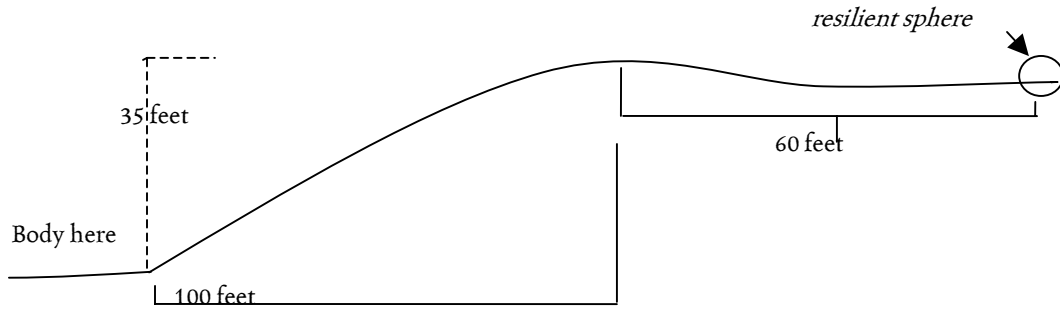
PLAYER HANDOUT 4c

You have a sensation of laying in perpetual darkness, so weak that you cannot move. The being who was supposed to be your master—the Dead Lord—had ordered the Ur-Flan who served him to strip you of your power as punishment for being too independent. As if that was your fault! *They* were the ones that linked you to the Dark Powers who taught you how to best exploit your abilities. So what if you occasionally went off and did your own thing? You were still (basically) serving the Dead Lord, weren't you?

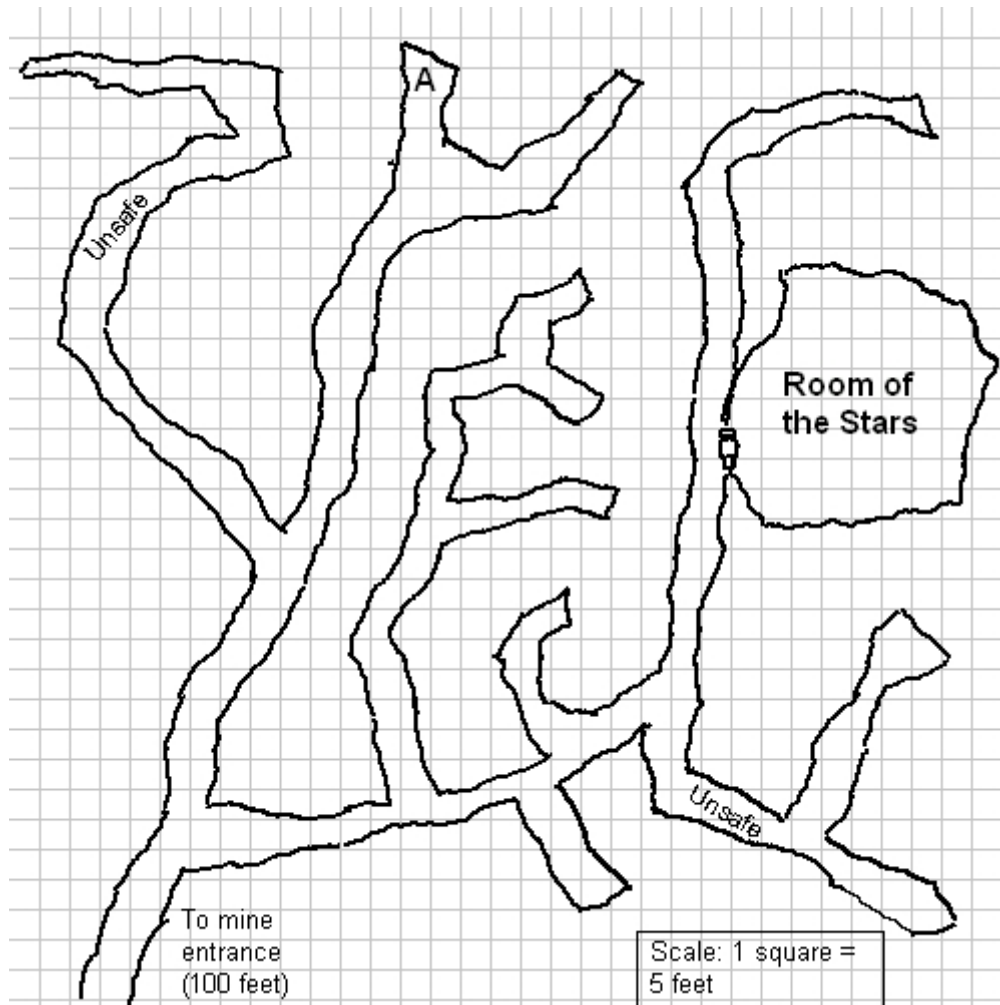
Damn, you miss the succulent taste of the sentient soul, the joy of manipulating corpses like puppets! It has been sooooo long since you were able to bask in the wonder of unrestrained violence and suffering. . .

. . .and then you feel it, a presence long absent but now returned. A power long since passed has returned to this world, one that you resonate with and whose intimate embrace would reinvigorate you. Something is calling to you, a voice perhaps. . . and then you can see the place, a cave in a rocky crag deep in the woods with a skeleton inside pinned to the ground (another body to play with!) and a radiant evil blossoming within. You must go there and restore yourself to power. If the Dead Lord is still around, then perhaps you can prove yourself worthy this time. If not, then there's always those Dark Powers, especially the one so bent on destruction that it would consume the world given a chance. My, wouldn't that be fun!

DM'S DIAGRAM—Encounter 4 (Side View)



DM'S MAP—BERGHOF MINE (Encounter 10)



PLAYER'S MAP—THE MINE

