

SND02-M01



The Evil Eye

A mini-module for D&D Living Greyhawk Adventure

RETIRED

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Cattle dies in a quiet village just after the local wise woman looked into it. Now the villagers want to see blood. A Sunndi regional mini-module for characters level 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and cuts, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for a game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as

the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and the DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario.

1. No vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheets, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms so that you are not influenced by

their comments on your abilities. It is a good idea to have the players vote while you are determining treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from the convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. 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.

CR	1	2	3	4
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	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

TIME UNITS AND UPKEEP

This is a mini-scenario for Living Greyhawk, taking place in the region of Sunndi. All characters with Sunndi as a home-region pay

one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

Adventure Summary and Background

This mini-module will take place in the thorp of Stillwater, which might be familiar to players who have played What Lies Beneath in Sunndi. During that event some of the dead in the cemetery did not remain dead, which at that time caused a lot of trouble. If some of the players at your table did not play in that event, assume that those events have not yet taken place. If all the players at your table did play it, feel free to let NPCs refer to it.

The name of the village refers to a large pond near the village. The pond is used as a drinking area for local livestock. The people themselves do not drink from the dark deep and still pond because they think it is cursed for humans to drink. There are several stories of spirits that haunt the place. The most compelling is the story that the pond was used in the ancient past by the Flan to sacrifice maidens to the dread spirit of the pond. In reality up until recently it has been a very normal pond that has remained open due to a mixture of livestock, depth and the minerals in the water.

A few days ago though a traveller was murdered by his companion over a magical item. Both travellers were members of the Bleak Academy. The murdered man's name is Petzler, the murderer listens to the name Donner. During their stay in Pitchfield they had acquired a silver dagger that could drain the life out of it's victims. The two avoided taverns and stayed near the pond for the night. Petzler was killed with the dagger because Donner did not want to share the reward they would get at the Bleak Academy and the opportunity presented itself this night. Donner dumped the body in the pond. As happens now and then when those who dabbled with the black arts die, the angry soul did not pass on to the next world. It remained behind to haunt the area. It is a relatively weak spirit, but the spirit is strong enough to actually harm the livestock of the people. More importantly, it can influence the emotions of those nearby by whispering suggestions in the ears of those that sleep. Petzler fears true death and as of yet he has not shown himself. To keep his presence hidden, he has used his powers to influence the villagers against a local witch who had made him ridiculous while alive. The fear of the

Thorp of Stillwater

Ψ Stillwater (thorp): Conventional; AL Chaotic Good; 40 gp limit; Assets 160 gp; Population 80; Isolated (74 human, 6 halfling).

Authority Figures: Nalik the tavern keep, male human Com 3. Nalik is an older man, slender of build with straight brown hair and an expanding bald spot on the back of his head. As the tavern keep he knows all the inhabitants of town and he cares a lot about them.

Important Characters: Father Galamar, male human Clr 1. Galamar is in his late 40 s, of medium build and strong presence. He is a recent initiate to the priesthood of Pelor and he is a bit insecure about himself. He was a woodcarver before his career change.

Garik, male human Com 1. Garik is a bit of a loner, the cliché withdrawn grim man who lives at the border of the village. He is not a mean man. He just prefers to be left alone. He is a trapper.

Fenna, female human Exp4. Fenna is an old woman with long wild hair and a withered skin and pale blue eyes. She is an expert herbalist. She lives about 30 minutes from the village and the villagers fear her somewhat. She is a bit childish and prone to softly singing, whistling and talking to herself.

villagers against this witch, Fenna, helped him greatly with his ploy.

The PCs will arrive just in time to prevent a lynching of the poor Fenna and her defenceless daughter - or so they think. In reality Fenna's daughter is everything, but defenceless. She is the powerful wizard Lanaerra, but she keeps her disguise to observe how the PCs will handle things. The PC should discover the ghost of Petzler and destroy it. When they dredge up the body they might find some useful things and they will learn something about the Bleak Academy. If they impressed Lanaerra she will reveal herself for who she truly is and reward the PCs with a favour or some gold.

Encounter 1: The Old Lady and her Daughter

The PCs are travelling over the road towards one of the building sites for the new border forts at the border with the Vast Swamp or they are returning from a stay there. Around noon they travel past a peach orchard where an old woman and a young woman are picking flowers and herbs. Their singing will attract the

attention of any traveller. The attractive woman carries a large basket with food and when she notices the travellers she invites them to share lunch with her. If they agree they will have a pleasant lunch, which will be ended by the village mob. If they keep travelling, they will meet the village mob on the road.

Encounter 2: Village Mob

A group of 20 villagers will arrive at the orchard. They are clearly very angry and they will try to lynch the two women. They accuse the two of witchcraft and casting the evil eye on their livestock. If the PCs intervene, they might be willing to an official investigation by the PCs. They are not afraid to attack a defenceless old woman, but a group of adventurers is clearly too much. At the negotiations the PCs might learn about what really is going on. The trail will lead them to the pond of Stillwater. The fact that father Galamar is at New Keep for his initiation into the clergy of Pelor does not help.

Encounter 3: Stillwater's Ghost

Once at the pond they will have to think of a way to get the ghost out of the water. Once they have confronted and destroyed the ghost, the village of Stillwater will once again be a quiet thorp and the PCs will receive their just reward.

Player Introduction

The PCs have been travelling together for at least a day. It is up to them if they are on their way to Pitchfield from a long stay in or near the Vast Swamp or on their way to the border forts. Give the players some time to describe their characters and prepare their spells. Remember, as far as they are concerned, this will be an ordinary boring journey. There are no rumours of raiders from the swamp or any other danger that might haunt the area.

You have been walking over the dusty road since early this morning. The sky is clear blue and the sun has been shining particularly hot this day. This close to the Vast Swamp the humidity and mosquitoes do not make the journey any more comfortable. It is approaching noon rapidly, and sweat is streaming over your back like rivers. It is time for lunch, and to find a nice shadowy place to sleep away the hottest part of the day. When you look at your fellow travelling companions, you know that they are most likely thinking the same.

Right at that moment you are passing a large

peach orchard. The trees are flowering and the air is heavy with the soft sweet smell and the sound of buzzing bees. The grass under the trees looks very inviting and the wall made out of loose stones is hardly a barrier. Then you notice the sound of singing. A young clear voice sings a song about spring. The sounds comes closer and a beautiful young lady with long silver hair and thin rather revealing clothing appears in view. She has got a pale complexion and red cheeks. She is followed by an old woman with long wild white hair that hums out of tune with the young woman's song. The old woman carries a basket filled with flowering herbs. The young woman carries a basket as well, though you cannot see what is in it. Then the two women notice you and your companions.

"Greetings strangers. Welcome to Stillwater and old Bernard's orchard. My name is Linea, and this is my mother Fenna. Do you have any news from the outside world? Perhaps you would like to join our dinner? It might not be enough for all of us, but I am sure you have food to share as well? My mother is famous for her spiced bread."

Encounter 1: The Old Lady and Her Daughter

Linea, or Lanaerra, is using her robe of blending to change her looks into those described in the boxed text above. So in case somebody might cast a 'detect magic' spell, she will radiate a feint illusionary magic. This might cause the PCs to distrust her. Of course, Linea will be slightly insulted about casting magic without asking her permission first. The colour of her hair is done with a normal disguise. So when she removes the illusion her clothes will change into that of a beautiful robe and she will appear somewhat older. In all appearances it would look like she was using a minor magical trick to hide her age.

The following description should be read aloud after a short time, either if the PCs travel on or sometime during lunch and their conversation with Linea. The text assumes that the PCs are sitting in the orchard. If this is not the case, you should change the text accordingly.

The relative quietness of the day is suddenly disturbed by loud shouts of a small group of angry people from the road. When you rise to look over the wall, you see a group of about 10 simple villagers armed with makeshift weapons. It does not take a lot of skill to see that these people are angry beyond reason. In front of the group walks a middle-aged

bearded man slightly richer dressed than the rest of the group. The rest of the group seems to defer to his leadership, though for how long is only a guess.

The people in the group are speaking loudly and angry to each other. The words 'witch', 'evil eye' and 'dying cattle' are easy to recognize and understand. Then one of the younger members of the group sees you and especially Fenna, loudly shouting: "There she is. BURN the Witch." The man in the front of the group looks at you and shouts angry "Don't get in our way adventurers, we are taking the law in our own hands. THOSE two witches deserve to DIE!" After that they seem to storm in your direction en-masse.

Encounter 2: Village Mob

Leader of the village mob: Pandar, middle-aged charismatic farmer with a full brown beard and a bold head. His main source of income is his herd of sheep. So when they became ill he stood to lose his source of income. In his agitated state he is somewhat difficult to reason with. He is looking for somebody to blame.

Other members:

- Bandor*, male with short black hair. He is a typical broad-shouldered strong farm worker. He will be screaming the loudest for the blood of Fenna. After all, he is directly under the influence of Petzler's suggestion.
- Dirk*, unhealthy thin young man with thin short brown hair and a small moustache. He wears strangely warm clothing for Sunndi and he is constantly coughing. He is a traveller and stranger to the area. He just got caught into the affair when he fell asleep next to the pond under a tree.
- Gendar, young male kid of about twelve years old. He is here purely for the excitement. In fact when the others are calming down, they wonder what he is doing here and Pandar will be really angry.
- Hellena*, female with long brown hair. She is a lover of Bandor and she is a bit submissive.
- Helnant
- Kassel*, male long brown hair bound into a tail. He is a teenager who works at Pandar's farm. He is also rather bloodthirsty.
- Leia, female with short brown curly hair, simple practical clothes and a slightly boyish appearance. She is a teenager, but unlike the rest of the mob she is calmer

and wiser. The only reason she went along with the mob is to try to prevent something bad from happening. She is a lover of Kassel. She has been to the pond to find Kassel, but she has resisted Petzler's magic

- Rufor
- Tesmond

* These NPCs are under the influence of Petzler's charm. Hellena and Bandor had a rendezvous at the pond shortly after Petzler had risen from the dead. Dirk and Kassel are farm workers who had fallen asleep when they were watering the animals. A sense motive DC 25 will reveal to the PC that these four are under the influence of an enchantment.

The first thing the PCs will need to do when confronted with the village mob is to calm them. Of course, they could use violence to chase the villagers away, but that will not solve anything in the long run. Fenna is slightly insane and she clearly does not even realize the threat she is in. Linea acts like her mother, unless the PCs screw up. The old woman Fenna does not seem to care, but Linea will point out to the PCs that violence only solves the immediate problem. The PCs might leave the area but she and her mother cannot. She will make it clear there is little reason for the villagers to accuse Fenna, let alone to form a mob. Preferably this scene should be role-played. Either role-playing should modify the roll or the players should modify their role-playing based on the roll. While rolls are not necessary when the players are role-playing properly, the skills are a much better way to stimulate the actual skill of the PCs.

The first step in calming down the mob would be to get their attention. This should be relatively simple for adventurers like the PCs. There are many ways to approach this. The easiest would be to use force, though this would make the villagers distrustful and not very helpful. Rousing speeches, intimidating glares or some trickery are much better in the long run. Of course, a spell like 'calm emotions' is also a sure way to get the people in the mob to stop their lynching mood.

Once the mob is calmed the negotiations between especially Pandar, Bandor, Leia and the PCs will start. The mentioned 3 NPCs have got three different opinions on the whole affair and how to deal with it. Pandar is on the verge of losing part of his herd and with this his source of income. Due to this he is very agitated. Blaming Fenna was simply the easiest thing to do. Besides he trusts Kassel. He will be open to reason, especially when a

PC offers to look at the sick animals and if they offer a cure. He does not want to be a murderer, so once convinced Fenna might not have done it, he will want a full investigation on what really happened. Bandor is under the influence of Petzlar's suggestion. He simply KNOWS that Fenna has done it. There is little to reason with. In fact, he might actually attack Fenna on his own when he realizes this will not happen and he can get away with it. Leia is really worried that the villagers might do something they will deeply regret. She hints that there might be going on more than that appears at first glance. She remains outwardly calm. She believes Fenna to be innocent, but at the same time she is afraid to anger and estrange Kassel. This whole situation can hardly be captured in one dice roll. Only use a diplomacy skill check in an extreme case and then only to let the villagers return home and ONLY when the PCs promise to investigate the problem.

The following information can be obtained:

- Leia will only talk freely when separated from her boyfriend. When a PC is trustworthy (charisma check DC 15) or tries to gain her trust (diplomacy DC 15, 10 for a woman), she will try to speak with that PC alone. She is afraid that her friends might think she is insane. She went looking for Kassel -worried but loving gaze at her boyfriend- at the local pond when she found him sleeping under a tree near the pond. When she kneels to give him a wake-up kiss, she is overcome by some nightmarish visions. By the time she had recovered herself, she was lying next to Kassel. When she woke him up, he was acting a bit weird.
- Pandar's story - As far as Pandar knows part of his livestock got ill 2 days ago. At first it was nothing, but this morning it was a lot worse. When he talked with Bandor, he learned that Fenna had been feeding the cows and sheep some herbs while making some strange signs with her hands. Then Kassel told that he also had seen Fenna do that the day before. They suggested that Fenna had cast a spell on his sheep and cows because Pandar had made her angry. After all, he had hired her to heal one of his children and he had not paid the agreed upon price yet (he is visibly ashamed of this fact). He was going to, but he kept forgetting it. Anyway, it sounded so logically at that time. Only when questioned more about where and when, might he realize that only his sheep

and cows have become ill who have drunk from Stillwater.

- Examining Pandar's livestock - A heal check will be required. It is relatively easy to see that the cows and sheep show symptoms of an extreme allergic reaction. A heal check DC 15 will show that there are small bits of silver in their mouths and that it is the silver that apparently causes the reaction.
- Gendar was at the pond the morning after Petzler was thrown into the pond. He was not supposed to be there, but after a fight with his mother he had run away and wandered around the whole night. Donner did not see him, and Gendar never had a good look, but he did see a stranger in simple travelling clothes throw something in the water. The stranger mumbles something about that nobody would share the reward with him. He then erased several tracks, mumbling several more terrible things. The man really scared Gendar, so he ran away. If pressed (and if people promise him he will not be punished) he will state that he saw the stranger staring at a bloody silver dagger that he was holding in his hands.

Encounter 3: Stillwater's Ghost (EL 4; EL 6; EL 8)

There is only one sure way of permanently defeating Petzler. That is to dredge up his body and give it a proper burial. Harming the body is also a sure means of harming the ghost. So if the body is completely destroyed so will the ghost.

Treasure: The corpse of Petzler has got some minor magical items and valuables hidden on his body. If the PCs carefully examine the body they will find it. Donner did not have the time for an extensive search and the light conditions were also not too beneficial. What this treasure is exactly does not truly matter. In gold value it comes down to the amount of gp detailed in "Treasure Summary".

APL 2:

Petzler: male human ghost Wiz (Nec) 2; CR 4; Medium-size undead; HD 2d12; Hp 13; Init +2; Spd fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 13); Atk +3 touch (1d4, corrupting touch) OR +3 ranged; SA manifestation, corrupting touch; SQ rejuvenation, turn resistance +4, whispers in the dark, silver vulnerability; AL CE; SV fort +0, ref +4, Will +3; Str 10, Dex 14, Con -, Int 16, Wis 10, Cha 16.

Skills and Feats: Alchemy +8, Bluff +5, Concentration +5, Knowledge (arcane) +8, Knowledge (history) +8, Knowledge (religion) +4, Spellcraft +8; Scribe Scroll, Spell Focus (necromancy), Lightning Reflexes.

Manifestion (Su): As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible, but remain incorporeal.

Corrupting Touch (Su): The touch of Petzler causes 1d4 damage.

Whispers in the Dark (Su): This ability only works on a sleeping target. It acts like a *suggestion* spell as if cast by a 5th lvl spell caster (DC 14).

Silver Vulnerability (Su): Due to a special allergy Petzler can be affected by silver weapons just as if they were magical.

Spells Prepared (5/4; base DC = 13 + spell level): 0 - *disrupt undead*, *ray of frost* x2, *mage hand*; 1st - *Cause Fear*, *Sleep*, *Ray of Enfeeblement* x2.

Ψ Because of Spell Focus (Necromancy), the base DC against these spells is 15 + spell level.

APL 4:

Petzler: male human ghost Wiz (Nec) 4; CR 6; Medium-size undead; HD 4d12; Hp 26; Init +6; Spd fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 13); Atk +4 touch (1d4, corrupting touch) OR +4 ranged; SA manifestation, corrupting touch; SQ rejuvenation, turn resistance +4, whispers in the dark, silver vulnerability; AL CE; SV fort +1, ref +5, Will +4; Str 10, Dex 14, Con -, Int 17, Wis 10, Cha 16.

Skills and Feats: Alchemy +10, Bluff +6, Concentration +7, Knowledge (arcane) +10, Knowledge (history) +8, Knowledge (religion) +6, Spellcraft +10; Scribe Scroll, Spell Focus (necromancy), Lightning Reflexes, Improved Initiative.

Manifestion (Su): As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible, but remain incorporeal.

Corrupting Touch (Su): The touch of Petzler causes 1d4 damage.

Whispers in the Dark (Su): This ability only works on a sleeping target. It acts like a *suggestion* spell as if cast by a 6th lvl spell caster (DC 15).

Silver Vulnerability (Su): Due to a special allergy Petzler can be affected by silver weapons just as if they were magical.

Spells Prepared (5/5/4; base DC = 13 + spell level): 0 - *disrupt undead*, *ray of frost* x2, *mage hand*; 1st - *Cause Fear*, *Magic*

Missile, *Sleep*, *Ray of Enfeeblement* x2; 2nd - *Ghoul Touch* x2, *Fog Cloud*, *Detect Thoughts*.

Ψ Because of Spell Focus (Necromancy), the base DC against these spells is 15 + spell level.

APL 6:

Petzler: male human ghost Wiz (Nec) 6; CR 8; Medium-size undead; HD 6d12; Hp 39; Init +6; Spd fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 13); Atk +4 touch (1d4, corrupting touch) OR +4 ranged; SA manifestation, corrupting touch; SQ rejuvenation, turn resistance +4, whispers in the dark, corrupting gaze, silver vulnerability; AL CE; SV fort +2, ref +6, Will +5; Str 10, Dex 14, Con -, Int 17, Wis 10, Cha 16.

Skills and Feats: Alchemy +10, Bluff +6, Concentration +9, Knowledge (arcane) +12, Knowledge (history) +8, Knowledge (religion) +6, Sense Motive +3, Spellcraft +12; Scribe Scroll, Spell Focus (necromancy), Lightning Reflexes, Improved Initiative, Silent Spell, Craft Wand.

Manifestion (Su): As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible, but remain incorporeal.

Corrupting Gaze (Su): Petzler can blast living beings with a glance, at a range of up to 30 ft. Creatures that meet the ghost's gaze must succeed at a fortitude save or suffer 2d10 damage and 1d4 points of permanent Charisma drain.

Corrupting Touch (Su): The touch of Petzler causes 1d4 damage.

Whispers in the Dark (Su): This ability only works on a sleeping target. It acts like a *suggestion* spell as if cast by a 8th lvl spell caster (DC 16).

Silver Vulnerability (Su): Due to a special allergy Petzler can be affected by silver weapons just as if they were magical.

Spells Prepared (5/5/5/4; base DC = 13 + spell level): 0 - *disrupt undead*, *ray of frost* x2, *mage hand*; 1st - *Cause Fear*, *Magic Missile*, *Sleep*, *Ray of Enfeeblement* x2; 2nd - *Ghoul Touch* x2, *Fog Cloud*, *Detect Thoughts*, *Spectral Hand*; 3rd - *Vampiric Touch* x2, *Dispel Magic*, *Magic Circle against Good*.

Ψ Because of Spell Focus (Necromancy), the base DC against these spells is 15 + spell level.